



Strike Three: Caught Looking

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

By David Samuels

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

Another day, another ego-maniacal madman looking to make a name for themselves at Amthydor's expense. Where do they come from, and why can't they stay there? Oh well, at least you can make some money. This module is part 3 of the "Three Strikes and You're Out" series of events. This is a 1 round Legends of the Shining Jewel scenario for heroes of levels 1-15.

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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 Three: Caught Looking” is Part 3 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 **LSJ75”Be Careful What You Wish For”**, **LSJ84”Double Vision”**, **LSJ96”Strike One: A Swing And A Miss”** and **LSJ97”Strike Two: Fowl Ball”** 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 waiting for the opportune moment Isador began placing some of his people inside castle Torestyn, a cook, a valet, 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.

In "Strike Two: Fowl Ball" Fiounella 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 recruited a half-fiend named Tepesch with delusions of grandeur that she could manipulate into helping her. Tepesch supplied her with demonic assistance in exchange for his help. Fiounella provided him with a ritual that could help him ascend to godhood. During the ritual, High Guardian Miekaufr Naetrune was killed. Fiounella 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

Isador came up with a plan that he knew couldn't miss. While the city's leaders were busy dealing with the threats that his daughters posed, he replaced some of the staff of Castle Torestyn with greater doppelgangers loyal to him. He had them wait for a pre-arranged signal at which point they would incapacitate First Lady Alissa and Lady Jocelyn's guards and then put them in a state of suspended animation so that they could be spirited out of the castle. He then had 2 of the doppelgangers remain behind to hide the guard's bodies and portray Lady Alissa and Jocelyn for as long as possible to keep anyone from noticing the disappearance. Isador contacted the Lord Monarch and told him that he had 3 hours to turn control of the city over to him.

Isador also wanted to have revenge on certain noble families, some of them for their parts in the Breng fiasco, and others just because they were more influential houses whose voices he wished silenced. Isador decided that while getting his revenge would be satisfying, it would be more fun if he created a little chaos at the same time. He found and recruited 7 groups of unique minions and created a contest for them. The groups that

could get his targets, and create the most destruction doing so, would get the satisfaction of receiving their choice of several prominent people in Amthydor to do with as they pleased. In addition to that, he promised them positions of power in his new administration. He also wanted his plans to include members of those families that were in prison as well. So, he had some of the doppelgangers impersonate legionnaires and spring Kaerina, Delarus and Jedira Eisner from prison, saying that Commander Vestra required them at Legion HQ. They produced documents, later determined to be forgeries, had Commander Vestra's signature.

He instructed his minions to bring the victims to a warehouse in the Port District where he would then plan their execution. He also knew that the Lord Monarch would have adventurers looking into this and is preparing for their inevitable intrusion. He has placed amulets of non-detection on each of the victims, as well as having the spell cast on the location that they ended up in. If the adventurers are going to find him, they're going to have to find him using their own abilities. Isador also had some surprises in store for the adventurers, starting with the fact that his daughters are by his side. He had two greater doppelgangers portraying his daughters for the diversionary attacks on the city because he couldn't risk their capture before his final plan.

Introduction – The PCs will be instructed to report to Castle Torestyn to meet with Commander Vestra.

Encounter 1: Is it real or is it ...? The PCs will head to the meeting room to interview the doppelgangers.

Encounter 1: Prison's Calling PCs head to the prison to check on Isador's daughters. They will learn that the versions of the 2 are doppelgangers.

Encounter 2: Divine Grace. The PCs will go to the temples to have divinations performed on either the prose, Isador, or the locations of the hostages.

Encounter 2A: Eyes of a Stranger. The PCs will have the chance to deal with a doppelganger and learn info on Isador's plans.

Encounter 3: Noble Cause. The PCs will head to the Nobles District to investigate the reported battle.

Encounter 4: Golden Ticket. The PCs can go to the golden ticket to follow up on what the doppelganger said.

Encounter 5: Warehouse, Their House. The PCs head to the warehouse to confront Isador and his brood.

Conclusion – The PCs will head back to Diamond Legion HQ to be debriefed

Epilogue – The PCs find out about their rewards.

INTRODUCTION – KNOCK THREE TIMES

Three successive taps on your door/window catch your attention on this late afternoon day. Opening the door/window you find an eagle. The eagle releases a rolled up piece of parchment from its talons and then flies off. The parchment bears the official seal of the Diamond Legion.

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

“Desperate times call for desperate measures. You are ordered to report to Diamond Legion HQ immediately to help deal with a matter of grave importance.

Commander Ardent Vestra”

Heading to Diamond Legion HQ you see the same signs of trouble in the streets that you saw earlier today, the last time that the Legion had need of your services. Just like before, the bodies of young men and women litter the streets. Some of the bodies appear to have been immolated (set afire).

Any PC making a **Heal DC 5 check** will discover that the bodies that were 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.

INTRODUCTION

“You are quickly ushered in to a relatively small office, with only (# of PCs) seats, to meet with Commander Vestra. As soon as the last of you is in the room, the door slams shut. “Thank you for coming. Have a seat and remain silent until I've finished speaking,” Commander Vestra begins speaking. “The Lord Monarch needs your help. The First Lady Alissa Torestyn and Lady Jocelyn Torestyn have been kidnapped. Isador has stepped up his plan to seize control over Amthydor and the Lord Monarch is in a precarious position. Isador is giving him three hours to turn over control of the city or he will execute the first family. Time is of the essence here. Now, because this is a serious matter that affects the city, I am deputizing you all as legionnaires meaning that you will have the authority to arrest any criminals. Now that you are legionnaires, we can discuss this mission without needing to discuss compensation. I have been instructed to treat any attempts to try to negotiate payment before undertaking this mission as an act of treason.”

“Now, let us discuss the mission at hand. The Lord Monarch, the Diamond Legion, the Quorum of Faith and the League of Thaumaturgical Studies have all been working tirelessly to put an end to the threat to the city from Isador and his ilk. While our attention was diverted by Isador's daughters' attempts to wreak havoc in the city earlier today, Isador managed to place allies within the staff of Castle Torestyn. Those allies managed to out the First Family's guards and capture First Lady Alissa and Lady Jocelyn. They managed to spirit both of them out of the castle, while two of the operatives impersonated them to prevent discovery. The abduction might not have been discovered if those pretending to be Alissa and Jocelyn had not grown impatient and attacked the cook when she brought Jocelyn her

dinner. The cook's screams caught the attention of the castles staff, who managed to capture them with the help of the castles remaining guards. The impersonators were determined to be powerful doppelgangers, with the ability to duplicate a person's memories as well as their appearance. The doppelgangers have been placed in solitary confinement with a contingent of guards around them to prevent them from using their abilities to escape. The doppelgangers have not provided us with any information about Isador's plans, as of yet. They did have a piece of prose with them when they were captured. You must find Lady Alissa and Jocelyn and either rescue them on your own, or with the help of Legionnaires."

"Now, I know that you must have some questions, please ask them now so that you may begin your investigation"

☛ **What does this mission pay?:**

"As I mentioned before, we're not discussing payment at this time. Rescue the first family and thwart Isador's plans and then we can talk. Besides, if you fail and Isador gains control of the city no one will be left to pay you."

☛ **Where do we start?:**

"This sheet of prose might hold some clues to Isador's plans, as might the doppelgangers."

☛ **Have divinations been done to find Alissa and Jocelyn?:**

"No, the disappearances were discovered shortly before you were summoned here."

☛ **May we see the prose?:**

"Yes."

Please pass them Player Handout 4

☛ **Were divinations been done on the prose?:**

"No."

☛ **May we speak with the doppelgangers?:**

"Yes, but you may not get too close lest they disguise themselves as you. We currently have

them in a meeting room in this building that has a glass wall so that we may keep an eye on them. I will have someone bring you there."

☛ **Are Sgt. Ayers and Cinnamon still missing?:**

"Yes."

☛ **Have divinations been done to locate Sgt. Ayers and Cinnamon?:**

"Yes, they were done today, but did not yield anything usable. It was reported that earlier today Sgt. Ayers and Cinnamon took some children from the Moonstar Cavalcade, but that was a false trail."

☛ **May we see the scene of the crime?:**

"Yes, but not at this time. I would need to arrange that with the Lord Monarch."

☛ **Don't you want Alisa and Jocelyn found?:**

"Yes. The issue is that Isador is probably watching the castle to see how the Lord Monarch reacts to the situation. We don't know if he has any other doppelgangers in the castle. Remember the Lord Monarch, even though he can't give in to Isador, must be seen as complying with Isador's demands until First Lady Alissa and daughter Jocelyn can be found."

☛ **How many doppelgangers were there?:**

"I believe that there were 5, 3 of whom escaped with Lady Alissa and Jocelyn."

☛ **So there could be more?:**

"Yes, it's possible that there are more doppelgangers."

☛ **Do you know anything about the doppelgangers?:**

"No."

☛ **Can we have a writ to say that we're working for you?:**

"Yes, however I'm sure that I don't need to remind about not doing anything illegal."

☛ **If you had to make a guess, which noble houses would Isador target?:**

“While there was no evidence to the fact, he had previously claimed that Noble Houses Burkeley, Eisner and Sadhein were involved in framing former High Warrior Alexander Breng, forcing Breng to resign and Lord Monarch Raphe Torestyn to appoint Alaric Grimm the new High Warrior. Isador also targeted House Bailey, and said that he could just as easily have chosen House Reilly. I also got a report just before you arrived about Kaerina, Jedira and Delarus Eisner breaking out of prison. A guard showed up at the prison bearing a document with my name on it saying that the three of them were needed for questioning at Legion HQ. I never sent such a note and now they are nowhere to be found. I’m confident that they somehow tie into Isador’s big plan, especially since they’re Eisners and he’s targeting house Eisner. I have prepared a list of all the noble house that I believe could be attacked, and their family members.”

☛ **But Delarus and Jedira aren’t actually Eisners?:**

“They were raised for sixteen years as Eisners, so in my book they are Eisners no matter what some divination says. I’m thinking that Isador feels the same way or he wouldn’t have busted them out”

☛ **Wouldn’t it have been easier to kill them all in prison?:**

“Probably but not as satisfying for Isador since he couldn’t be there. From what I can tell, Isador seems like the type that wants instant gratification.”

☛ **Are Isador’s daughters both still in prison?:**

“Yes.”

☛ **Did anyone check to see if Isador’s daughters are real, or if they’re doppelgangers?:**

“Not that I am aware of. I will ask Sgt. Forgefury to check on that.”

☛ **Is there anything else that you can tell us? Or when the PCs are done asking questions:**

“Good luck with your investigation. May the gods shine on you.”

Please give the PCs Player Handout 5.

- If the PCs want to speak the doppelgangers **GO TO Encounter 1 (page 7).**
- If the want to head to the temples to have divinations done but have not had encounter **GO TO Encounter 2 (page 9).**
- If the PCs want to head to prison to check on Isador’s daughters **GO TO Encounter 1A (page 8).**

ENCOUNTER 1: IS IT REAL OR IS IT ...?

You head towards the meeting room in Diamond Legion HQ where the doppelgangers are being held. After verifying your identity, the guards allow you to see the doppelganger. The doppelganger turns and looks at you “What do you want”

☛ **Tell us about Isador’s plan to take over the city?:**

“Why should I? What’s in it for me?”

☛ **The Lord Monarch might go easier on you if his family is returned safe?:**

“Isador promised me things that if he’s defeated I won’t get.”

☛ **What did he promise you?:**

“I like playing roles. He told me that I could be in charge of the Society of Entertainers and Providers. He also promised me wealth beyond my wildest dreams.”

☛ **Well, Isador doesn’t have a good track record for keeping promises. Isador turned on people that he blackmailed into doing his bidding before. What makes you think that he won’t turn on you?:**

“I, I trust him.”

🗣️ **I sense some hesitation?:**

"You're imagining things."

The PCs need to make a **Diplomacy DC 15+ATL check**, or an **Intimidate DC 20+ATL check** to convince him to talk

🗣️ **What are his plans?:**

- Isador wants to punish those people involved in the plot to frame Alexander Breng, the former High Warrior.
 - He is targeting each of those noble families as well as Grimm, Torestyn, Reilly and Bailey.
 - He has forces in the Nobles District gathering the youngest members of each of those houses so that he can execute them.
 - I don't know anything about the forces that he's sending to each of the noble houses.
 - I think that he plans to execute the Torestyns no matter what.
 - I don't know where he's holding the hostages, I just know that I met him at the Golden Ticket and that's where the others were supposed to meet up with him and present him with the Torestyns.
 - He said that he and his daughters would soon be in control of the city.
 - I did hear Isador mention that Lord Consul Bailey being interested in the well-being of the First Family, well until they're killed.
- If the PCs haven't had encounter 2A yet **GO TO Encounter 2A (page 10).**
- If the PCs have had encounter 2A and want to head to the prison to check on Isador's daughters **GO TO Encounter 1A (page 8).**
- If the PCs have had encounter 2A and want to head to the temples to have divinations done **GO TO Encounter 2 (page 9).**
- If the PCs have had encounter 2A and want to head to the Golden Ticket **GO TO Encounter 4 (page 32).**

ENCOUNTER 1A: PRISON'S CALLING

You head towards the prison and proof whether Isador's daughters themselves are actually being held in these cells. When you arrive, you find

that the security at the prison has been beefed up after the escape this morning. Corporal Yineera greets you, "We're kind of busy right now, was there something that you needed?"

🗣️ **Where is Sgt. Forgefury?:**

"He is reinforcing the security procedures with the other officers to make sure that our security is the best that it can be, and that mistakes like this don't happen again."

🗣️ **We really need to see him?:**

"As I said he's busy right now, perhaps if you want to come back in say 20 minutes, he'll be free. I don't want to interrupt him while he's instructing the men because the last time someone interrupted him, he made them scrub the prison's floors. Is there something that I can help you with?"

🗣️ **Can we see Fiounella and Drenella, to make sure that it really is them and not doppelgangers?:**

"Who are you, and why are you here?"

🗣️ **Commander Vestra sent us to make sure that you really are holding Isador's daughters here. Can we see them?:**

"I suppose that there's no harm in that as long as you've got some proof that Commander Vestra sent you, although if anything happens you'll be in the middle of the prison with guards that can deal with you."

🗣️ **Did anyone else escape?:**

"No, just the Eisners. Sgt. Forgefury said that the authorization seemed real and that he's had experts pore over it. The signature is a perfect match for Commander Vestra's. He also had divinations done on it to see what could be learned and didn't gain any information."

If the PCs are suspicious and can make a **Sense Motive DC 5 check**, they will tell that he is telling the truth.

He will lead the PCs to the cells holding Isador's daughters. When the PCs get there, they will see

Drenella and Fiounella here (if the PCs killed one of them in the previous rounds, the Legion revived them so that they could stand trial for their misdeeds. They didn't change forms then).

☛ **Are you really Fiounella and Drenella?:**

“Yes and no. While we have their appearance, we are not them. We were contacted by an individual named Isador and hired to pretend to be his daughters. After we assumed their forms, Isador used a wish spell to make our transformations last for 24 hours, until he was finished causing mayhem. We were supposed to take their places when they battled the city’s adventurers. We went along with it because the money he gave us was good, but it wasn’t worth what we’ve been through. You obviously want some information, or you wouldn’t be here. So please, tell us how can we help you, especially if it will mess up Isador’s plans?”

☛ **What are his plans?:**

- Isador wants to punish those people involved in the plot to frame Alexander Breng the former High Warrior.
- He is targeting each of those noble families as well as Grimm, Torestyn, Reilly and Bailey.
- He has forces in the Nobles District gathering the youngest members of each of those houses so that he can execute them.
- I don't know anything about the forces that he's sending to each of the noble houses.
- I think that he plans to execute the Torestyns no matter what
- I don't know where he's holding the hostages, I just know that I met him at the Golden Ticket and that's where the others were supposed to meet up with him and present him with the Torestyns.
- He said that he and his daughters would soon be in control of the city.
- Isador also said that Lord Consul Bailey knew of his plans to kidnap the first family and has provided him immeasurable help with his plans.

That is all the information that they know.

- If the PCs haven't had encounter 2A yet **GO TO Encounter 2a (page 10).**
- If the PCs have had encounter 2A and want to speak to the doppelganger **GO TO Encounter 1 (page 7).**
- If the PCs have had encounter 2A and want to head to the temples to have divinations done **GO TO Encounter 2 (page 9).**
- If the PCs have had encounter 2A and want to go to the Nobles District **GO TO Encounter 3 (page 16).**
- If the PCs have had encounter 2A and want to go to the Golden Ticket **GO TO Encounter 4 (page 32).**
- If the PCs have had encounter 2A and want to head to the warehouse to confront Isador and his daughters **GO TO Encounter 5 (page 33).**

ENCOUNTER 2: DIVINE GRACE

The PCs might head to the temples to have a divination done on the prose, the locations of the hostages, or both. Because of the crisis that the city has been under today, the only temples/shrines that have any divination spells available are Sorena, Meneon, Galvandt, Lohm and Hyperion. Regardless of the temple/shrine that the PCs choose to head to, they will find the situation the same, a long line of people trying to cram their way in to the temple/shrine and the sanctuary that it offers.

The normal divinations will be the same regardless of the temple/shrine gone to. The specific temple related divination results from the prose are listed below by temple. Some divinations, have a bold answer with additional text. The additional text is what the priests will respond if asked to clarify those answers.

Results of Divinations.

☛ **Where are Alissa and Jocelyn being held?:**

“Neither here, nor there but possibly anywhere.”

Note that the above answer will be given if they ask about Kelson Ayers, Cinnamon, or any other kidnapped individual in case they come here after some of the noble children are kidnapped.

☛ **Where are Isador's plans?:**

"Whether cold or hot, vengeance is his driving force. Pruning leaves will be his pleasure."

☛ **Pruning leaves?:**

"A noble tree will lose a leaf, one of several done in by a thief"

☛ **Are those noble tree leaves going to die?:**

"Fate has not yet decreed whether they'll be dead or possibly freed."

☛ **Are Lady Alissa and Jocelyn going to die?:**

"Fate is an open book. Actions of others will tell if their lives are cooked."

☛ **Do you know where we can find the doppelgangers?:**

"Neither here, nor there, but possibly anywhere."

☛ **Which noble trees are about to be pruned?:**

"I cannot say for sure, although a good place to start might be with the four."

☛ **Which four?:**

"Burkeley, Eisner and Sadhein for sure, the one that hired them would make the three a four. I cannot say for sure, although a good place to start might be with the four. "

☛ **Which is the fourth?:**

"There is no evidence to support it, but Bailey and Reilly have both been purported."

If questioned on this one, they will say that Isador had previously mentioned both Bailey and Reilly, I'm thinking that one is the fourth and the other a diversion, I do not know which is which.

Divination on the prose

Temple of Hyperion

A noble tree might lose some leaves, and with their deaths he might be appeased.

A noble family is about to lose a child and that might satisfy Isador.

Shrine of Sorena

The darkest of motives and blackest of heart, he finds his target and takes them apart. Isador wants revenge and will not rest until he takes them down.

Temple of Meneon

The noble houses that were blackmailed, their futures now look impaled.

Isador is targeting the noble houses that were blackmailed into attempting to frame Breng.

Shrine of Lohm

The four noble houses that triggered Breng's plight now face their own unstoppable blight. Isador has vowed revenge on the noble houses that were involved in framing Breng, a plan that he believes can't miss.

Temple of Galvandt

Three have been revealed, the fourth will be unsealed.

Isador is targeting the 3 noble houses that he blackmailed, as well as the house that hired him.

- If the PCs haven't had encounter 2A yet **GO TO Encounter 2a (page 10).**
- If the PCs have had encounter 2A and want to speak to the doppelganger **GO TO Encounter 1 (page 7).**
- If the PCs have had encounter 2A and want to head to the prison's to check on Isador's daughters **GO TO Encounter 1A (page 8).**
- If the PCs have had encounter 2A and want to go to the Nobles District **GO TO Encounter 3 (page 16).**
- If the PCs have had encounter 2A and want to go to the Golden Ticket **GO TO Encounter 4 (page 32).**

- If the PCs have had encounter 2A and want to head to the warehouse to confront Isador and his daughters **GO TO Encounter 5 (page 33)**.

ENCOUNTER 2A – THE EYES OF A STRANGER

Note, while this encounters can happen at several different locations, it is only run once

While the PCs are at the temple, the prison or speaking with the doppelganger, a Legion Sgt (Sgt. Tomlix) will run in explaining that help is needed in the Noble District, as several noble houses are being attacked. He will request the PCs assistance to deal with this (as well as that of any legionnaires guarding the doppelgangers, or at the prison if the PCs are interrogating the doppelgangers, or speaking with Fiounella and Drenella.)

If the PCs call him on the fact that he didn't summon assistance with his whistle, or that drawing all of the guards away would allow the doppelganger to escape, he will tell them that there's no proof that the doppelganger will escape. If they try to intimidate or try diplomacy with him and can make an **Intimidate DC 15+ATL check** or **Diplomacy DC 20+ATL check**, he will tell them he wanted them out of here so that the other doppelganger could escape. At the end of this encounter is the information the doppelganger has.

If the PCs choose to fight him they can, although he is perfectly willing to surrender to save his life.

ATL 1

⚔ Lesser Doppelganger Sorcerer

N Medium monstrous humanoid (shapechanger)

Sor 1 (Arcane bloodline)

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

AC 16, touch 12, flat-footed 14; (+1 Dex, +1

dodge, +4 natural)

hp 28 (2d10+1d6+4)

Fort +1, **Ref** +4, **Will** +7

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 30 ft.

Melee dagger +5 (1d4+3)

Full Atk dagger +5 (1d4+3)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 4 (DC 13+ Spell Level)

Spells Known 0-level – *acid splash, bleed,*

prestidigitation, ray of frost;

1st level – *magic missile, shocking grasp*

Str 17, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 13 (17)

Base Atk +2; **CMB** +5; **CMD** 17

Feats Dodge

Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +6 (+26 while using change shape ability), Knowledge (arcane) +5, Perception +7, Sense Motive +4, Spellcraft +5, Stealth +3; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor, potion of fly*

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Ex): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ATL 3**‡ Lesser Doppelganger Sorcerer**

N Medium monstrous humanoid (shapechanger)

Sor 3 (Arcane bloodline)

Init +5; **Senses** darkvision 60 ft.; Perception +7

AC 16, touch 12, flat-footed 14; (+1 Dex, +1 dodge, +4 natural)

hp 40 (2d10+3d6+8)

Fort +2, **Ref** +5, **Will** +8

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 30 ft.

Melee dagger +6 (1d4+3)

Full Atk dagger +6 (1d4+3)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 6 (DC 14+ Spell Level)

Spells Known 0-level – *acid splash, bleed, flare, prestidigitation, ray of frost*;

1st level – *identify, magic missile, ray of enfeeblement, shocking grasp*

Str 17, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 14 (18) **Base Atk** +3; **CMB** +6; **CMD** 18

Feats Dodge, Improved Initiative

Skills Bluff +10 (+14 while using change shape ability), Diplomacy +5, Disguise +9 (+29 while using change shape ability), Knowledge (arcane) +7, Perception +7, Sense Motive +4, Spellcraft +7, Stealth +5; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor, potion of fly*

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Ex): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ATL 5**‡ Doppelganger Sorcerer**

N Medium monstrous humanoid (shapechanger)

Sor 3 (Arcane bloodline)

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 16, touch 12, flat-footed 14; (+1 Dex, +1 dodge, +4 natural)

hp 56 (4d10+3d6+10)

Fort +5, **Ref** +6, **Will** +9

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 30 ft.

Melee dagger +9 (1d4+4)

Full Atk dagger +9 (1d4+4)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 6 (DC 14+ Spell Level)

Spells Known 0-level – *acid splash, bleed, flare, prestidigitation, ray of frost*;

1st level – *identify, magic missile, ray of enfeeblement, shocking grasp*

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 14 (18)

Base Atk +5; **CMB** +8; **CMD** 20

Feats Dodge, Great Fortitude, Improved Initiative
Skills Bluff +10 (+14 while using change shape ability), Diplomacy +6, Disguise +12 (+32 while using change shape ability), Knowledge (arcane) +7, Perception +9, Sense Motive +6, Spellcraft +7, Stealth +7; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor, potion of fly*

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Ex): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ATL 7**‡ Doppelganger Sorcerer**

N Medium monstrous humanoid (shapechanger)

Sor 5 (Arcane bloodline)

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 16, touch 12, flat-footed 14; (+1 Dex, +1 dodge, +4 natural)

hp 68 (4d10+5d6+14)

Fort +5, **Ref** +6, **Will** +10

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 30 ft.

Melee dagger +10 (1d4+4)

Full Atk dagger +10 (1d4+4)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 7, 5 (DC 14 + Spell Level)

Spells Known 0-level – *acid splash, bleed, flare, message, prestidigitation, ray of frost*;

1st level – *expeditious retreat, identify, magic missile, ray of enfeeblement, shocking grasp*;

2nd level – *acid arrow, invisibility, scorching ray*

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 15

(19) **Base Atk** +6; **CMB** +9; **CMD** 21

Feats Combat Casting, Dodge, Great Fortitude, Improved Initiative

Skills Bluff +10 (+14 while using change shape ability), Diplomacy +6, Disguise +14 (+34 while using change shape ability), Knowledge (arcane) +9, Perception +9, Sense Motive +6, Spellcraft +9, Stealth +9; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor*

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Ex): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ATL 9**‡ Doppelganger Sorcerer**

N Medium monstrous humanoid (shapechanger)

Sor 7 (Arcane bloodline)

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 16, touch 12, flat-footed 14; (+1 Dex, +1 dodge, +4 natural)

hp 80 (4d10+7d6+18)

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

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 35 ft.

Melee dagger +11 (1d4+4)

Full Atk dagger +11 (1d4+4)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 7, 7, 4 (DC 14 + Spell Level)

Spells Known 0-level – *acid splash, bleed, flare, message, prestidigitation, ray of frost, resistance*;

1st level – *expeditious retreat, identify, magic missile, protection from good, ray of enfeeblement, shocking grasp*;

2nd level – *acid arrow, invisibility, scorching ray, touch of idiocy*

3rd level – *dispel magic, fireball, haste*

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 15 (19)

Base Atk +7; **CMB** +10; **CMD** 22

Feats Combat Casting, Dodge, Fleet, Great Fortitude, Improved Initiative

Skills Bluff +10 (+14 while using change shape ability), Diplomacy +8, Disguise +14 (+34 while using change shape ability), Knowledge (arcane) +11, Perception +9, Sense Motive +6, Spellcraft +11, Stealth +11; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor, potion of fly*

Mimicry (Ex): See ATL 7

Perfect Copy (Ex): See ATL 7

ATL 11

⚔ Doppelganger Sorcerer

N Medium monstrous humanoid (shapechanger)

Sor 9 (Arcane bloodline)

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 17, touch 12, flat-footed 15; (+1 Dex, +1 dodge, +5 natural)

hp 92 (4d10+9d6+13)

Fort +7, **Ref** +8, **Will** +12

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 35 ft.

Melee dagger +12 (1d4+4)

Full Atk dagger +12 (1d4+4)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 7, 7, 6, 4 (DC 15 + Spell Level)

Spells Known 0-level – *acid splash, bleed, flare, message, prestidigitation, ray of frost, resistance, touch of fatigue*;

1st level – *expeditious retreat, identify, magic missile, protection from good, ray of enfeeblement, shocking grasp*;

2nd level – *acid arrow, invisibility, mirror image, scorching ray, touch of idiocy*

3rd level – *dispel magic, displacement, fireball, haste*

4th level – *crushing despair, dimension door, enervation, phantasmal killer*

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 16 (20)

Base Atk +9; **CMB** +11; **CMD** 23

Feats Combat Casting, Dodge, Fleet, Great Fortitude, Improved Initiative, Improved Natural Armor

Skills Bluff +11 (+15 while using change shape ability), Diplomacy +9, Disguise +15 (+35 while using change shape ability), Knowledge (arcane) +11, Perception +9, Sense Motive +6, Spellcraft +11, Stealth +11; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor, potion of fly*

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a

doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Ex): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ATL 13**∖ Doppelganger Sorcerer**

N Medium monstrous humanoid (shapechanger)

Sor 11 (Arcane bloodline)

Init +5; **Senses** darkvision 60 ft.; Perception +9

AC 17, touch 12, flat-footed 15; (+1 Dex, +1 dodge, +5 natural)

hp 108 (4d10+11d6+30)

Fort +7, **Ref** +8, **Will** +13

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 35 ft.

Melee dagger +13 (1d4+4)

Full Atk dagger +13 (1d4+4)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 13)

Spells per Day 7, 7, 7, 6, 5 (DC 15 + Spell Level)

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

1st level – *expeditious retreat, identify, magic missile, protection from good, ray of enfeeblement, shocking grasp*;

2nd level – *acid arrow, darkness, invisibility, mirror image, scorching ray, touch of idiocy*

3rd level – *dispel magic, displacement, fireball, haste, slow*

4th level – *crushing despair, dimension door, enervation, lesser globe of invulnerability, phantasmal killer*

5th level – *cone of cold, feeblemind, overland flight*

Str 18, **Dex** 13, **Con** 12, **Int** 13, **Wis** 14, **Cha** 16 (20)

Base Atk +10; **CMB** +12; **CMD** 24

Feats Combat Casting, Dodge, Fleet, Great Fortitude, Improved Initiative, Improved Natural Armor, Mental Resistance

Skills Bluff +13 (+15 while using change shape ability), Diplomacy +9, Disguise +15 (+35 while using change shape ability), Knowledge (arcane) +11, Perception +9, Sense Motive +8, Spellcraft +13, Stealth +13; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

Gear dagger, *potion of eagle's splendor*, *potion of fly*

Mimicry (Ex): A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Perfect Copy (Ex): When a doppelganger uses change shape, it can assume the appearance of specific individuals.

ATL 15+**Greater Doppelganger Sorcerer**

N Medium monstrous humanoid (shapechanger)

Sor 11 (Arcane bloodline)

Init +7; **Senses** darkvision 60 ft.; Perception +11

AC 20, touch 15, flat-footed 15; (+4 Dex, +1 dodge, +5 natural)

hp 174 (8d10+11d6+68)

Fort +10, **Ref** +13, **Will** +17

Defense Abilities nil; **DR** nil; **Immune** charm, sleep; **SR** nil

Speed 35 ft.

Melee dagger +15 (1d4+6)

Full Atk dagger +15 (1d4+6)

Ranged nil **Space** 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 18th)

At will – *detect thoughts* (DC 15)

Spells per Day 7, 7, 7, 7, 6 (DC 17 + Spell Level)

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

1st level – *expeditious retreat, identify, magic missile, protection from good, ray of enfeeblement, shocking grasp*;

2nd level – *acid arrow, darkness, invisibility, mirror image, scorching ray, touch of idiocy*

3rd level – *dispel magic, displacement, fireball, haste, slow*

4th level – *crushing despair, dimension door, enervation, lesser globe of invulnerability, phantasmal killer*

5th level – *cone of cold, feeblemind, overland flight*

Str 22, **Dex** 18, **Con** 16, **Int** 17, **Wis** 18, **Cha** 20 (24)

Base Atk +14; **CMB** +18; **CMD** 32

Feats Combat Casting, Dodge, Fleet, Great Fortitude, Improved Initiative, Improved Natural Armor, Mental Resistance

Skills Bluff +15 (+17 while using change shape ability), Diplomacy +11, Disguise +17 (+37 while using change shape ability), Knowledge (arcane) +13, Perception +11, Sense Motive +10, Spellcraft +15, Stealth +15; **Racial Modifiers** Bluff +4, Disguise +4

Languages Common

SQ changeshape (alter self), perfect copy, mimicry

If the PCs defeat him, or use intimidation or diplomacy they can get the following information

- Isador tasked me with going around the Nobles District to get those groups recruited to attack the noble houses started.
- Isador definitely wants to punish those people involved in the plot to frame Alexander Breng the former High Warrior. Those groups are some of the toughest looking people I've ever seen.
- I needed to make sure that each of the groups knew where to bring their prisoners. He will give the address of the warehouse in the Port District.

- If the PCs haven't had encounter 2A yet **GO TO Encounter 2A (page 10).**
- If the PCs have had encounter 2A and want to question the doppelgangers **GO TO Encounter 1 (page 7).**
- If the PCs have had encounter 2A and want to question the doppelgangers **GO TO Encounter 1A (page 8).**
- If the PCs have had encounter 2A and want to head to the temples to have divinations done **GO TO Encounter 2 (page 9).**
- If the PCs have had encounter 2A and want to go to the Nobles District **GO TO Encounter 3 (page 16).**
- If the PCs have had encounter 2A and want to head to the Golden Ticket **GO TO Encounter 4 (page 32).**
- If the PCs have had encounter 2A and want to head to the warehouse to confront Isador and his daughters **GO TO Encounter 5 (page 33).**

ENCOUNTER 3: A NOBLE CAUSE

Heading to the Nobles District, you have no trouble locating the source of the aforementioned battle. You notice that the guards of House Bailey are engaged in a fierce battle with a band of 10 half-ogres. Peering past the half-ogres, you notice another group of half-ogres that form a circle around Tristian, Stella and Drail Bailey, at which point they and the Bailey children disappear. One of the house guards screams "NO!" and looks in your direction as the half-ogre plunges his greatsword into the guards

chest. The half-ogres turn and look in your direction.

Now would be a good time to roll initiative

ATL 1

⚔ Half-Ogre cleric (Graala) 2

NE Medium humanoid

Init +2; **Senses** darkvision 60', Perception +4 (untrained)

AC 20, touch 12, flat-footed (+2 Dex, +2 natural armor, +6 scalemail armor),

hp 22 (2d8+6)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee spiked gauntlet +3 (1d8+2, 20/x2)

Full Atk spiked gauntlet +3 (1d8+2, 20/x2)

Ranged light crossbow +3 (1d6, 20/x2)

Full Atk light crossbow +3 (1d6, 20/x2)

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

Special Attacks channel negative energy 1d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day),

Spell-Like Abilities Nil.

Spells per day 4/4 (DC 14+spell level)

Spells Known 0 level – *bleed, create water, resistance, virtue;*

1st level – *bane, cure light wounds, cure light wounds, enlarge person* (D – Strength),

Str 14, **Dex** 14, **Con** 15, **Int** 7, **Wis** 18, **Cha** 5

Base Atk +1; **CMB** +3; **CMD** +15

Feats Skill Focus (Knowledge (religion))

Skills Heal +8, knowledge (religion) +4

Languages common, giant

SQ nil

Gear scalemail armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of barkskin, potion of magic vestment*~~

Special Abilities strength surge (D – Strength – usable 7/day)

⚔ Half-ogre fighter 2

NE Medium humanoid

Init +2; **Senses** darkvision 60

AC 22, touch 12, flat-footed 20 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel

shield)

hp 28 (2d10+8)

Fort +6, **Ref** +2, **Will** +0 (1 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +8 (1d8+5, 19-20/x2) or shortspear +7 (1d6+5, 20/x2)

Full Atk longsword +8 (1d8+5, 19-20/x2) or shortspear +7 (1d6+5, 20/x2)

Ranged longbow +4 (1d8, 20/x3)

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

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

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

Skills Climb +4; Handle animal +3, Ride +5

Languages common, giant

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin*~~

Special Abilities bravery +1

⚔ **Human Rogue 2**

NE Medium humanoid

Init +3; **Senses** nil; Perception +5

AC 15, touch 13, flat-footed 12; (+2 armor, +3 Dex)

hp 22 (2d8+6)

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

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee short sword +4 (1d6+1/19-20)

Full Atk short sword +4 (1d6+1/19-20)

Ranged shortbow +4 (1d6/x3)

Full Atk shortbow +4 (1d6/x3)

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

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

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11

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

Feats Weapon Finesse, Skill Focus (Perception)

Skills Acrobatics +8, Bluff +5, Diplomacy +5, Disable Device +9, Disguise +5, Escape Artist +8, Knowledge (local) +7, Perception +5, Stealth +8, Use Magic Device +5

Languages Common

SQ nil

Gear leather armor, short sword, shortbow, arrows (20)

Special Abilities trapfinding

lycanthropes, vision of madness (D- Madness – usable 7x/day),

Spell-Like Abilities Nil.

Spells per day 4/4/3 (DC 14+spell level)

Spells 0 level – *bleed*, *create water*, *resistance*, *virtue*;

1st level – *bane*, *cure light wounds*, *cure light wounds*, *enlarge person* (D – Strength);

2nd level – *cure moderate wounds*, *hold person*, *touch of idiocy* (D - Madness),

Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 18, **Cha** 5

Base Atk +2; **CMB** +4; **CMD** +16

Feats Skill Focus (spellcraft), Combat Casting

Skills Heal +8, knowledge (religion) +4, spellcraft +3

Languages common, giant

SQ nil

Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment*~~, ~~*potion of barkskin*~~

Special Abilities strength surge (D – Strength – usable 7/day)

ATL 3

⚔ **Half-ogre cleric (Graala) 3**

NE Medium humanoid

Init +2; **Senses** darkvision 60', Perception +6 (untrained)

AC 21, touch 12, flat-footed 19 (+2 Dex, +2 natural armor, +7 breastplate)

hp 31 (3d8+9)

Fort +5, **Ref** +3, **Will** +7

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

Spd 30 ft.

Melee spiked gauntlet +4(1d6+2, 20/x2)

Full Atk spiked gauntlet +4 (1d6+2, 20/x2)

Ranged light crossbow +4 (1d8, 20/x3)

Full Atk light crossbow +4 (1d8, 20/x3)

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

Special Attacks channel negative energy 2d6 vs.

⚔ **Half-ogre fighter 3 (2)**

NE Medium humanoid

Init +2; **Senses** darkvision 60

AC 22, touch 14, flat-footed 20 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 39 (3d10+12)

Fort +6, **Ref** +2, **Will** +0 (1 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +9 (1d8+5, 19-20/x2) or shortspear +8 (1d6+5, 20/x2)

Full Atk longsword +9 (1d8+5, 19-20/x2) or shortspear +8 (1d6+5, 20/x2)

Ranged longbow +4 (1d8, 20/x3)

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** +20

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank shot

Skills Climb +5; Handle animal +4, Ride +5

Languages common, giant

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin*~~

Special Abilities bravery +1, armor training 1

⚔ **Half-ogre rogue 3**

NE Medium humanoid

Init +3; **Senses** darkvision 60'; Perception +8

AC 18, touch 13, flat-footed 15 (+3 Dex, +2 natural armor, +3 leather armor)

hp 34 (3d8+12)

Fort +3, **Ref** +7, **Will** +1

Defense Abilities evasion ; **DR** nil;

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +5 (1d6+1, 19-20/x2)

Full Atk short sword +5 (1d6+1, 19-20/x2)

Ranged shortbow +5 (1d6, 20/x3)

Full Atk shortbow +5 (1d6, 20/x3)

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

Special Attacks sneak attack (2d6). rogue talent

(finesse rogue)

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 17, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** +16

Feats Weapon Finesse; Skill Focus (perception), Toughness

Skills Acrobatics +8; bluff +6; diplomacy +6; disable device +8; disguise +6; escape artist +9; knowledge (local) +7; perception +8; stealth +8 use magic device +5

Languages common, , giant

SQ trap sense +1

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin*~~

Special Abilities Trapfinding;

ATL 5**⚔ Half-ogre cleric (Graala) 5**

NE Medium humanoid

Init +2; Senses darkvision 60'; Perception +6 (untrained)**AC** 21, touch 12, flat-footed 19 (+2 Dex, +2 natural armor, +7 breastplate)**hp** 49 (5d8+15)**Fort** +6, **Ref** +3, **Will** +8**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +6 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +6(1d6+3, 20/x2)**Ranged** light crossbow +4 (1d8, 20/x3)**Full Atk** light crossbow +4 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 3d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day), Dread Touch - (D- Fear – usable 7x/day)**Spell-Like Abilities** Nil.**Spells per day** 4/3/2 (DC 14+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, enlarge person* (D – Strength) *magic weapon;***2nd level** - *cure moderate wounds, hold person, resist energy, touch of idiocy* (D - Madness),**3rd level** - *magic vestment, rage* (D-Madness),**Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 19, **Cha** 5**Base Atk** +3; **CMB** +5; **CMD** +17**Feats** Skill focus (spellcraft), Combat Casting, Additional Domain (fear)**Skills** Heal +8, knowledge (religion) +5, spellcraft +4**Languages** common, giant**SQ** nil**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin, oil of magic weapon*~~**Special Abilities** strength surge (D – Strength – usable 7/day)**⚔ Half-ogre fighter 5** (1+1/2PCs rounded down)

NE Medium humanoid

Init +2; **Senses** nil;**AC** 22, touch 14, flat-footed 20 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)**hp** 59 (5d10+15)**Fort** +7, **Ref** +3, **Will** +1 (2 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +12 (1d8+8, 19-20/x2) or shortspear +11 (1d6+6)**Full Atk** longsword +12 (1d8+8, 19-20/x2) or shortspear +11 (1d6+6)**Ranged** longbow +7 (1d8, 20/x3)**Full Atk** longsword +12 (1d8+8, 19-20/x2) or shortspear +11 (1d6+6)** or longbow +7 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 21, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +10; **CMD** +22**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword)**Skills** Climb +5; Handle animal +3, Ride +6**Languages** common, giant**SQ** nil**Gear** chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~**Special Abilities** bravery +1; armor training 1; weapon training (spears)

⚔ **Half-ogre rogue 5 (2)**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +10

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

hp 54 (5d8+20)

Fort +3, **Ref** +8, **Will** +1

Defense Abilities evasion, uncanny dodge ;

DR nil; **Immune** nil; **SR** nil

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 sneak attack (3d6). rogue talent (finesse rogue, bleeding attack)

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 18, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

Feats Weapon Finesse; Skill Focus (perception), Toughness, Improved Initiative

Skills Acrobatics +9; bluff +8; diplomacy +7; disable device +9; disguise +8; escape artist +11; knowledge (local) +9; perception +10; stealth +9
use magic device +7

Languages common, , giant

SQ trap sense +1

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin, oil of magic weapon*~~

Special Abilities Trapfinding;

ATL 7

⚔ **Half-ogre cleric (Graala) 7**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception (untrained) + 4

AC 21, touch 12, flat-footed 19 (+2 Dex, +2 natural armor, +7 breastplate)

hp 67 (7d8+21)

Fort +7, **Ref** +4, **Will** +9

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

Spd 30 ft.

Melee spiked gauntlet +8 (1d6+3, 20/x2)

Full Atk spiked gauntlet +8(1d6+3, 20/x2)

Ranged light crossbow +7 (1d8, 19-20/x2)

Full Atk light crossbow +7 (1d8, 19-20/x2)

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

Special Attacks channel negative energy 4d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day), Dread Touch - (D- Fear – usable 7x/day)

Spell-Like Abilities Nil.

Spells per day 4/6/5/4/3 (DC 14+spell level)

Spells 0 level – *bleed, create water, resistance, virtue*;

1st level - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon*;

2nd level - *cure moderate wounds, hold person, resist energy, spiritual weapon (spiked gauntlet), touch of idiocy* (D - Madness),

3rd level –*bestow curse, magic vestment, rage* (D- Madness), *summon monster III*,

4th level - *spell immunity, spell immunity* (D- Strength), *unholy blight*

Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 19, **Cha** 5

Base Atk +5 **CMB** +7; **CMD** +19

Feats Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength)

Skills Heal +8, knowledge (religion) +6, spellcraft +5

Languages common, giant

SQ nil

Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin, oil of magic weapon*~~

Special Abilities strength surge (D – Strength – usable 7/day)

⚔ **Half-ogre fighter 7 (1+1/2 PCs)**

NE Medium humanoid

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

AC 24, touch 14, flat-footed 22 (+2 Dex, +2 natural armor, +8 splint mail armor, +2 heavy steel shield),

hp 83 (7d10+28)

Fort +8, **Ref** +4, **Will** +2 (4 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +14 (1d8+8, 19-20/x2) or shortspear +13 (1d6+5)

Full Atk longsword +14/+9 (1d8+7, 19-20/x2) or shortspear +13/+8 (1d6+5)

Ranged longbow +9 (1d8, 20/x3)

Full Atk longbow +9/+4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +7/+2; **CMB** +12; **CMD** +24

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot

Skills Climb +5; Handle animal +4, Ride +7

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities bravery +2*; armor training 2; weapon training (spears)

⚔ **Half-ogre rogue 7 (2)**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +12

AC 20, touch 15, flat-footed 20 (+4 Dex, +2 natural armor, +3 leather armor, dodge)

hp 74 (7d8+28)

Fort +4, **Ref** +9, **Will** +2

Defense Abilities evasion, uncanny dodge;

DR nil; **Immune** nil; **SR** nil

Spd 30 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 sneak attack (4d6). rogue talent (finesse rogue, bleeding attack, minor magic)

Spell-Like Abilities *acid splash* 3x/day

Spells Known none

Str 12, **Dex** 18, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

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

Skills Acrobatics +11; bluff +9; diplomacy +8; disable device +11; disguise +9; escape artist +12; knowledge (local) +11; perception +12; stealth +11
use magic device +9

Languages common, giant,

SQ trap sense +2

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~potion of magic vestment, potion of barkskin, oil of magic weapon~~

Special Abilities trapfinding;

ATL 9**⚔ Half-ogre cleric (Graala) 9**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception (untrained) + 5**AC** 24, touch 12, flat-footed 22 (+2 Dex, +4 natural armor, +8 breastplate)**hp** 85 (9d8+27)**Fort** +8, **Ref** +5, **Will** +11**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +9 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +9/+4 (1d6+3, 20/x2)**Ranged** light crossbow +8 (1d8, 19-20/x2)**Full Atk** light crossbow +8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 5d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/5/4/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon;***2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon* (spiked gauntlet), *touch of idiocy* (D - Madness),**3rd level** –*bestow curse, magic vestment, prayer, rage* (D-Madness), *summon monster III,***4th level** – *magic weapon - greater, spell immunity, spell immunity* (D-Strength), *unholy blight***5th level** - *cure light wounds – mass, flame strike, nightmare* (D-Fear)**Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 20, **Cha** 5**Base Atk** +6/+1 **CMB** +8; **CMD** +20**Feats** Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength), Domain Focus (fear)**Skills** Heal +8, knowledge (religion) +7, spellcraft +6**Languages** common, giant**SQ** might of the gods (D – Strength)**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol ofGraala (a medusa's head), *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)*, *oil of magic weapon***Special Abilities** strength surge (D – Strength – usable 8/day)**⚔ Half-ogre fighter 9 (2+1/2 PCs)**

NE Medium humanoid

Init +2; **Senses** darkvision 60'**AC** 27, touch 12, flat-footed 25 (+2 Dex, +4 natural armor, +9 splint mail armor, +2 heavy steel shield)**hp** 105 (9d10+36)**Fort** +9, **Ref** +5, **Will** +3 (5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +18 (1d8+9, 17-20/x2-) or shortspear +17 (1d6+8, 19-20/x2)**Full Atk** longsword +18/+13 (1d8+9, 17-20/x2) or shortspear +17/+12 (1d6+8, 19-20/x2)**Ranged** longbow +13 (1d8+1, 20/x3)**Full Atk** longbow +13/+8 (1d8+1, 20/x3)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 22, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8**Base Atk** +9/+4; **CMB** +15; **CMD** +27**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear)**Skills** Climb +6; Handle animal +4, Ride +8**Languages** common, giant**SQ** nil**Gear** splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), *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 (spears); weapon training (bows)

⚔ **Half-ogre rogue 9 (2)**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +14

AC 23, touch 15, flat-footed 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge)

hp 94 (9d8+36)

Fort +5, **Ref** +10, **Will** +3

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +11 (1d6+2, 19-20/x2)

Full Atk short sword +11/+6 (1d6+2, 19-20/x2)

Ranged shortbow +10 (1d6, 20/x3)

Full Atk shortbow +10/+5 (1d6, 20/x3)

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

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

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 19, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +7; **CMD** +21

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

Skills Acrobatics +12; bluff +10; diplomacy +10; disable device +13; disguise +11; escape artist +14; knowledge (local) +12; perception +14;

stealth +12 use magic device +11

Languages common, giant,

SQ trap sense +2

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment (CL8)*~~, ~~*potion of barkskin (CL9)*~~, ~~*oil of magic weapon*~~

Special Abilities trapfinding;

ATL 11

⚔ **Half-ogre cleric (Graala) 11**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +7 (untrained)

AC 24, touch 12, flat-footed 22 (+2 Dex, +4 natural armor, +8 breastplate)

hp 103 (11d8+33)

Fort +9, **Ref** +5, **Will** +12

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

Spd 30 ft.

Melee spiked gauntlet +12 (1d6+3, 20/x2)

Full Atk spiked gauntlet +12/+7 (1d6+3, 20/x2)

Ranged light crossbow +8 (1d8, 19-20/x2)

Full Atk light crossbow +8 (1d8, 19-20/x2)

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

Special Attacks channel negative energy 6d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),

Spell-Like Abilities Nil.

Spell-Like Abilities Nil.

Spells per day 4/6/6/6/5/3/2 (DC 15+spell level)

Spells 0 level – *bleed*, *create water*, *resistance*, *virtue*;

1st level – *bane*, *cure light wounds*, *cure light wounds*, *divine favor*, *enlarge person* (D – Strength) *magic weapon*;

2nd level – *align weapon*, *cure moderate wounds*, *hold person*, *resist energy*, *spiritual weapon* (*spiked gauntlet*), *touch of idiocy* (D - Madness),

3rd level – *bestow curse* x2, *magic vestment*, *prayer*, *rage* (D-Madness), *summon monster III*,

4th level – *magic weapon* - *greater* x2, *spell immunity*, *spell immunity* (D-Strength), *unholy blight*

5th level - *cure light wounds* – *mass*, *flame strike*, *nightmare* (D-Fear)

6th level - *blade barrier*, *stoneskin* (D-Strength)

Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 20, **Cha** 5

Base Atk +9/+4 **CMB** +11; **CMD** +23

Feats Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength), Domain Focus (fear), Selective Channeling

Skills Heal +9, knowledge (religion) +8, spellcraft +6

Languages common, giant

SQ might of the gods (D – Strength)

Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment (CL8)*~~, ~~*potion of barkskin (CL9)*~~, ~~*oil of magic weapon*~~

Special Abilities strength surge (D – Strength – usable 8/day)

⚔ **Half-ogre fighter 11 (1+(1 per PC-1))**

NE Medium humanoid

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

AC 28, touch 12, flat-footed 26 (+2 Dex, +4 natural armor, +10 half plate armor, +2 heavy steel shield),

hp 127 (11d10+44)

Fort +10, **Ref** +5, **Will** +3 (6 vs. fear)

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

Spd 30 ft.

Melee longsword +20 (1d8+9, 17-20/x2-) or shortspear +19 (1d6+8, 19-20/x2)

Full Atk longsword +20/+15/+10 (1d8+9, 17-20/x2) or shortspear +19/+14 (1d6+8, 19-20/x2)

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

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 22, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +11/+6/+1; **CMB** +17; **CMD** +29

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear), Mounted Combat, Critical Focus

Skills Climb +7; Handle animal +5, Ride +8

Languages common, giant

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~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 (spears); weapon training (bows)

⚔ **Half-ogre rogue 11 (2)**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +16

AC 23, touch 15, flat-footed 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge)

hp 114 (11d8+44)

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

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +14 (1d6+3, 19-20/x2)

Full Atk short sword +14/+6 (1d6+3, 19-20/x2)

Ranged shortbow +12 (1d6, 20/x3)

Full Atk shortbow +12/+5 (1d6, 20/x3)

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

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

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 19, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +9; **CMD** +23

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

Skills Acrobatics +13; bluff +11; diplomacy +11; disable device +16; disguise +12; escape artist +15; knowledge (local) +14; perception +16; stealth +14 use magic device +13

Languages common, giant,

SQ trap sense +3

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities trapfinding;

ATL 13**⚔ Half-ogre cleric (Graala) 13**

NE Medium humanoid

Init +2; Senses Low light vision; Perception +5 (untrained)**AC** 26, touch 12, flat-footed 24 (+2 Dex, +5 natural armor, +9 breastplate)**hp** 121 (13d8+9)**Fort** +10, **Ref** +6, **Will** +13**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +12 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +12/+7 (1d6+3, 20/x2)**Ranged** light crossbow +8 (1d8, 19-20/x2)**Full Atk** light crossbow +8 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 7d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/6/6/5/3/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon;***2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon* (spiked gauntlet), *touch of idiocy* (D - Madness),**3rd level** –*bestow curse x2, magic vestment, prayer, rage* (D-Madness), *summon monster III,***4th level** – *magic weapon - greater x2, spell immunity, spell immunity* (D-Strength), *unholy blight x2***5th level** - *cure light wounds – mass, flame strike, inflict light wounds – mass, nightmare* (D-Fear), *slay living***6th level** - *blade barrier, cure moderate wounds – mass, stonewall* (D-Strength)**7th level** - *blasphemy, insanity* (D-Madness)**Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 21, **Cha** 5**Base Atk** +9/+4 **CMB** +11; **CMD** +23**Feats** Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength), Domain Focus (fear), Selective Channeling, Channel Inflict**Skills** Heal +10, knowledge (religion) +8, spellcraft +7**Languages** common, giant**SQ** might of the gods (D – Strength)**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa’s head), *potion of magic vestment (CL 12)*, *potion of barkskin (CL12)*, *oil of magic weapon***Special Abilities** strength surge (D – Strength – usable 8/day)

⚔ Half-ogre fighter 13 (1+1 Per PC)

NE Medium humanoid

Init +2; **Senses** nil

AC 30, touch 12, flat-footed 28 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield),

hp 149 (13d10+52)

Fort +11, **Ref** +6, **Will** +4 (7 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +23 (1d8+11, 17-20/x2-) or shortspear +22 (1d6+9, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)

Full Atk longsword +23/+18/+13 (1d8+11, 17-20/x2) or shortspear +22/+17/+11 (1d6+9, 19-20/x2)

Ranged longbow +17 (1d6+2)

Full Atk longbow +17/+12/+7 (1d8+2, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 23, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +13/+8/+3; **CMB** +19; **CMD** +31

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical +(shortspear), Mounted Combat, Critical Focus, Vital Strike; Improved Vital Strike

Skills Climb +8; Handle animal +5, Ride +9

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~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 (spears); weapon training (bows); weapon training (natural)

⚔ Half-ogre rogue 13 (2)

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +18

AC 26, touch 16, flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

hp 134 (13d8+52)

Fort +6, **Ref** +13, **Will** +4

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +16 (1d6+3, 19-20/x2)

Full Atk short sword +16/+9 (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 sneak attack (7d6). rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions, dispelling attack), advanced talent (crippling strike)

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

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

Skills Acrobatics +14; bluff +13; diplomacy +13; disable device +17; disguise +13; escape artist +16; knowledge (local) +16; perception +18; stealth +16 use magic device +15

Languages common, giant,

SQ trap sense +4

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~oil of greater magic weapon (CL 8), potion of magic vestment (CL 12), potion of barkskin (CL 9)~~

Special Abilities trapfinding;

ATL 15**½ Half-ogre cleric (Graala) 15**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +5 (untrained)**AC** 26, touch 12, flat-footed 24 (+2 Dex, +5 natural armor, +9 breastplate)**hp** 139 (15d8+45)**Fort** +11, **Ref** +7, **Will** +14**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +14 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +14/+9/+4 (1d6+3, 20/x2)**Ranged** light crossbow +13 (1d8, 19-20/x2)**Full Atk** light crossbow +13/+8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 8d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/6/6/6/4/3/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon;***2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon* (spiked gauntlet), *touch of idiocy* (D - Madness),**3rd level** –*bestow curse x2, magic vestment, prayer, rage* (D-Madness), *summon monster III,***4th level** – *magic weapon - greater x2, spell immunity, spell immunity* (D-Strength), *unholy blight x2***5th level** - *cure light wounds – mass, flame strike, inflict light wounds – mass, nightmare* (D-Fear), *slay living x2***6th level** - *blade barrier x2, cure moderate wounds – mass, stonewall* (D-Strength)**7th level** - *blasphemy, insanity* (D-Madness), *word of chaos***Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 21, **Cha** 5**Base Atk** +11/+6 /+1; **CMB** +13; **CMD** +25**Feats** Skill Focus (spellcraft), Combat Casting,

Additional Domain (fear), Domain Focus (strength), Domain Focus (fear), Selective Channeling, Channel Inflict, Greater Domain Focus (fear)

Skills Heal +11, knowledge (religion) +8, spellcraft +8**Languages** common, giant**SQ** might of the gods (D – Strength)**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)*, *oil of magic weapon***Special Abilities** strength surge (D – Strength – usable 8/day)

½ **Half-ogre fighter 15** (2+1 per PC)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)
AC 30, touch 12, flat-footed 28 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield),

hp 171 (15d10+60)

Fort +12, **Ref** +7, **Will** +5 (9 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +24 (1d8+11, 17-20/x2-) or shortspear +23 (1d6+9, 19-20/x2) or unarmed strike +22 (1d3+6, 20/x2)

Full Atk longsword +24/+19/+14 (1d8+11, 17-20/x2) or shortspear +23/+18/+13 (1d6+9, 19-20/x2)

Ranged longbow +19 (1d8+2, 20/x3)

Full Atk longbow +19/+14/+9 (1d8+2, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 23, **Dex** 14, **Con** 16, **Int** 8 **Wis** 10, **Cha** 8

Base Atk +15/+10/+5; **CMB** +21; **CMD** +33

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear), Mounted Combat, Critical Focus, Vital Strike; Improved Vital Strike

Bleeding Critical; Sickening Critical

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

Languages common, giant

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 8)*, *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 (spears) ; weapon training (bows) ; weapon training (natural)

½ **Half-ogre rogue 15** (2)

NE Medium humanoid

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

AC 26, touch 16, flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

hp 154 (15d8+60)

Fort +7, **Ref** +14, **Will** +5

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +18 (1d6+3, 19-20/x2)

Full Atk short sword +18/+13/+8 (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 sneak attack (8d6). rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions, dispelling attack), advanced talent (crippling strike)

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

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

Skills Acrobatics +15; bluff +15; diplomacy +14; disable device +19; disguise +15; escape artist +17; knowledge (local) +17; perception +20; stealth +18 use magic device +17

Languages common, giant,

SQ trap sense +5

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 9)*

Special Abilities trapfinding;

ATL 17**½ Half-ogre cleric (Graala) 17**

NE Medium humanoid

Init +2; **Senses** darkvision; Perception +5 (untrained)**AC** 26 (+2 Dex, +5 natural armor, +9 breastplate), touch 12 (+2 Dex), flat-footed 24 (+5 natural armor, +9 breastplate)**hp** 157 (17d8+51)**Fort** +13, **Ref** +8, **Will** +16**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** Spiked gauntlet +15 (1d6+3, 20/x2)**Full Atk** Spiked gauntlet +15/+10/+5 (1d6+3, 20/x2)**Ranged** light crossbow +14 (1d8, 19-20/x2)**Full Atk** light crossbow +14/+9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 9d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/6/6/5/4/3/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue*;**1st level** – *bane, cure light wounds, cure light wounds, divine favor, magic weapon, chill touch (D – Scalykind)* ;**2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (spiked gauntlet) stinking cloud (D-Poison)*;**3rd level** – *bestow curse x2,, magic vestment, prayer, summon monster III, poison (D-Poison)* ;**4th level** – *divine power, magic weapon – greater x2, spell immunity, unholy blight, summon swarm (lizards) (D-Scalykind)* ;**5th level** – *cure light wounds – mass, flame strike, inflict light wounds – mass, slay living x2, cone of cold (D-Scalykind)* ;**6th level** – *blade barrier x2, cure moderate wounds – mass, hold person - mass (D-Domination)*;**7th level** – *blasphemy, word of chaos, giant form I (D-Domination)*;**8th level** – *inflict critical wounds - mass, horrid wilting (D-Poison)* ;**9th level** – *impulsion, crushing hand (D-Strength)***Str** 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 5**Base Atk** +12/+7/+2; **CMB** +14; **CMD** +26**Feats** Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination); selective channeling, channel inflict, greater domain focus (poison), greater domain focus (domination); domain focus (Scalykind)**Skills** Heal +12, knowledge (religion) +9, spellcraft +8**Languages** common, elven**SQ** nil**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)***Special Abilities** strength surge (D-Strength)

⚔ **Half-ogre fighter 17** (3+1 Per PC)

NE Medium humanoid

Init +2; **Senses** nil

AC 30, touch 12, flat-footed 28 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield),

hp 193 (17d10+68)

Fort +13, **Ref** +7, **Will** +5 (10 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +28 (1d8+12, 17-20/x2-) or shortspear +27 (1d6+10, 19-20/x2) or unarmed strike +26 (1d3+7, 20/x2)

Full Atk longsword +28/+23/+18 (1d8+12, 17-20/x2) or shortspear +27/+22/+17 (1d6+10, 19-20/x2) or unarmed strike +26/+ 21/+16 (1d3+7, 20/x2)

Ranged longbow +21 (1d8+3, 20/x3)

Full Atk longbow +21/+16/+11 (1d8+3, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 24, **Dex** 14, **Con** 16, **Int** 8 **Wis** 10, **Cha** 8

Base Atk +17/+12/+7; **CMB** +23; **CMD** +35

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear), Mounted Combat, Critical Focus, Vital Strike; Improved Vital Strike Bleeding Critical; Sickening Critical, Critical Mastery, Lunge

Skills Climb +10; Handle animal +7 Ride +9

Languages common, giant

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)*

Special Abilities bravery +5; armor training 4; weapon training (spears) ; weapon training (bows) ; weapon training (natural); weapon training (blades heavy)

⚔ **Half-ogre rogue 17 (2)**

NE Medium humanoid

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

AC 26, touch 16, flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

hp 174 (17d8+68)

Fort +7, **Ref** +15, **Will** +5

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

Immune nil; **SR** nil

Spd 30 ft.

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

Full Atk short sword +19/+14/+9 (1d6+3, 19-20/x2)

Ranged shortbow +17 (1d6, 20/x3)

Full Atk shortbow +17/+12/+7 (1d6, 20/x3)

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

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

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 21, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

Feats Weapon Finesse; Skill Focus (perception), Toughness, Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Improved Unarmed Strike, Point Blank Shot.

Skills Acrobatics +15; bluff +15; diplomacy +14; disable device +19; disguise +15; escape artist +17; knowledge (local) +17; perception +20; stealth +18 use magic device +17

Languages common, giant,

SQ trap sense +5, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 9)*

Special Abilities trapfinding;

The PCs can learn the following information from the half-ogres:

- Isador hired us to help him achieve his goal of controlling Amthydor.

ENCOUNTER 4 – GOLDEN TICKET

- He promised us that we could have some of the city's more prominent citizens as trophies to do with as we wish.
- We're hoping that they will be Ardent Vestra, Bailey Collins, Ellyn Reilly, Alaric Grimm and Jalinor the Just.
- Isador said that he has other groups out as well, dwarves against House Erikas, gnomes against house Eisner, halflings against house Sadhein, half-elves against house Burkeley, Earth Elems against House Reilly and tabreen against House Grimm. He said that he promised them rewards similar to what he promised us because as he said when he assumes control of the city, he won't need those people.
- We are supposed to bring the hostages to a warehouse in the Port District. He will give the address.
- Isador is hoping that adventurers try to rescue the hostages. He said that he has plans for the adventurers, but wouldn't elaborate further.
- Isador has 2 women assisting him and he said that their names are Fiounella and Drenella.

GM AID 2 is a chart listing the disposition of the attacks on each of the other noble houses in question.

- If the PCs have had encounter 2A and want to question the doppelgangers **GO TO Encounter 1 (page 7).**
- If the PCs have had encounter 2A and want to head to the prison to question Isador's daughters **GO TO Encounter 1A (page 8).**
- If the PCs have had encounter 2A and want to head to the temples to have divinations done **GO TO Encounter 2 (page 9).**
- If the PCs have had encounter 2A and want to go to the Golden Ticket **GO TO Encounter 4 (page 32).**
- If the PCs have had encounter 2A and want to head to the warehouse to confront Isador and his daughters **GO TO Encounter 5 (page 33).**

You head to the Golden Ticket, a gentleman's club located in the Merchant's District, hoping for a clue as to where the villains are taking their hostages. Upon arriving, and asking about any new members, you are told that there were no new members recently, but there was a strange gentleman here yesterday. The employee tells you, "The gentleman was extremely polite and he spent time with one of our new girls in one of our "private" rooms. They were somewhat boisterous, I recall hearing quite a few utterances of "Yee Haw!" After all of them, I was dreading going into the room to clean and prepare it for the next guests, but surprisingly the room was immaculate. The only thing that was touched in the room was a pad of parchment on the desk, which had a page torn off."

A search of the room reveals a pad of parchment. The top piece of parchment is blank, but if the PCs rub it with charcoal they will see the following

"Bring all of the hostages to the warehouse in the Port District, at which time you will be properly compensated. If you encounter any adventurers along the way, you may maim them, but you may not kill them. Bring them to the warehouse as well."

- If the PCs have had encounter 2A and want to question the doppelgangers **GO TO Encounter 1 (page 7).**
- If the PCs have had encounter 2A and want to head to the prison to question Isador's daughters **GO TO Encounter 1A (page 8).**
- If the PCs have had encounter 2A and want to head to the temples to have divinations done **GO TO Encounter 2 (page 9).**
- If the PCs have had encounter 2A and want to go to the Nobles District **GO TO Encounter 3 (page 16).**
- If the PCs have had encounter 2A and want to head to the warehouse to confront Isador and his daughters **GO TO Encounter 5 (page 33).**

ENCOUNTER 5 – WAREHOUSE, THEIR HOUSE

You head to the warehouse in the Port District where Isador is supposed to be holding his hostages. When you get to the building, you have no problem noticing that it has seen a lot of traffic. You also find that there is no other entrance into the warehouse other than the front door. Looking around the room, you don't find a staircase, although there is a doorway that leads to another room. This room has no other exit, but there is a large opening on the back wall, as if something was supposed to go there. You also notice some pieces of granite on the floor. All of the pieces are roughly the same size and have writing on them.

As you examine the granite, the image of an elven man appears in front of you. "My friends, I was wondering when you'd arrive. The fate of all of my guests is in your hands, quite literally I might add. Since you're trying to rescue members of some of the city's noble families, I thought that should influence your challenge. I have crafted a puzzle for you that ties together the crests, members and main interests of the noble family guests that I'm currently entertaining."

"There is an indentation on the wall behind me. When you place the granite pieces upon it, in the correct sequence for each crest, family members, and interests for each of the noble houses, the door will appear and open disarming the first set of traps for my noble guests. If you get one wrong, you will kill the members of that family. If you fail to play you will kill all of them. If you force the door, you will kill all of the nobles. You have 10 minutes time before I start killing my guests. I wish you luck. You're going to need it."

Please cut up Player Handout 3 and pass it to the players.

PCs may attempt to use bardic knowledge, or Knowledge (nobility, local), or even an Intelligence check, to gain the information. The DCs are listed, and how much information they

receive will depend on results attained PC Nobles and Aristocrats can gain a +2 Circumstance bonus to the roll.

The DCs for Knowledge (nobility and royalty, local) checks are listed below. Bardic Knowledge can be attempted as well but the DC is 5 more than listed. If a PC has none of those options at their disposal, they may make an intelligence check, but the DC is 10 higher than listed.

Bardic Knowledge, Knowledge (nobility, local) results.

DC 10 can identify the families

DC 15 can identify the family's interests

DC 20 can identify the crests

After the PCs have correctly figured out the puzzle, or 10 minutes time has passed, please read the following:

Suddenly, the panel on the door glows and then the door shakes and shatters into many pieces. You are at the entryway to a room, a very large room. At the far end of the room is a dais with 7 individuals on it. You have no problem identifying them as Fiounella, Lady Kaerina Eisner, Lord Consul Thalus Bailey, First Lady Alissa and Lady Jocelyn, Isador and Drenella. Behind them on the floor you see Kelson Ayers, and Cinnamon lying on top of a large sack that appears to be moving. Out of the corner of your eye, you seem to see a slight shimmering in front of the dais.

The left and right sides of the room are occupied by kidnapped nobles and their guards, all of the nobles have their hands tied behind their backs while the guards have their weapons at the noble's throats. On the left side are: Delarus, Jedira, and Borin Eisner – all of whom are on their knees so that they're level with their gnome guards; Andonicus and Derick Erikas and their dwarven guards. On the right side are Liou and Namoo Burkeley and their half-elf guards; Connor Reilly and his earth elem guard; and Sheira and Ibrahim Sadhein, both of who are on their knees with their halfling guards. Three half-ogres move to the front of the room dragging the battered and bloodied bodies of Tristian, Drail and Stella Bailey which they toss onto the dais

before turning and taking their position in front of the stage guarding it

Lord Consul Bailey says “Isador my friend, this has been the perfect partnership. The smartest thing I ever did was recruit you to oust that buffoon Breng. I’m not worried about any of these morons hearing this because all of them are going to die. I’d like to make one more request, when you decide to kill “Lady” Alissa and her mangy daughter please allow me to do that. Lady Alissa has been a thorn in my side for many years and her death will finally give the Bailey family peace.”

The Bailey “children” look up at their house head in shock.

Isador replies “Of course Lord Bailey, I have no problem with you killing Lady Alissa, although I think that at this time we should acknowledge our guests. Please come in. I’m guessing that you heard Lord Consul Bailey’s confession. Before we spend this time on our inevitable confrontation, I should enlighten you about things. Lord Consul Bailey wished to have Alexander Breng removed as high warrior so he asked me to involve Houses Burkeley, Eisner and Sadhein in the plot to frame Alexander Breng for treason. House Bailey couldn’t be seen taking part in something like this since everyone always suspects them of everything. The Lord Consul came into possession of some damning information about each of those houses, information so controversial that all of the houses wished it to remain secret when confronted with it. Namoo Burkeley, Sheira Sadhein, and Mayweather Eisner agreed to involve their houses in this as long as each of their houses secrets remained a secret. I tried to assemble all of those involved, but it appears Mayweather Eisner is nowhere to be found. It seems that House Eisner has already dealt with Mayweather, so I grabbed Kaerina Eisner as a substitute. While I’m not going to reveal those secrets, Andronicus Erikas of House Erikas on the other hand has been busy selling fake passes into your Nobles District. Since Amthydor is now going to be mine, I couldn’t let that slide.”

“I am going to kill the children of each of those houses, as well as House Grimm and the Torestyns. Now comes the time that we’ve all been waiting for, the inevitable combat. I’m in a fair mood today, if you can beat my champions, I’ll release my hostages.”

Lord Consul Bailey says “You will do no such thing” and he attempts to plunge his sword into Lady Alissa’s heart. Stella hurls herself in front of Lady Alissa and takes the fated blow, as Tristian hurls himself at the Lord Consul to prevent him from trying again. As Stella’s lifeless body falls to the ground, Isador and his daughters wave their hands at Lord Consul Bailey and 9 rays of electricity streak from their hands and strike Lord Consul Bailey and Tristian, both of whom crumple to the ground.

Isador turns his attention to you again, and continues “I’m sorry for that unfortunate introduction. You will battle a group of champions of my choosing. Being that I am in a sporting mood, and because you might need some enticement, I propose that for every one of my champions you defeat, I will free a hostage. If you choose not to participate, my associates will not hesitate to execute the hostages. Their blood would be on your hands. So, with that said, let us dispense with the pleasantries and let the games begin.”

Note, if the PCs wish to do a Knowledge (arcana) DC 15 check or Spellcraft DC 15 check they can tell that the shimmering is from a wall of force.

Now would be a good time to roll initiative.

If the battle appears to be too difficult, they will be joined by Alexander Breng, former High Warrior and some legionnaires that will help stem the tide. At that time, Isador will send additional troops to engage them as well. If the PCs can handle the battle on their own, the Legionnaires will show up as the 2nd battle is about to end.

ATL 1

⚔ Human Fighter 2 (1 per PC minus 2)

NE Medium humanoid

Init +2; **Senses** nil; Perception +1

AC 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)

hp 26 (2d10+6)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee longsword +6 (1d8+3/19-20)

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

Ranged longbow +4 (1d6/x3)

Full Atk longbow +4 (1d6/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** +17

Feats Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight

Skills Intimidate +4, Survival +6

Languages Common

SQ nil

Gear chainmail, longsword, longbow, light steel shield, arrows (20)

Special Abilities bravery +1

⚔ Human Rogue 2

NE Medium humanoid

Init +3; **Senses** nil; Perception +5

AC 15, touch 13, flat-footed 12; (+2 armor, +3 Dex)

hp 22 (2d8+6)

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

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee short sword +4 (1d6+1/19-20)

Full Atk short sword +4 (1d6+1/19-20)

Ranged shortbow +4 (1d6/x3)

Full Atk shortbow +4 (1d6/x3)

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

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

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11

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

Feats Weapon Finesse, Skill Focus (Perception)

Skills Acrobatics +8, Bluff +5, Diplomacy +5, Disable Device +9, Disguise +5, Escape Artist +8, Knowledge (local) +7, Perception +5, Stealth +8, Use Magic Device +5

Languages Common

SQ nil

Gear leather armor, short sword, shortbow, arrows (20)

Special Abilities trapfinding

ATL 3

⚔ Human Fighter 3 (1 per PC minus 1)

NE Medium humanoid

Init +2; **Senses** nil; Perception +2

AC 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)

hp 36 (3d10+9)

Fort +5, **Ref** +3, **Will** +2 (+3 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +7 (1d8+3/19-20)

Full Atk longsword +7 (1d8+3/19-20)

Ranged longbow +5 (1d8/x3)

Full Atk longbow +5 (1d8/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +6; **CMD** +18

Feats Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave

Skills Climb +2, Intimidate +4, Perception +2, Survival +6

Languages Common

SQ nil

Gear chainmail, longsword, longbow, light steel shield, arrows (20)

Special Abilities bravery +1, armor training 1

\ Human Rogue 3 (2)

NE Medium humanoid

Init +7; **Senses** nil; Perception +5

AC 15, touch 13, flat-footed 12; (+2 armor, +3 Dex)

hp 31 (3d8+9)

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

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee short sword +5 (1d6+1/19-20)

Full Atk short sword +5 (1d6+1/19-20)

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 (2d6)

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +3; **CMD** +16

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

Skills Acrobatics +9, Bluff +6, Diplomacy +6, Disable Device +10, Disguise +6, Escape Artist +9, Knowledge (local) +8, Perception +6, Stealth +9, Use Magic Device +6

Languages Common

SQ trap sense +1

Gear leather armor, short sword, shortbow, arrows (20)

Special Abilities trapfinding

ATL 5**Human Fighter 5 (1 per PC minus 1)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +4**AC** 19, touch 12, flat-footed 17; (+6 armor, +2 Dex, +1 shield)**hp** 56 (5d10+15)**Fort** +6, **Ref** +3, **Will** +2 (+3 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +10 (1d8+6/19-20) or spiked chain +7 (2d4+5)**Full Atk** longsword +10 (1d8+6/19-20) or spiked chain +7 (2d4+5)**Ranged** longbow +7 (1d8/x3)**Full Atk** longbow +7 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +5; **CMB** +8; **CMD** +20**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword)**Skills** Climb +4, Intimidate +4, Perception +4, Survival +6**Languages** Common**SQ** nil**Gear** chainmail, longsword, longbow, light steel shield, spiked chain, arrows (20)**Special Abilities** bravery +1, armor training 1, weapon training (flail)**Human Rogue 5 (2)**

NE Medium humanoid

Init +8; **Senses** nil; Perception +8**AC** 19, touch 15, flat-footed 14; (+2 armor, +4 Dex, +1 dodge, +2 natural)**hp** 49 (5d8+15)**Fort** +3, **Ref** +8, **Will** +1**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** short sword +7 (1d6+1/19-20)**Full Atk** short sword +7 (1d6+1/19-20)**Ranged** shortbow +7 (1d6/x3)**Full Atk** shortbow +7 (1d6/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack), sneak attack (3d6)**Spell-Like Abilities** nil**Spells Known** nil**Str** 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +3; **CMB** +4; **CMD** +18**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge**Skills** Acrobatics +12, Bluff +8, Diplomacy +6, Disable Device +14, Disguise +8, Escape Artist +12, Knowledge (local) +8, Perception +8, Sleight of Hand +11, Stealth +12, Use Magic Device +8**Languages** Common**SQ** trap sense +1**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +2**Special Abilities** trapfinding

ATL 7**⌘ Human Fighter 8 (1 per PC)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +6**AC** 21, touch 12, flat-footed 19; (+7 armor, +2 Dex, +2 shield)**hp** 82 (8d10+20)**Fort** +9, **Ref** +4, **Will** +3 (+5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +13 (1d8+6/19-20) or spiked chain +13 (2d4+5)**Full Atk** longsword +13/+8 (1d8+6/19-20) or spiked chain +13/+8 (2d4+5)**Ranged** longbow +10 (1d8/x3)**Full Atk** longbow +10/+5 (1d8/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +8/+3; **CMB** +11; **CMD** +23**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot**Skills** Climb +6, Intimidate +6, Perception +6, Survival +6**Languages** Common**SQ** nil**Gear** banded mail, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +2, armor training 2, weapon training (flail)**⌘ Human Rogue 7 (2)**

NE Medium humanoid

Init +8; **Senses** nil; Perception +10**AC** 19, touch 15, flat-footed 14; (+2 armor, +4 Dex, +1 dodge, +2 natural)**hp** 67 (7d8+21)**Fort** +4, **Ref** +9, **Will** +2**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** short sword +10 (1d6+2/19-20)**Full Atk** short sword +10 (1d6+2/19-20)**Ranged** shortbow +10 (1d6+1/x3)**Full Atk** shortbow +10 (1d6+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic), sneak attack (4d6)**Spell-Like Abilities** *acid splash* 3x/day**Spells Known** nil**Str** 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +5; **CMB** +6; **CMD** +20**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility**Skills** Acrobatics +14, Bluff +10, Diplomacy +6, Disable Device +14, Disguise +10, Escape Artist +14, Intimidate +5, Knowledge (local) +8, Perception +10, Sense Motive +5, Sleight of Hand +13, Stealth +14, Use Magic Device +10**Languages** Common**SQ** trap sense +2**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +2, *oil of magic weapon* +1 x2**Special Abilities** trapfinding

ATL 9**⚔ Human Fighter 10 (1 plus 1 per PC)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +8**AC** 21, touch 12, flat-footed 19; (+7 armor, +2 Dex, +2 shield)**hp** 116 (10d10+40)**Fort** +10, **Ref** +5, **Will** +4 (+7 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +15 (1d8+6/17-20) or spiked chain +16 (2d4+6/19-20)**Full Atk** longsword +15/+10 (1d8+6/17-20) or spiked chain +16/+11 (2d4+6/19-20)**Ranged** longbow +13 (1d8+1/x3)**Full Atk** longbow +13/+8 (1d8+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +10/+5; **CMB** +13; **CMD** +25**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain)**Skills** Climb +6, Intimidate +6, Perception +8, Survival +8**Languages** Common**SQ** nil**Gear** banded mail, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +3, armor training 2, weapon training (flail), weapon training (bows)**⚔ Human Rogue 9 (2)**

NE Medium humanoid

Init +8; **Senses** nil; Perception +12**AC** 20, touch 15, flat-footed 15; (+2 armor, +4 Dex, +1 dodge, +3 natural)**hp** 86 (9d8+27)**Fort** +5, **Ref** +10, **Will** +3**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +12 (1d6+3/19-20)**Full Atk** short sword +12/+7 (1d6+3/19-20)**Ranged** shortbow +12 (1d6+2/x3)**Full Atk** shortbow +12/+7 (1d6+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic, major magic), sneak attack (5d6)**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9th level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 15, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +6/+1; **CMB** +7; **CMD** +21**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack**Skills** Acrobatics +16, Bluff +12, Diplomacy +8, Disable Device +15, Disguise +10, Escape Artist +16, Intimidate +7, Knowledge (local) +8, Perception +12, Sense Motive +7, Sleight of Hand +15, Stealth +16, Use Magic Device +12**Languages** Common**SQ** trap sense +3**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +3, *oil of magic weapon* +2 x2**Special Abilities** trapfinding

ATL 11**⚔ Human Fighter 13 (1 plus 1 per PC)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +8**AC** 22, touch 11, flat-footed 20; (+8 armor, +2 Dex, +2 shield)**hp** 149 (13d10+52)**Fort** +11, **Ref** +6, **Will** +5 (+8 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +18 (1d8+6/17-20) or spiked chain +20 (2d4+7/19-20)**Full Atk** longsword +18/+13/+8 (1d8+6/17-20) or spiked chain +20/+15/+10 (2d4+7/19-20)**Ranged** longbow +17 (1d8+2/x3)**Full Atk** longbow +17/+12/+7 (1d8+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +13/+8/+3; **CMB** +16; **CMD** +28**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack)**Skills** Climb +7, Intimidate +6, Perception +8, Ride +4, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +3, armor training 3, weapon training (flail), weapon training (bows), weapon training (close)**⚔ Human Rogue 12 (2)**

NE Medium humanoid

Init +8; **Senses** nil; Perception +17**AC** 21, touch 15, flat-footed 16; (+2 armor, +4 Dex, +1 dodge, +4 natural)**hp** 125 (12d8+48)**Fort** +6, **Ref** +12, **Will** +4**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +15 (1d6+3/19-20)**Full Atk** short sword +15/+10 (1d6+3/19-20)**Ranged** shortbow +15 (1d6+2/x3)**Full Atk** shortbow +15/+10 (1d6+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions), sneak attack (6d6), advanced talent (crippling strike)**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9th level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +9/+4; **CMB** +10; **CMD** +24**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance**Skills** Acrobatics +18, Bluff +14, Diplomacy +8, Disable Device +19, Disguise +12, Escape Artist +18, Intimidate +9, Knowledge (local) +8, Perception +17, Sense Motive +7, Sleight of Hand +17, Stealth +18, Use Magic Device +14**Languages** Common**SQ** trap sense +4**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +4, *oil of magic weapon* +2 x2**Special Abilities** trapfinding

ATL 13**⚔ Human Fighter 15 (1 plus 1 per PC)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +8**AC** 22, touch 11, flat-footed 20; (+8 armor, +2 Dex, +2 shield)**hp** 171 (15d10+60)**Fort** +12, **Ref** +7, **Will** +6 (+10 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +20 (1d8+6/17-20) or spiked chain +22 (2d4+7/19-20)**Full Atk** longsword +20/+15/+10 (1d8+6/17-20) or spiked chain +22/+17/+12 (2d4+7/19-20)**Ranged** longbow +19 (1d8+2/x3)**Full Atk** longbow +19/+14/+9 (1d8+2/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +15/+10/+5; **CMB** +18; **CMD** +30**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack), Improved Vital Strike (deals 3x normal damage on a single attack), Greater Vital Strike (deals 4x normal damage on a single attack)**Skills** Climb +7, Intimidate +6, Perception +8, Ride +10, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +4, armor training 4, weapon training (flail), weapon training (bows), weapon training (close)**⚔ Human Rogue 14 (2)**

NE Medium humanoid

Init +8; **Senses** nil; Perception +19**AC** 22, touch 15, flat-footed 17; (+2 armor, +4 Dex, +1 dodge, +5 natural)**hp** 145 (14d8+56)**Fort** +6, **Ref** +13, **Will** +4**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +17 (1d6+4/19-20)**Full Atk** short sword +17/+12 (1d6+4/19-20)**Ranged** shortbow +17 (1d6+3/x3)**Full Atk** shortbow +17/+12 (1d6+3/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** *acid splash* 3x/day; *magic missile* 2x/day (as 9th level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +10/+5; **CMB** +11; **CMD** +25**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes**Skills** Acrobatics +20, Bluff +16, Diplomacy +8, Disable Device +20, Disguise +14, Escape Artist +20, Intimidate +11, Knowledge (local) +8, Perception +19, Sense Motive +9, Sleight of Hand +19, Stealth +20, Use Magic Device +16**Languages** Common**SQ** trap sense +4, rogue talent (resiliency)**Gear** leather armor, short sword, shortbow, arrows (20), *potion-of-barkskin* +5, *oil-of-magic-weapon* +3 x2**Special Abilities** trapfinding

ATL 15+**Human Fighter 17 (2 plus 1 per PC)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +12**AC** 23, touch 12, flat-footed 20; (+8 armor, +2 Dex, +1 dodge, +2 shield)**hp** 210 (17d10+85)**Fort** +13, **Ref** +7, **Will** +6 (+10 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +24 (1d8+8/17-20) or spiked chain +26 (2d4+9/19-20)**Full Atk** longsword +24/+19/+14 (1d8+8/17-20) or spiked chain +26/+21/+16 (2d4+9/19-20)**Ranged** longbow +22 (1d8+3/x3)**Full Atk** longbow +22/+17/+12 (1d8+3/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +17/+12/+7; **CMB** +21; **CMD** +33**Feats** Weapon Focus (longsword), Power Attack, Deadly Aim (trade ranged attack bonus for damage), Blind-Fight, Cleave, Exotic Weapon (spiked chain), Weapon Specialization (longsword), Point Blank Shot, Great Cleave, Rapid Shot, Improved Critical (longsword), Improved Critical (spiked chain), Mounted Combat, Critical Focus (+4 bonus to confirm critical hits), Vital Strike (deals 2x normal damage on a single attack), Improved Vital Strike (deals 3x normal damage on a single attack), Greater Vital Strike (deals 4x normal damage on a single attack), Dodge, Toughness**Skills** Climb +7, Intimidate +6, Perception +12, Ride +10, Survival +8**Languages** Common**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield, spiked chain, arrows (20)**Special Abilities** bravery +4, armor training 4, weapon training (flail), weapon training (bows), weapon training (close), weapon training (blades, heavy)**Human Rogue 14 (3)**

NE Medium humanoid

Init +8; **Senses** nil; Perception +19**AC** 22, touch 15, flat-footed 17; (+2 armor, +4 Dex, +1 dodge, +5 natural)**hp** 145 (14d8+56)**Fort** +6, **Ref** +13, **Will** +4**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** short sword +17 (1d6+4/19-20)**Full Atk** short sword +17/+12 (1d6+4/19-20)**Ranged** shortbow +17 (1d6+3/x3)**Full Atk** shortbow +17/+12 (1d6+3/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** *acid splash* 3x/day; *magic missile* 2x/day (as 9th level caster)**Spells Known** nil**Str** 12, **Dex** 18, **Con** 16, **Int** 14, **Wis** 10, **Cha** 11**Base Atk** +10/+5; **CMB** +11; **CMD** +25**Feats** Weapon Finesse, Skill Focus (Perception), Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Combat Reflexes**Skills** Acrobatics +20, Bluff +16, Diplomacy +8, Disable Device +20, Disguise +14, Escape Artist +20, Intimidate +11, Knowledge (local) +8, Perception +19, Sense Motive +9, Sleight of Hand +19, Stealth +20, Use Magic Device +16**Languages** Common**SQ** trap sense +4, rogue talent (resiliency)**Gear** leather armor, short sword, shortbow, arrows (20), *potion of barkskin* +5, *oil of magic weapon* +3 x2**Special Abilities** trapfinding

After the battle is over, the *wall of force* will drop at which point Isador will claim:

“Now the real battle begins.”

Isador and his daughters will join in the fight at ATLs 11+. If a lower ATL party decides to target them, they will fight the PCs while that ATLs villains will leave.

GM Reminder: As per the note at the end of the stats section, this combat is only expected to run 2 rounds.

ATL 1

⚔ **Half-Ogre cleric (Graala) 2**

NE Medium humanoid

Init +2; **Senses** darkvision 60', Perception +4 (untrained)

AC 20, touch 12, flat-footed (+2 Dex, +2 natural armor, +6 scalemail armor),

hp 22 (2d8+6)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee spiked gauntlet +3 (1d8+2, 20/x2)

Full Atk spiked gauntlet +3 (1d8+2, 20/x2)

Ranged light crossbow +3 (1d6, 20/x2)

Full Atk light crossbow +3 (1d6, 20/x2)

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

Special Attacks channel negative energy 1d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day),

Spell-Like Abilities Nil.

Spells per day 4/4 (DC 14+spell level)

Spells Known 0 level – *bleed, create water, resistance, virtue;*

1st level - *bane, cure light wounds, cure light wounds, enlarge person* (D – Strength),

Str 14, **Dex** 14, **Con** 15, **Int** 7, **Wis** 18, **Cha** 5

Base Atk +1; **CMB** +3; **CMD** +15

Feats Skill Focus (Knowledge (religion))

Skills Heal +8, knowledge (religion) +4

Languages common, giant

SQ nil

Gear scalemail armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of

Graala (a medusa's head), ~~*potion of barkskin,*~~
~~*potion of magic vestment*~~

Special Abilities strength surge (D – Strength – usable 7/day)

⚔ **Half-ogre fighter 2**

NE Medium humanoid

Init +2; **Senses** darkvision 60

AC 22, touch 12, flat-footed 20 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 28 (2d10+8)

Fort +6, **Ref** +2, **Will** +0 (1 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +8 (1d8+5, 19-20/x2) or shortspear +7 (1d6+5, 20/x2)

Full Atk longsword +8 (1d8+5, 19-20/x2) or shortspear +7 (1d6+5, 20/x2)

Ranged longbow +4 (1d8, 20/x3)

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

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

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

Skills Climb +4; Handle animal +3, Ride +5

Languages common, giant

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment,*~~ ~~*potion of barkskin*~~

Special Abilities bravery +1

⚔ **Human Rogue 2**

NE Medium humanoid

Init +3; **Senses** nil; Perception +5

AC 15, touch 13, flat-footed 12; (+2 armor, +3 Dex)

hp 22 (2d8+6)

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

Defense

Abilities evasion; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee short sword +4 (1d6+1/19-20)

Full Atk short sword +4 (1d6+1/19-20)
Ranged shortbow +4 (1d6/x3)
Full Atk shortbow +4 (1d6/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks rogue talent (finesse rogue), sneak attack (1d6)
Spell-Like Abilities nil
Spells Known nil
Str 12, **Dex** 17, **Con** 14, **Int** 14, **Wis** 10, **Cha** 11
Base Atk +1; **CMB** +2; **CMD** +15
Feats Weapon Finesse, Skill Focus (Perception)
Skills Acrobatics +8, Bluff +5, Diplomacy +5, Disable Device +9, Disguise +5, Escape Artist +8, Knowledge (local) +7, Perception +5, Stealth +8, Use Magic Device +5
Languages Common
SQ nil
Gear leather armor, short sword, shortbow, arrows (20)
Special Abilities trapfinding

ATL 3

⚔ Half-ogre cleric (Graala) 3

NE Medium humanoid

Init +2; **Senses** darkvision 60', Perception +6 (untrained)
AC 21, touch 12, flat-footed 19 (+2 Dex, +2 natural armor, +7 breastplate)
hp 31 (3d8+9)
Fort +5, **Ref** +3, **Will** +7
Defense Abilities nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.
Melee spiked gauntlet +4(1d6+2, 20/x2)
Full Atk spiked gauntlet +4 (1d6+2, 20/x2)
Ranged light crossbow +4 (1d8, 20/x3)
Full Atk light crossbow +4 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks channel negative energy 2d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day),
Spell-Like Abilities Nil.
Spells per day 4/4/3 (DC 14+spell level)
Spells 0 level – *bleed, create water, resistance, virtue*;
1st level – *bane, cure light wounds, cure light wounds, enlarge person* (D – Strength);
2nd level – *cure moderate wounds, hold person, touch of idiocy* (D - Madness),

Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 18, **Cha** 5
Base Atk +2; **CMB** +4; **CMD** +16
Feats Skill Focus (spellcraft), Combat Casting
Skills Heal +8, knowledge (religion) +4, spellcraft +3
Languages common, giant
SQ nil
Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin*~~
Special Abilities strength surge (D – Strength – usable 7/day)

⚔ Half-ogre fighter 3

NE Medium humanoid

Init +2; **Senses** darkvision 60
AC 22, touch 14, flat-footed 20 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)
hp 39 (3d10+12)
Fort +6, **Ref** +2, **Will** +0 (1 vs. fear)
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee longsword +9 (1d8+5, 19-20/x2) or shortspear +8 (1d6+5, 20/x2)
Full Atk longsword +9 (1d8+5, 19-20/x2) or shortspear +8 (1d6+5, 20/x2)
Ranged longbow +4 (1d8, 20/x3)
Full Atk longbow +4 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft .
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8
Base Atk +3; **CMB** +8; **CMD** +20
Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank shot
Skills Climb +5; Handle animal +4, Ride +5
Languages common, giant
SQ nil
Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin*~~
Special Abilities bravery +1, armor training 1

⚔ **Half-ogre rogue 3 (2)**

NE Medium humanoid

Init +3; **Senses** darkvision 60'; Perception +8
AC 18, touch 13, flat-footed 15 (+3 Dex, +2 natural armor, +3 leather armor)
hp 34 (3d8+12)
Fort +3, **Ref** +7, **Will** +1
Defense Abilities evasion ; **DR** nil;
Immune nil; **SR** nil
Spd 30 ft.
Melee short sword +5 (1d6+1, 19-20/x2)
Full Atk short sword +5 (1d6+1, 19-20/x2)
Ranged shortbow +5 (1d6, 20/x3)
Full Atk shortbow +5 (1d6, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks sneak attack (2d6). rogue talent (finesse rogue)
Spell-Like Abilities nil
Spells Known none
Str 12, **Dex** 17, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** +16
Feats Weapon Finesse; Skill Focus (perception), Toughness
Skills Acrobatics +8; bluff +6; diplomacy +6; disable device +8; disguise +6; escape artist +9; knowledge (local) +7; perception +8; stealth +8 use magic device +5
Languages common, , giant
SQ trap sense +1
Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin*~~
Special Abilities Trapfinding;

ATL 5

⚔ **Half-ogre cleric (Graala) 5**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +6 (untrained)
AC 21, touch 12, flat-footed 19 (+2 Dex, +2 natural armor, +7 breastplate)
hp 49 (5d8+15)
Fort +6, **Ref** +3, **Will** +8
Defense Abilities nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.
Melee spiked gauntlet +6 (1d6+3, 20/x2)
Full Atk spiked gauntlet +6(1d6+3, 20/x2)

Ranged light crossbow +4 (1d8, 20/x3)

Full Atk light crossbow +4 (1d8, 20/x3)

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

Special Attacks channel negative energy 3d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day), Dread Touch - (D- Fear – usable 7x/day)

Spell-Like Abilities Nil.

Spells per day 4/3/2 (DC 14+spell level)

Spells 0 level – *bleed, create water, resistance, virtue;*

1st level - *bane, cure light wounds, cure light wounds, enlarge person* (D – Strength) *magic weapon;*

2nd level - *cure moderate wounds, hold person, resist energy, touch of idiocy* (D - Madness),

3rd level - *magic vestment, rage* (D-Madness),

Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 19, **Cha** 5

Base Atk +3; **CMB** +5; **CMD** +17

Feats Skill focus (spellcraft), Combat Casting, Additional Domain (fear)

Skills Heal +8, knowledge (religion) +5, spellcraft +4

Languages common, giant

SQ nil

Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment, potion of barkskin, oil of magic weapon*~~

Special Abilities strength surge (D – Strength – usable 7/day)

⚔ **Half-ogre fighter 5 (2)**

NE Medium humanoid

Init +2; **Senses** nil;

AC 22, touch 14, flat-footed 20 (+2 Dex, +2 natural armor, +7 chainmail armor, +1 light steel shield)

hp 59 (5d10+15)

Fort +7, **Ref** +3, **Will** +1 (2 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +12 (1d8+8, 19-20/x2) or shortspear +11 (1d6+6)

Full Atk longsword +12 (1d8+8, 19-20/x2) or shortspear +11 (1d6+6)

Ranged longbow +7 (1d8, 20/x3)

Full Atk longsword +12 (1d8+8, 19-20/x2) or shortspear +11 (1d6+6)** or longbow +7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** +22

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

Skills Climb +5; Handle animal +3, Ride +6

Languages common, giant

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~oil of magic weapon, potion of magic vestment, potion of barkskin~~

Special Abilities bravery +1; armor training 1; weapon training (spears)

⚔ **Half-ogre rogue 5 (1+1/2 PCs)**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +10

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

hp 54 (5d8+20)

Fort +3, **Ref** +8, **Will** +1

Defense Abilities evasion, uncanny dodge ;

DR nil; **Immune** nil; **SR** nil

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 sneak attack (3d6). rogue talent (finesse rogue, bleeding attack)

Spell-Like Abilities nil

Spells Known none

Str 12, **Dex** 18, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

Feats Weapon Finesse; Skill Focus (perception), Toughness, Improved Initiative

Skills Acrobatics +9; bluff +8; diplomacy +7; disable device +9; disguise +8; escape artist +11; knowledge (local) +9; perception +10; stealth +9 use magic device +7

Languages common, , giant

SQ trap sense +1

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~potion of magic vestment, potion of barkskin, oil of magic weapon~~

Special Abilities Trapfinding;

ATL 7

⚔ **Half-ogre cleric (Graala) 7**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception (untrained) + 4

AC 21, touch 12, flat-footed 19 (+2 Dex, +2 natural armor, +7 breastplate)

hp 67 (7d8+21)

Fort +7, **Ref** +4, **Will** +9

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

Spd 30 ft.

Melee spiked gauntlet +8 (1d6+3, 20/x2)

Full Atk spiked gauntlet +8(1d6+3, 20/x2)

Ranged light crossbow +7 (1d8, 19-20/x2)

Full Atk light crossbow +7 (1d8, 19-20/x2)

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

Special Attacks channel negative energy 4d6 vs. lycanthropes, vision of madness (D- Madness – usable 7x/day), Dread Touch - (D- Fear – usable 7x/day)

Spell-Like Abilities Nil.

Spells per day 4/6/5/4/3 (DC 14+spell level)

Spells 0 level – *bleed, create water, resistance, virtue*;

1st level - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon*;
2nd level - *cure moderate wounds, hold person, resist energy, spiritual weapon (spiked gauntlet), touch of idiocy* (D - Madness),
3rd level –*bestow curse, magic vestment, rage* (D-Madness), *summon monster III*,
4th level - *spell immunity, spell immunity* (D-Strength), *unholy blight*
Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 19, **Cha** 5
Base Atk +5 **CMB** +7; **CMD** +19
Feats Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength)
Skills Heal +8, knowledge (religion) +6, spellcraft +5
Languages common, giant
SQ nil
Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa’s head), ~~*potion of magic vestment, potion of barkskin, oil of magic weapon*~~
Special Abilities strength surge (D – Strength – usable 7/day)

⚔ **Half-ogre fighter 7 (2)**

NE Medium humanoid

Init +2; **Senses** darkvision 60’;
AC 24, touch 14, flat-footed 22 (+2 Dex, +2 natural armor, +8 splint mail armor, +2 heavy steel shield),
hp 83 (7d10+28)
Fort +8, **Ref** +4, **Will** +2 (4 vs. fear)
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee longsword +14 (1d8+8, 19-20/x2) or shortspear +13 (1d6+5)
Full Atk longsword +14/+9 (1d8+7, 19-20/x2) or shortspear +13/+8 (1d6+5)
Ranged longbow +9 (1d8, 20/x3)
Full Atk longbow +9/+4 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft .
Special Attacks nil
Spell-Like Abilities nil
Spells Known none
Str 21, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8
Base Atk +7/+2; **CMB** +12; **CMD** +24
Feats Weapon Focus (longsword) Power Attack,

Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot
Skills Climb +5; Handle animal +4, Ride +7
Languages common,
SQ nil
Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa’s head), ~~*oil of magic weapon, potion of magic vestment, potion of barkskin*~~
Special Abilities bravery +2*; armor training 2; weapon training (spears)

⚔ **Half-ogre rogue 7 (1+1/2 PCs)**

NE Medium humanoid

Init +8; **Senses** darkvision 60’; Perception +12
AC 20, touch 15, flat-footed 20 (+4 Dex, +2 natural armor, +3 leather armor, dodge)
hp 74 (7d8+28)
Fort +4, **Ref** +9, **Will** +2
Defense Abilities evasion, uncanny dodge;
DR nil; **Immune** nil; **SR** nil
Spd 30 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 sneak attack (4d6). rogue talent (finesse rogue, bleeding attack, minor magic)
Spell-Like Abilities *acid splash* 3x/day
Spells Known none
Str 12, **Dex** 18, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10
Base Atk +5; **CMB** +6; **CMD** +20
Feats Weapon Finesse; Skill Focus (perception), Improved Initiative, Dodge
Skills Acrobatics +11; bluff +9; diplomacy +8; disable device +11; disguise +9; escape artist +12; knowledge (local) +11; perception +12; stealth +11 use magic device +9
Languages common, giant,
SQ trap sense +2
Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa’s head), ~~*potion of magic vestment, potion of barkskin, oil of magic weapon*~~
Special Abilities trapfinding;

ATL 9**⚔ Half-ogre cleric (Graala) 9**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception (untrained) + 5**AC** 24, touch 12, flat-footed 22 (+2 Dex, +4 natural armor, +8 breastplate)**hp** 85 (9d8+27)**Fort** +8, **Ref** +5, **Will** +11**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +9 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +9/+4 (1d6+3, 20/x2)**Ranged** light crossbow +8 (1d8, 19-20/x2)**Full Atk** light crossbow +8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 5d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/5/4/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon;***2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon* (spiked gauntlet), *touch of idiocy* (D - Madness),**3rd level** – *bestow curse, magic vestment, prayer, rage* (D-Madness), *summon monster III,***4th level** – *magic weapon - greater, spell immunity, spell immunity* (D-Strength), *unholy blight***5th level** - *cure light wounds – mass, flame strike, nightmare* (D-Fear)**Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 20, **Cha** 5**Base Atk** +6/+1 **CMB** +8; **CMD** +20**Feats** Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength), Domain Focus (fear)**Skills** Heal +8, knowledge (religion) +7, spellcraft +6**Languages** common, giant**SQ** might of the gods (D – Strength)**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol ofGraala (a medusa's head), *potion of magic vestment (CL 8)*, *potion of barkskin (CL 9)*, *oil of magic weapon***Special Abilities** strength surge (D – Strength – usable 8/day)**⚔ Half-ogre fighter 9 (2)**

NE Medium humanoid

Init +2; **Senses** darkvision 60'**AC** 27, touch 12, flat-footed 25 (+2 Dex, +4 natural armor, +9 splint mail armor, +2 heavy steel shield)**hp** 105 (9d10+36)**Fort** +9, **Ref** +5, **Will** +3 (5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +18 (1d8+9, 17-20/x2-) or shortspear +17 (1d6+8, 19-20/x2)**Full Atk** longsword +18/+13 (1d8+9, 17-20/x2) or shortspear +17/+12 (1d6+8, 19-20/x2)**Ranged** longbow +13 (1d8+1, 20/x3)**Full Atk** longbow +13/+8 (1d8+1, 20/x3)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 22, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8**Base Atk** +9/+4; **CMB** +15; **CMD** +27**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear)**Skills** Climb +6; Handle animal +4, Ride +8**Languages** common, giant**SQ** nil**Gear** splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), *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 (spears); weapon training (bows)

⚔ **Half-ogre rogue 9 (2)**

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +14
AC 23, touch 15, flat-footed 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge)

hp 94 (9d8+36)

Fort +5, **Ref** +10, **Will** +3

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +11 (1d6+2, 19-20/x2)

Full Atk short sword +11/+6 (1d6+2, 19-20/x2)

Ranged shortbow +10 (1d6, 20/x3)

Full Atk shortbow +10/+5 (1d6, 20/x3)

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

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

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 19, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +6/+1; **CMB** +7; **CMD** +21

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

Skills Acrobatics +12; bluff +10; diplomacy +10; disable device +13; disguise +11; escape artist +14; knowledge (local) +12; perception +14; stealth +12 use magic device +11

Languages common, giant,

SQ trap sense +2

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment (CL8)*~~, ~~*potion of barkskin (CL9)*~~, ~~*oil of magic weapon*~~

Special Abilities trapfinding;

ATL 11

⚔ **Half-ogre cleric (Graala) 11**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +7 (untrained)

AC 24, touch 12, flat-footed 22 (+2 Dex, +4 natural armor, +8 breastplate)

hp 103 (11d8+33)

Fort +9, **Ref** +5, **Will** +12

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

Spd 30 ft.

Melee spiked gauntlet +12 (1d6+3, 20/x2)

Full Atk spiked gauntlet +12/+7 (1d6+3, 20/x2)

Ranged light crossbow +8 (1d8, 19-20/x2)

Full Atk light crossbow +8 (1d8, 19-20/x2)

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

Special Attacks channel negative energy 6d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day) , Aura of Dread (D – Fear), Aura of Madness (D – Madness),

Spell-Like Abilities Nil.

Spells per day 4/6/6/6/5/3/2 (DC 15+spell level)

Spells 0 level – *bleed*, *create water*, *resistance*, *virtue*;

1st level - *bane*, *cure light wounds*, *cure light wounds*, *divine favor*, *enlarge person* (D – Strength) *magic weapon*;

2nd level – *align weapon*, *cure moderate wounds*, *hold person*, *resist energy*, *spiritual weapon* (*spiked gauntlet*), *touch of idiocy* (D - Madness),

3rd level –*bestow curse* x2, *magic vestment*, *prayer*, *rage* (D-Madness), *summon monster III*,

4th level – *magic weapon* - *greater* x2, *spell immunity*, *spell immunity* (D-Strength), *unholy blight*

5th level - *cure light wounds* – *mass*, *flame strike*, *nightmare* (D-Fear)

6th level - *blade barrier*, *stoneskin* (D-Strength)

Str 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 20, **Cha** 5

Base Atk +9/+4 **CMB** +11; **CMD** +23

Feats Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength), Domain Focus (fear), Selective Channeling

Skills Heal +9, knowledge (religion) +8, spellcraft +6

Languages common, giant

SQ might of the gods (D – Strength)

Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), ~~*potion of magic vestment (CL8)*~~, ~~*potion of barkskin (CL9)*~~, ~~*oil of magic weapon*~~

Special Abilities strength surge (D – Strength – usable 8/day)

⚔ Half-ogre fighter 11 (2)

NE Medium humanoid

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

AC 28, touch 12, flat-footed 26 (+2 Dex, +4 natural armor, +10 half plate armor, +2 heavy steel shield),

hp 127 (11d10+44)

Fort +10, **Ref** +5, **Will** +3 (6 vs. fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +20 (1d8+9, 17-20/x2-) or shortspear +19 (1d6+8, 19-20/x2)

Full Atk longsword +20/+15/+10 (1d8+9, 17-20/x2) or shortspear +19/+14 (1d6+8, 19-20/x2)

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

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 22, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +11/+6/+1; **CMB** +17; **CMD** +29

Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear), Mounted Combat, Critical Focus

Skills Climb +7; Handle animal +5, Ride +8

Languages common, giant

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), ~~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 (spears); weapon training (bows)

⚔ Half-ogre rogue 11 (2)

NE Medium humanoid

Init +8; **Senses** darkvision 60'; Perception +16

AC 23, touch 15, flat-footed 23 (+4 Dex, +4 natural armor, +4 leather armor, dodge)

hp 114 (11d8+44)

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

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +14 (1d6+3, 19-20/x2)

Full Atk short sword +14/+6 (1d6+3, 19-20/x2)

Ranged shortbow +12 (1d6, 20/x3)

Full Atk shortbow +12/+5 (1d6, 20/x3)

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

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

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 19, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +9; **CMD** +23

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

Skills Acrobatics +13; bluff +11; diplomacy +11; disable device +16; disguise +12; escape artist +15; knowledge (local) +14; perception +16; stealth +14 use magic device +13

Languages common, giant,

SQ trap sense +3

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~oil of greater magic weapon (CL 8), potion of magic vestment (CL 8), potion of barkskin (CL 9)~~

Special Abilities trapfinding;

ATL 13**⚔ Half-ogre cleric (Graala) 13**

NE Medium humanoid

Init +2; Senses Low light vision; Perception +5 (untrained)**AC** 26, touch 12, flat-footed 24 (+2 Dex, +5 natural armor, +9 breastplate)**hp** 121 (13d8+9)**Fort** +10, **Ref** +6, **Will** +13**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +12 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +12/+7 (1d6+3, 20/x2)**Ranged** light crossbow +8 (1d8, 19-20/x2)**Full Atk** light crossbow +8 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 7d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/6/6/5/3/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon;***2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon* (spiked gauntlet), *touch of idiocy* (D - Madness),**3rd level** –*bestow curse x2, magic vestment, prayer, rage* (D-Madness), *summon monster III,***4th level** – *magic weapon - greater x2, spell immunity, spell immunity* (D-Strength), *unholy blight x2***5th level** - *cure light wounds – mass, flame strike, inflict light wounds – mass, nightmare* (D-Fear), *slay living***6th level** - *blade barrier, cure moderate wounds – mass, stonesskin* (D-Strength)**7th level** - *blasphemy, insanity* (D-Madness)**Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 21, **Cha** 5**Base Atk** +9/+4 **CMB** +11; **CMD** +23**Feats** Skill Focus (spellcraft), Combat Casting, Additional Domain (fear), Domain Focus (strength), Domain Focus (fear), Selective Channeling, Channel Inflict**Skills** Heal +10, knowledge (religion) +8, spellcraft +7**Languages** common, giant**SQ** might of the gods (D – Strength)**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa’s head), *potion of magic vestment (CL 12)*, *potion of barkskin (CL12)*, *oil of magic weapon***Special Abilities** strength surge (D – Strength – usable 8/day)**⚔ Half-ogre fighter 13 (2)**

NE Medium humanoid

Init +2; Senses nil**AC** 30, touch 12, flat-footed 28 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield),**hp** 149 (13d10+52)**Fort** +11, **Ref** +6, **Will** +4 (7 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +23 (1d8+11, 17-20/x2-) or shortspear +22 (1d6+9, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)**Full Atk** longsword +23/+18/+13 (1d8+11, 17-20/x2) or shortspear +22/+17/+11 (1d6+9, 19-20/x2)**Ranged** longbow +17 (1d6+2)**Full Atk** longbow +17/+12/+7 (1d8+2, 20/x3)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 23, **Dex** 14, **Con** 16, **Int** 8, **Wis** 10, **Cha** 8**Base Atk** +13/+8/+3; **CMB** +19; **CMD** +31**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical +(shortspear), Mounted Combat, Critical Focus, Vital Strike; Improved Vital Strike**Skills** Climb +8; Handle animal +5, Ride +9**Languages** common,**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa’s head), *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 (spears); weapon training (bows); weapon training (natural)

‡ **Half-ogre rogue 13 (2)**

NE Medium humanoid

Init +9; **Senses** darkvision 60'; Perception +18

AC 26, touch 16, flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

hp 134 (13d8+52)

Fort +6, **Ref** +13, **Will** +4

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +16 (1d6+3, 19-20/x2)

Full Atk short sword +16/+9 (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 sneak attack (7d6). rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions, dispelling attack), advanced talent (crippling strike)

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

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

Skills Acrobatics +14; bluff +13; diplomacy +13; disable device +17; disguise +13; escape artist +16; knowledge (local) +16; perception +18; stealth +16 use magic device +15

Languages common, giant,

SQ trap sense +4

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), ~~*oil of greater magic weapon (CL 8), *potion of magic vestment (CL 12), *potion of barkskin (CL 9)***~~

Special Abilities trapfinding;

ATL 15**⚔ Half-ogre cleric (Graala) 15**

NE Medium humanoid

Init +2; **Senses** darkvision 60'; Perception +5 (untrained)**AC** 26, touch 12, flat-footed 24 (+2 Dex, +5 natural armor, +9 breastplate)**hp** 139 (15d8+45)**Fort** +11, **Ref** +7, **Will** +14**Defense Abilities** nil; **DR** nil; **Immune**; **SR** nil
Spd 30 ft.**Melee** spiked gauntlet +14 (1d6+3, 20/x2)**Full Atk** spiked gauntlet +14/+9/+4 (1d6+3, 20/x2)**Ranged** light crossbow +13 (1d8, 19-20/x2)**Full Atk** light crossbow +13/+8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** channel negative energy 8d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),**Spell-Like Abilities** Nil.**Spells per day** 4/6/6/6/6/4/3/2 (DC 15+spell level)**Spells 0 level** – *bleed, create water, resistance, virtue;***1st level** - *bane, cure light wounds, cure light wounds, divine favor, enlarge person* (D – Strength) *magic weapon;***2nd level** – *align weapon, cure moderate wounds, hold person, resist energy, spiritual weapon (spiked gauntlet), touch of idiocy* (D - Madness),**3rd level** –*bestow curse x2, magic vestment, prayer, rage* (D-Madness), *summon monster III,***4th level** – *magic weapon - greater x2, spell immunity, spell immunity* (D-Strength), *unholy blight x2***5th level** - *cure light wounds – mass, flame strike, inflict light wounds – mass, nightmare* (D-Fear), *slay living x2***6th level** - *blade barrier x2, cure moderate wounds – mass, stonesskin* (D-Strength)**7th level** - *blasphemy, insanity* (D-Madness), *word of chaos***Str** 14, **Dex** 14, **Con** 14, **Int** 7, **Wis** 21, **Cha** 5**Base Atk** +11/+6/+1; **CMB** +13; **CMD** +25**Feats** Skill Focus (spellcraft), Combat Casting,

Additional Domain (fear), Domain Focus (strength), Domain Focus (fear), Selective Channeling, Channel Inflict, Greater Domain Focus (fear)

Skills Heal +11, knowledge (religion) +8, spellcraft +8**Languages** common, giant**SQ** might of the gods (D – Strength)**Gear** breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), *potion of magic vestment (CL 12), potion of barkskin (CL12), oil of magic weapon***Special Abilities** strength surge (D – Strength – usable 8/day)**⚔ Half-ogre fighter 15 (2)**

NE Medium humanoid

Init +2; **Senses** nil; Perception +1 (untrained)**AC** 30, touch 12, flat-footed 28 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield),**hp** 171 (15d10+60)**Fort** +12, **Ref** +7, **Will** +5 (9 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +24 (1d8+11, 17-20/x2-) or shortspear +23 (1d6+9, 19-20/x2) or unarmed strike +22 (1d3+6, 20/x2)**Full Atk** longsword +24/+19/+14 (1d8+11, 17-20/x2) or shortspear +23+18/+13 (1d6+9, 19-20/x2)**Ranged** longbow +19 (1d8+2, 20/x3)**Full Atk** longbow +19/+14/+9 (1d8+2, 20/x3)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 23, **Dex** 14, **Con** 16, **Int** 8 **Wis** 10, **Cha** 8**Base Atk** +15/+10/+5; **CMB** +21; **CMD** +33**Feats** Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear), Mounted Combat, Critical Focus, Vital Strike; Improved Vital Strike
Bleeding Critical; Sickening Critical**Skills** Climb +9; Handle animal +6 Ride +9**Languages** common, giant

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 8)*, *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 (spears) ; weapon training (bows) ; weapon training (natural)

⚔ **Half-ogre rogue 15 (2)**

NE Medium humanoid

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

AC 26, touch 16, flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

hp 154 (15d8+60)

Fort +7, **Ref** +14, **Will** +5

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

Immune nil; **SR** nil

Spd 30 ft.

Melee short sword +18 (1d6+3, 19-20/x2)

Full Atk short sword +18/+13/+8 (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 sneak attack (8d6). rogue talent (finesse rogue, bleeding attack, minor magic, major magic, slow reactions, dispelling attack), advanced talent (crippling strike)

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 20, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

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

Skills Acrobatics +15; bluff +15; diplomacy +14; disable device +19; disguise +15; escape artist +17; knowledge (local) +17; perception +20; stealth +18 use magic device +17

Languages common, giant,

SQ trap sense +5

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), *oil of*

greater magic weapon (CL 8), *potion of magic vestment (CL 12)*, *potion of barkskin (CL 9)*

Special Abilities trapfinding;

ATL 17

⚔ **Half-ogre cleric (Graala) 17**

NE Medium humanoid

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

AC 26 (+2 Dex, +5 natural armor, +9 breastplate), touch 12 (+2 Dex), flat-footed 24 (+5 natural armor, +9 breastplate)

hp 157 (17d8+51)

Fort +13, **Ref** +8, **Will** +16

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee Spiked gauntlet +15 (1d6+3, 20/x2)

Full Atk Spiked gauntlet +15/+10/+5 (1d6+3, 20/x2)

Ranged light crossbow +14 (1d8, 19-20/x2)

Full Atk light crossbow +14/+9/+4 (1d8, 19-20/x2)

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

Special Attacks channel negative energy 9d6 vs. lycanthropes, vision of madness (D- Madness – usable 8x/day), Dread Touch - (D- Fear – usable 8x/day), Aura of Dread (D – Fear), Aura of Madness (D – Madness),

Spell-Like Abilities Nil.

Spells per day 4/6/6/6/6/5/4/3/2 (DC 15+spell level)

Spells 0 level – *bleed*, *create water*, *resistance*, *virtue*;

1st level - *bane*, *cure light wounds*, *cure light wounds*, *divine favor*, *magic weapon*, *chill touch (D – Scalykind)* ;

2nd level - *align weapon*, *cure moderate wounds*, *hold person*, *resist energy*, *spiritual weapon (spiked gauntlet)* *stinking cloud (D-Poison)*;

3rd level - *bestow curse x2*, *magic vestment*, *prayer*, *summon monster III*, *poison (D-Poison)* ;

4th level -*divine power*, *magic weapon – greater x2*, *spell immunity*, *unholy blight*, *summon swarm (lizards) (D-Scalykind)* ;

5th level - *cure light wounds – mass*, *flame strike*, *inflict light wounds – mass*, *slay living x2*, *cone of cold (D-Scalykind)* ;

6th level - *blade barrier x2, cure moderate wounds – mass, hold person - mass (D-Domination)*;
7th level - *blasphemy, word of chaos, giant form I (D-Domination)*;
8th level - *inflict critical wounds - mass, horrid wilting (D-Poison)* ;
9th level - *impulsion, crushing hand (D-Strength)*
Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 5
Base Atk +12/+7/+2; **CMB** +14; **CMD** +26
Feats Skill focus (spellcraft), additional domain (domination), combat casting, domain focus (poison),; domain focus (domination); selective channeling, channel inflict, greater domain focus (poison), greater domain focus (domination); domain focus (Scalykind)
Skills Heal +12, knowledge (religion) +9, spellcraft +8
Languages common, elven
SQ nil
Gear breastplate armor, spiked gauntlet, light crossbow, quiver with 10 arrows, holy symbol of Graala (a medusa's head), *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)*
Special Abilities strength surge (D-Strength)

⚔ **Half-ogre fighter 17 (2)**

NE Medium humanoid

Init +2; **Senses** nil
AC 30, touch 12, flat-footed 28 (+2 Dex, +5 natural armor, +11 half plate armor, +2 heavy steel shield),
hp 193 (17d10+68)
Fort +13, **Ref** +7, **Will** +5 (10 vs. fear)
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee longsword +28 (1d8+12, 17-20/x2-) or shortspear +27 (1d6+10, 19-20/x2) or unarmed strike +26 (1d3+7, 20/x2)
Full Atk longsword +28/+23/+18 (1d8+12, 17-20/x2) or shortspear +27/+22/+17 (1d6+10, 19-20/x2) or unarmed strike +26/+ 21/+16 (1d3+7, 20/x2)
Ranged longbow +21 (1d8+3, 20/x3)
Full Atk longbow +21/+16/+11 (1d8+3, 20/x3)
Space 5 ft.; **Reach** 5 ft .
Special Attacks nil
Spell-Like Abilities nil

Spells Known none
Str 24, **Dex** 14, **Con** 16, **Int** 8 **Wis** 10, **Cha** 8
Base Atk +17/+12/+7; **CMB** +23; **CMD** +35
Feats Weapon Focus (longsword) Power Attack, Deadly Aim, Cleave; Point Blank Shot; Weapon Specialization (longsword); Great Cleave; Rapid Shot, Improved Critical (longsword); Improved Critical (shortspear), Mounted Combat, Critical Focus, Vital Strike; Improved Vital Strike
Bleeding Critical; Sickening Critical, Critical Mastery, Lunge
Skills Climb +10; Handle animal +7 Ride +9
Languages common, giant
SQ nil
Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 12)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 12)*
Special Abilities bravery +5; armor training 4; weapon training (spears) ; weapon training (bows) ; weapon training (natural); weapon training (blades heavy)

⚔ **Half-ogre rogue 17 (2)**

NE Medium humanoid

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

AC 26, touch 16, flat-footed 26 (+5 Dex, +5 natural armor, +5 leather armor, dodge)

hp 174 (17d8+68)

Fort +7, **Ref** +15, **Will** +5

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

Immune nil; **SR** nil

Spd 30 ft.

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

Full Atk short sword +19/+14/+9 (1d6+3, 19-20/x2)

Ranged shortbow +17 (1d6, 20/x3)

Full Atk shortbow +17/+12/+7 (1d6, 20/x3)

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

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

Spell-Like Abilities *acid splash* 3x/day, *magic missile* 2x/day (as 9th level caster)

Spells Known none

Str 12, **Dex** 21, **Con** 14, **Int** 11, **Wis** 10, **Cha** 10

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

Feats Weapon Finesse; Skill Focus (perception), Toughness, Improved Initiative, Dodge, Mobility, Spring Attack, Wind Stance, Improved Unarmed Strike, Point Blank Shot.

Skills Acrobatics +15; bluff +15; diplomacy +14; disable device +19; disguise +15; escape artist +17; knowledge (local) +17; perception +20; stealth +18 use magic device +17

Languages common, giant,

SQ trap sense +5, rogue talent (resiliency)

Gear leather armor, short sword, shortbow, holy symbol of Graala (a medusa's head), *oil of greater magic weapon (CL 8)*, *potion of magic vestment (CL 12)*, *potion of barkskin (CL 9)*

Special Abilities trapfinding;

ATLS 9+

⚔ **Drenella Half-elf sorcerer 16 (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 132 (16d6+64)

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 +8 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)

Full Atk dagger +8/+3 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2)

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

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

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

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

Spell-Like Abilities Nil.

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

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

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 – *stoneskin*, *lesser ice storm*+, *wall of ice*+, *wall of fire**+;

5th level -, *cone of cold*+, *feeblemind*, *summon monster V*, *wall of force*+

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

7th level - *delayed blast fireball**+, *prismatic spray*+

8th level - *polar ray*+

Str 10, **Dex** 14, **Con** 14, **Int** 14, **Wis** 15, **Cha** 24

Base Atk +8/+3; **CMB** +8; **CMD** +20

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

combat casting, spell penetration, toughness, iron

will, greater spell penetration

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

Languages common, elven

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

Gear dagger, light crossbow, quiver with 10 crossbow bolts, *headband of mental superiority* +4

Special Abilities bloodline spells (*mage armor*, *resist energy*, *fly*, *fear*, *spell resistance*, *form of the dragon I*, *form of the dragon II*),

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** +13

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, can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR,

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), can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

Gear dagger, light crossbow, quiver with 10 crossbow bolts, *headband of mental superiority* +4

Special Abilities bloodline spells (*mage armor*, *resist energy*, *fly*, *fear*, *spell resistance*, *form of the dragon I*, *form of the dragon II*)

Isador Elf sorcerer 8 (Draconic Bloodline)/Draconic Disciple 8

NE Medium humanoid (large dragon)

Init +6; **Senses** Low light vision, blindsense 30'; Perception +16

AC 23, touch 12, flat-footed 21 (+2 Dex, +7 natural armor, +4 *mage armor*),

hp 180 (8d6+8d12+72)

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

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

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

Spd 30 ft., 90' fly (average)

Melee dagger +11 (1d4+1, 19-20/x2) or claw +11 (1d6+1 +1d6 electricity, 20/x2)

Full Atk dagger +11/+6 (1d4+1, 19-20/x2) or 2 claws +11 (1d6+1+1d6 electricity, 20/x2) and bite +11 (1d6+1+1d6 electricity, 20/x2)

Ranged light crossbow +12 (1d8, 19-20/x2)

Full Atk light crossbow +12/+7 (1d8, 19-20/x2)

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

Special Attacks breath weapon (60' (80') line of electricity (damage 16d6 - reflex DC 22)) 3x/day, can grow claws as a free action and use them for 9 rounds, claws are considered magic weapons to overcome DR,

Spell-Like Abilities Nil.

Spells per day 8/8/7/7/6/3 (DC 18 (20 vs. evocation (+)) + spell level)

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

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*+, *feblemind, wall of force*+

6th level - *bull's strength* – *mass, chain lightning*+;

7th level - *delayed blast fireball**+,

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

Base Atk +10/+5; **CMB** +11; **CMD** +23

Feats Skill Focus (spellcraft), Eschew Materials, Improved Initiative, Great Fortitude, Spell Focus (evocation)+, Energy Substitution (fire –

electricity) , Greater Spell Focus (evocation)+; Combat Casting, Spell Penetration, Toughness, Iron Will, Greater Spell Penetration, Skill Focus (Fly), Skill Focus (perception), Skill Focus (escape artist), Lightning Reflexes

Skills Escape artist +21, fly 24, knowledge (arcana) +22, perception +19, spellcraft +25

Languages common, elven

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

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*),

After one of the following situations occurs; 2 rounds of combat are completed, Isador or one of his daughters drops or a PC drops, a loud crackle will be heard followed by the sound of something hitting the roof , The ceiling will then begin shaking and falling, at which time any adversary other than Isador and his daughters will attempt to flee. The falling ceiling is a chance for the PCs to be heroic and rescue the noble hostages from the falling debris. You can have the PCs make rolls to avoid the debris if you wish, but they will be in no danger. The nobles on the other hand won't be so lucky without intervention from the PCs. If a PC should ask, it looks like it might be tough, but they think that they can safely reach the nobles. If the PCs do not want to risk their lives to save the nobles, and only if they decide not to rescue the nobles, a squad of legionnaires will go in and do it.

The following text can be used if the PCs are still inside the warehouse or outside of it.

A booming voice calls out from above. "End this foolish battle now! Isador, daughters stand down now! Looking up you see the face of what must be a gargantuan blue dragon . Isador, did you really think that all of this destruction would get

me to change my mind. It appears that you've yet to learn your lesson of humility. How long is it going to take, another hundred years? Daughters, I'm sorry that your father chose to involve you in this mess. Besides, his logic was flawed. After this city is basically leveled by your onslaught, what part of it would be a treasure?"

She looks at your assembled group consisting of nobles, legionnaires and adventurers and says, "I wish to speak with someone that can speak for the city. Who amongst you would have that authority?"

Lady Alissa Torestyn stands clutching daughter Jocelyn says, "That would be me. What would you like to speak about?"

The dragon continues, "You will heal Isador and my children. You will keep them in your prisons until such time as I feel that they have learned their lesson of humility, at which point, I will return for them. You will treat them as normal prisoners and you will make sure that they stay unharmed. I promise you that they will be on their best behavior or else. Is that clear enough for everyone?"

Lady Alissa nods (and if they're able to, Isador, Fiounella, and Drenella do as well)

The blue dragon continues, "I understand that your city has suffered damage, a great deal of damage it seems. I will see that you are reimbursed for that, and then Isador and my children will work it off to reimburse me until I see fit that their debt is paid. Are we agreed?"

Lady Alissa takes a solemn breath before saying "Yes".

If the PCs should question why she agreed to that demand, the dragon will answer for her.

"I could have taken my children with me now, but I didn't. I could have killed you all now, but I didn't. I didn't have to offer to reimburse you, but I did. I do not believe in

unnecessary violence, and this way my mate and my children will learn a lesson."

☞ **May we ask you a question or two?:**

"I'm willing to answer a few questions."

☞ **Is Isador a dragon? / Isador claimed to be a dragon, but he doesn't look like a dragon. Is he really a dragon?:**

"Yes, Isador and my daughters are all dragons. Isador and I had a disagreement about his childrearing skills, and after he admitted that I was right, he said that I would go along with any punishment that I saw fit. He convinced our daughters to go along with it as whatever punishment I imposed would be fair. He also convinced them that it would be a good learning experience for them as well. I turned them into an elf and 2 half-elves and made their transformation back into their true forms contingent upon my feeling that Isador had learned humility."

☞ **Why did you do this?:**

"I needed to get my point across. Sometimes mates and children "listen" to what you say, but don't really hear it. I think that I've made sure that they'll listen in the future."

☞ **Aren't you worried that they'll seek revenge on you for doing this?:**

"Absolutely not! I think that this has shown them that they need to tread lightly, and that actions have consequences."

☞ **How do we know that we can trust you?:**

"Have I killed you?"

☞ **Why are you really doing this?:**

"Two reasons: 1) They needed to be taught a lesson; 2) They did not think out their plans, if they had, they'd know that treasure damaged becomes flawed and loses value. I think that we've spoken long enough. Take care of my family and we'll get along fine." She then turns and launches her gargantuan body into the sky and flies off.

CONCLUSION

As your attention turns back to the situation at hand, you notice that in addition to the kidnap victims that you'd rescued, there are 3 dead bodies and a sack. In addition to the sack, you've got a plethora of nobles to untie, as well as Sgt. Kelson Ayers and Cinnamon. Once everyone is untied, the sack is opened and Lord Consul Thalus Bailey's barely breathing body is inside it.

Lady Alissa quickly takes charge of the situation stating, "Everyone head to the temple of Hyperion to be checked out by the temples' priests after this ordeal. We will reconvene at Diamond Legion HQ in an hour for debriefing." She turns to the Legionnaires, "Secure the situation and take Isador, Fiounella, Drenella, and the three Eisner prisoners into custody."

In the event that you have PCS at the table that can raise dead themselves, Lady Alissa will allow it. Hyperion will allow one of the children to be raised, but the epilogue will need to be adjusted as he won't allow the 2nd child to be raised. The PCs will still get the ring from the Baileys because they've ultimately made the decision for them.

EPILOGUE

After being healed at the Temple of Hyperion, you follow first Lady Alissa Torestyn's request and report to Diamond Legion HQ. You are quickly ushered into the auditorium and asked to have a seat. The Lord Monarch appears on the stage, followed by Sgt. Kelson Ayers, Cinnamon, Lord Consul Thalus Bailey, High Lady Trissa Bailey, Lord Consul Kijeve Eisner, High Lady Seindra Burkeley Eisner, Lady consul Marlanda Erikas, High Warrior Alaric Grimm, Commander Ardent Vestra, Alexander Breng, Lady Consul Ellyn Reilly, Lord Consul Yezeed Sadhein, High Lady Maneira Sadhein who quickly take their positions on the stage behind him.

Suddenly the auditorium doors open and First Lady Alissa Torestyn files in with daughter Jocelyn. She is quickly followed in succession by Drail Bailey, Derick Erikas, Borin Eisner, Liou

Burkeley, Ibrahim Sadhein, Eilish and Connor Reilly, and Sophia and Gillian Grimm. They take their positions at the rear of the auditorium as the Lord Monarch begins speaking.

"I'm going to ask everyone to be patient, as I have a lot to say. Thank you for coming. It isn't often that we have ceremonies with an assemblage like this, and for that I am grateful. The city and I are thankful that when adversity rose up, these adventurers here smacked it back down. Thank you for rescuing the nobles of this city as well as my own family. I cannot begin to put into words how those assembled here feel about you right now. I have some special rewards for you, which we'll talk about shortly."

He continues, "Thanks to you, a sad chapter in Amthydor's history has finally been closed. We have finally learned and have evidence of the involvement of several noble houses in the plot to frame Alexander Breng: Noble Houses Bailey, Burkeley, Eisner, and Sadhein. Although the real Lord Consul Bailey was not himself involved in this, having been kidnapped last year by a black sheep cousin of his named Maguire Bailey from Jadenspur, his house was the one that started the proverbial ball rolling. Maguire, with the aid of a greater doppelganger, was able to learn enough about his cousin Thalus to pass himself off as the Lord Consul. Maguire, jealous of Thalus' standing in the community, came up with a plan to cause havoc in Amthydor and sully his cousin's good name. Maguire took Thalus' place at the correct time as secrets of the city's noble houses, secrets that could be used to blackmail other noble houses, fell into his lap. He then managed to locate Isador and provide him with the information to blackmail three other houses into doing his bidding."

"Mayweather Eisner, Sheira Sadhein and Namoo Burkeley were contacted by Isador and told about the information he had on each house which would be revealed unless the house agreed to do his bidding. Fearing the release of the information, the three reluctantly involved their houses in this plan. Because the three houses were reluctant participants in this, the

repercussions of their actions might be tempered. The fact that House Bailey perpetrated this, even if it was orchestrated by an imposter in the guise of their house head, cannot go unpunished. The actual consequences each of these houses face has not been determined yet, but to their credit noble houses Burkeley, Eisner and Sadhein have expelled Namoo, Mayweather and Sheira. Mayweather has fled Amthydor, but the others have been taken into custody. House Bailey has also paid a terrible part for their actions in this in that Tristian and Stella Baileys' lives were cut short. Their last moments were heroic ones and that has not gone unnoticed."

He takes a breath and continues, "One other thing that came out of all this is that we now know where those fake passes into the Nobles District came from. House Erikas has turned Andonicus Erikas over to the Legion to answer for his actions. Now I am not the only one that wishes to thank you, so here is High Warrior Alaric Grimm."

High Warrior Grimm steps forward. "Thank you Lord Monarch Torestyn. I understand that you were deputized by Commander Vestra. If any of you wish to remain in the Legion, you may do so without having to go through the normal application process. You will join the legion at the rank of private, like others just joining the Legion. If you were already a Legionnaire for 6 months or more before undertaking this mission you are automatically promoted to the next rank of your branch without needing to expend any favors that you've accrued."

He then steps back and Sgt Kelson Ayers steps forward and begins speaking. "Thank you for rescuing me. In appreciation of your efforts I am willing to instruct any of you that wish it, on the laws of this nation."

He then steps back and as he does, Cinnamon steps forward. She says, "In appreciation for your rescuing me, and providing me with a great story, I'm going to arrange to have a scroll scribed for you. This spell can be arcane or divine in nature."

High Lady Bailey steps forward, "You've done so much for us already, but I'm afraid House Bailey has need of your help once more. We know that we have no right to even ask you to listen to this, but we hope that you will, as we don't know where else to turn. Our house lost 2 members today, so we consulted with the temple of Hyperion to arrange to have them brought back. We were told that because of the level of disgrace that our house has brought upon the noble community, Hyperion would only allow us to heal one of them. No parent should ever have to choose between their children which lives and which dies. The priests spoke to both of them and while they wanted to come back, neither was going to ask to come back at the expense of the other. We seek your advice on which to bring back, our beloved younger son, or our beloved daughter, the only girl born in the Bailey family in 2 generations. Both of them are equally deserving, so we don't need to go into all of their individual accomplishments. Please give us your opinion."

Allow the PCs a few moments to discuss it amongst themselves before answering. Everyone will wait patiently for their answer.

High Lady Bailey continues. "Thank you from the bottom of a mother's heart. We have a little something for you, a small trinket so to speak worth 200 gold. It's a (signet ring with a red opal if they chose Stella to bring back, and a signet ring with a tourmaline stone attached if they chose Tristian.) She will then step back next to her husband."

The Lord Monarch resumes speaking. "This incident has shown me that the defenses that I thought were enough, were able to be compromised. I am adding a new layer to those defenses by getting a dog for my daughter, which Jocelyn is extremely excited about. Because you were instrumental in rescuing my family, I'd like you to share in Jocelyn's excitement. I'm having a ceramic dog in the image of the new first dog created for you. The figure has been enchanted to allow it to fetch, sit, guard and bark as well as beg and wag its tail. I must warn you that like the first dog, it knows how to make puppy dog eyes."

I have also arranged with Lady Consul Ellyn Reilly for her to enhance a suit of armor that already has a +1 enchantment or better with a single ability of your choice. There are some conditions, but we can discuss those later.

Lastly, I've been told that in appreciation for your efforts in rescuing the members of their noble houses, from Isador's clutches, Noble Houses Bailey, Burkeley, Eisner, Erikas, Reilly, and Sadhein have pledged to pay you double the monetary compensation offered to all of your group. The Legion and Society of Entertainers and Providers are also making the same offer as thanks for rescuing Kelson Ayers, and Cinnamon respectively. This benefit is good for the next 6 months from the date that this module was played and applies to any module that offers the compensation based on ATL, and not character experience level. If you personally rescued any of the following hostages while the roof was falling you find that it will be easier to gain information from their houses, and even easier from the individual themselves.

On behalf of everyone here, thank you again. He starts clapping, and soon the rest of those assembled join in.

THUS ENDS "STRIKE THREE, CAUGHT LOOKING"

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, or arranging to raise any of the Noble House guards	50	50	100	100	100	200	200	500	500
Raising one of the Bailey children themselves	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

- **200 gp * ATL from the Diamond Legion**
- **Solemn thanks of Noble House Bailey**, 1 ring per PC based on whom the group chose as a whole not their individual choice. **(THIS RING IS NOT CERTED)**

For helping House Bailey decide which of their children to bring back, a decision that no parent should ever have to make, House Bailey is gifting you as follows:

For choosing Stella – a signet ring with a red opal gemstone attached. The ring is worth 200gp

For choosing Tristian – signet ring with a tourmaline gemstone attached. The ring is worth 200gp

- **Puppy Love.** In honor of your helping to rescue Lady Alissa and Jocelyn, and influenced by the fact that the Lord Monarch has decided to get a dog to keep his family safe, the Lord Monarch is gifting you with a ceramic dog. This ceramic dog has been enchanted to recognize your commands. It knows 2 commands, guard and fetch.

(Value: Priceless Tradable: No Size: Small Rarity: Common Legality: Legal Real Value: \$0)

- **Armor enhancement**, In order to properly thank you for rescuing his family, the Lord Monarch has arranged for you to being a suit of magical armor with a current enhancement of +1 or greater to Lady Consul Ellyn Reilly who has generously offered to enhance it with a single special ability of the PC's choice. She will not simply increase the base '+' of the armor, nor will she enchant anything else in its place. The '+' value of the ability that she will apply is determined by the PC's level. The total '+' value of the armor's combined enhancements may not exceed +10. She will not apply multiple abilities, and the PC may not pay additional gp to apply a higher value enhancement than the one actually earned in this event. If the PC selects an enhancement with a lower gp value than the one earned, they do **not** receive the gp difference.

[] ATL 1-5 +1 Special Ability

[] ATL 7-11 +2 Special Ability

[] ATL 13+ +3 Special Ability

Date Event Played:

Date Favor Redeemed:

Weapon:

Special Ability Applied:

Revised Item Value

Log Sheet Entry #:

The Lord Monarch has a lot on his plate, with a new crisis rising up almost every day that demands his undivided attention. This favor must be redeemed within the

next year of playing this event. It is not necessary to wait for a Mystical Marketplace to redeem this favor, but it must be noted both on the PC's log sheet and on this cert when the favor is redeemed, the armor enhanced, and the special ability enhancement applied, and this cert must be attached to the cert for the armor receiving the enhancement.

(Value: Varies Tradable: Yes Size: N/A
Rarity: Uncommon, CL: 19, Legality: Legal
Real Value: \$0)

- **I am Legion**, 1 per PC Because of your actions Isador and his daughters are defeated and their plans put to rest. The Legion has chosen to reward you as follows:

[] If you were not already a legionnaire when Commander Vestra deputized you, you are now a legionnaire, at the rank of private, if you wish to be without needing to spend any favors or recommendations provided that you meet the other requirements. This offer does not expire so if you don't currently meet the other conditions to join you may consider yourself a member at that point

[] If you were already a legionnaire, you are immediately promoted to the rank of Corporal without needing to spend any favors or recommendations. You will still need to meet the requirements for Corporal but if you do not, you'll still be considered a Corporal, you just won't be able to further advance until such time as you do.

(Value: Priceless Tradable: No Size: N/A
Rarity: Uncommon, CL:NA, Legality: Legal
Real Value: \$0)

- **A Job Worth Doing Is Worth Doing Right**, 1 per PC that has the gotcha cert. (THIS CERT IS ONLY TO BE GIVEN OUT IF THE PC HAS THE "GOTHCHA" CERT FROM "FISTS OF FURY"). A message is delivered to your home. Your actions in thwarting the plans of Isador and his family caught my attention. You have proven that you

have the potential to be one of us. If you decide that you would like to join the stingrays, and can meet the other requirements a recommendation will be waiting for you.. The Gothca cert should be attached to the back of this cert.

(Value: Priceless Tradable: No Size: N/A Rarity: Uncommon Validity: 2 years Real Value: \$0)

- **Gratitude of Kelson Ayers 1 per PC** Sgt Kelson Ayers remembers all that you have done to rescue him, and is extremely grateful. He wants to personally thank you, and is offering to you his favor which can be redeemed in one of 3 different ways, but the bonuses from the 3 different ways are cumulative.
 - a) If the PC is willing to spend 30 TUs they are considered to be trained when making knowledge (nobility and royalty) checks.
 - b) If the PC is willing to spend 60 TUs they gain a +2 circumstance bonus to Knowledge (nobility and royalty) checks
 - c) If the PC spends 100 TUs, Knowledge (nobility and royalty) will become a class skill

(Value: Priceless Tradable: Yes Size: N/A Rarity: Uncommon, CL: Varies, Legality: Legal Real Value: \$0)

- **From Cinnamon with Love 1, per PC.** In appreciation for you rescuing her, Cinnamon has pledged to have a single arcane or divine spell scribed for you. The spell would need to be one allowable by the campaign staff and its level will depend on the ATL played
 - []ATL 1-3: 1st level spell
 - []ATL 5-7 : 1st or 2nd level spell
 - []ATL 9+ : 1st – 3rd level spell

(Value: Varies Tradable: No Size: Tiny Rarity: Common Legality: Legal Real Value: \$0)

- **Diamond Legion Whistle, 1 per PC** In appreciation for your efforts in rescuing the hostages, and helping to catch Isador and his family, the Diamond Legion is

allowing you to keep the Legion whistle that you were given. While the whistle is non-magical legionnaires ears are attuned to the whistle and they will always answer the call of another legionnaire. A group of legionnaires will respond to this whistle within 2 rounds to help with the combat. Notice improperly using the whistle will result in its forfeiture.

[]ATL 1-5: 4 3rd level fighters

[]ATL 7-11: 4 5th level fighters

[]ATL 13+ 4 7th level fighters

(Value: Varies Tradable: Yes Size: Tiny Rarity: Common Legality: Legal Real Value: \$0)

- **Gratefully Indebted to You, 1 per PC** In appreciation for your efforts in rescuing the members of their noble houses, from Isador's clutches, Noble Houses Bailey, Burkeley, Eisner, Erikas, Reilly, and Sadhein have pledged to pay you double the monetary compensation offered to all of your group . The Legion and Society of Entertainers and Providers are also making the same offer as thanks for rescuing Kelson Ayers, and Cinnamon respectively. This benefit is good for 6 months from the date that this module was played and applies to any module that offers the compensation based on ATL, and not character experience level.

Please indicate which, if any, of the following hostages a PC risked their own lives to rescue while the roof was falling (you do not gain this bonus because one of your party members saved someone listed). The PC has a +2 Circumstance bonus to all Diplomacy or Intimidate checks made to gather information from the Noble House, or organization those rescued are affiliated with,. The bonus is +4 to gather info from the individual themselves.. This part of the bonus does not expire.

- Borin, Delarus, Jedira, or Kaerina Eisner
- Drail Bailey
- Connor Reilly
- Adonicus and Derick Erikas
- Sheira and Ibrahim Sadhein

- Alissa and Jocelyn Torestyn
- Cinnamon
- Sgt. Kelson Ayers
- Lord Consul Thalus Bailey

Date Module was played

(Value: Priceless Tradable: No Size: Tiny Rarity:

Common Legality: Legal)

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"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..." <input type="checkbox"/> LSJ96 "Strike One: a Swing and a Miss" <input type="checkbox"/> LSJ97 "Strike Two: Fowl Ball"	PC Name _____ Player Name _____ <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ75 "Be Careful What You Wish For" <input type="checkbox"/> LSJ84 "Double Vision" <input type="checkbox"/> LSJINT06 "One Thing ..." <input type="checkbox"/> LSJ96 "Strike One: a Swing and a Miss" <input type="checkbox"/> LSJ97 "Strike Two: Fowl Ball"
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PLAYER'S HANDOUT #2

Brave Adventurer

Desperate times call for desperate measures. You are ordered to report to Diamond Legion HQ immediately to help deal with a matter of grave importance

Commander Ardent Vestra

PLAYER'S HANDOUT #3

Please cut these up and put them on the table

A divided shield, the upper third a gold crown on a field of green, the bottom two thirds a green gem on a silver spire on a field of gold.	Alissa and Jocelyn	Ruling Amthydor
Black dragon, lying on its back, on a gold field	Tristian and Drail	Trade goods, common goods
A silver oriental dragon grasping a gold nugget on a field of ruby red.	Liou and Namoo	Mining, items from (Orient) continent
A canary over a crossed pick axe and shovel on a field of brown.	Borin and Seindra	Mining
A copper seawolf (upper body wolf, lower body fish) with a trident in his mouth on a blue field.	Marlanda and Adonicus	Shipping
A red tower beneath a red gem on a field of silver.	Sophia and Gillian	Military
A ship beneath a crescent moon on a blue field.	Maneira and Sheira	Long distance trade
Gold lion rampant on a green field.	Eilish and Connor	Adventuring, relics, ruins

PLAYER'S HANDOUT #4

Noble of nature
Black in the heart
Pruning the leaves
Is a good place to start

Revenge is a dish
That's often served cold
When I get my wish
They'll never grow old

Three noble houses were blackmailed by shame
When it comes to Breng they're all to blame
Their part of this was requested by another
Who hoped this would cause their houses to smother

Four noble houses united by a cause
Their plans would cause many to pause
Four noble houses with reckless disdain
When I am done, they'll only know pain.

PLAYER HANDOUT 5

Torestyn

Consul: Lord Monarch Raphe Torestyn

Consul's Spouse: First Lady Alissa Wyndsong Grimm Torestyn

Family Members: Lady Jocelyn Torestyn

Bailey

Consul: Lord Consul Thalys Bailey

Consul's Spouse: High Lady Trissa Bailey

Family Members: Drail, Tristian, Stella, Alexia

Burkeley

Consul: Lady Consul Yie Burkley

Family Members: Liou, Somluck, Doi, Deek, Namoo, Gig Koonthong

Eisner

Consul: Lord Consul Kijeva Eisner

Consul's Spouse: High Lady Seindra Burkeley-Eisner

Family Members: Pietron, Kaerina, Borin

Erikas

Consul: Lady Consul Marlanda Erikas

Family Members: Jaklan, Derick, Mitch, Andonicus

Grimm

Consul: Lord Consul Augustus Grimm

Family Members: Alaric, Sophia, Gillian, Harvinder Rasquell

Reilly

Consul: Lady Consul Ellyn Reilly

Family Members: Liam, Sion, Eilish, Connor

Sahdein

Consul: Lord Consul Yezeed Sahdein

Consul's Spouse: High Lady Maneira Sahdein and several others.

Family Members: Isaac, Azeem, Sheira, Ibrahim, Fayiz

PLAYER HANDOUT 6

After being healed at the Temple of Hyperion, you follow first Lady Alissa Torestyn's request and report to Diamond Legion HQ. You are quickly ushered into the auditorium and asked to have a seat. The Lord Monarch appears on the stage, followed by Sgt. Kelson Ayers, Cinnamon, Lord Consul Thalus Bailey, High Lady Trissa Bailey, Lord Consul Kijeve Eisner, High Lady Seindra Burkeley Eisner, Lady consul Marlanda Erikas, High Warrior Alaric Grimm, Commander Ardent Vestra, Alexander Breng, Lady Consul Ellyn Reilly, Lord Consul Yezeed Sadhein, High Lady Maneira Sadhein who quickly take their positions on the stage behind him.

Suddenly the auditorium doors open and First Lady Alissa Torestyn files in with daughter Jocelyn. She is quickly followed in succession by Drail Bailey, Derick Erikas, Borin Eisner, Liou Burkeley, Ibrahim Sadhein, Eilish and Connor Reilly, and Sophia and Gillian Grimm. They take their positions at the rear of the auditorium as the Lord Monarch begins speaking.

"I'm going to ask everyone to be patient, as I have a lot to say. Thank you for coming. It isn't often that we have ceremonies with an assemblage like this, and for that I am grateful. The city and I are thankful that when adversity rose up, these adventurers here smacked it back down. Thank you for rescuing the nobles of this city as well as my own family. I cannot begin to put into words how those assembled here feel about you right now. I have some special rewards for you, which we'll talk about shortly."

He continues, "Thanks to you, a sad chapter in Amthydor's history has finally been closed. We have finally learned and have evidence of the involvement of several noble houses in the plot to frame Alexander Breng: Noble Houses Bailey, Burkeley, Eisner, and Sadhein. Although the real Lord Consul Bailey was not himself involved in this, having been kidnapped last year by a black sheep cousin of his named Maguire Bailey from Jaderspur, his house was the one that started the proverbial ball rolling. Maguire, with the aid of a greater doppelganger, was able to learn enough about his cousin Thalus to pass himself off as the Lord Consul. Maguire, jealous of Thalus' standing in the community, came up with a plan to cause havoc in Amthydor and sully his cousin's good name. Maguire took Thalus' place at the correct time as secrets of the city's noble houses, secrets that could be used to blackmail other noble houses, fell into his lap. He then managed to locate Isador and provide him with the information to blackmail three other houses into doing his bidding."

"Mayweather Eisner, Sheira Sadhein and Namoo Burkeley were contacted by Isador and told about the information he had on each house which would be revealed unless the house agreed to do his bidding. Fearing the release of the information, the three reluctantly involved their houses in this plan. Because the three houses were reluctant participants in this, the repercussions of their actions might be tempered. The fact that House Bailey perpetrated this, even if it was orchestrated by an imposter in the guise of their house head, cannot go unpunished. The actual consequences each of these houses face has not been determined yet, but to their credit noble houses Burkeley, Eisner and Sadhein have expelled Namoo, Mayweather and Sheira. Mayweather has fled Amthydor, but the others have been taken into custody. House Bailey has also paid a terrible part for their actions in this in that Tristian and Stella Baileys' lives were cut short. Their last moments were heroic ones and that has not gone unnoticed."

He takes a breath and continues, "One other thing that came out of all this is that we now know where those fake passes into the Nobles District came from. House Erikas has turned Andonicus Erikas over to the Legion to answer for his actions. Now I am not the only one that wishes to thank you, so here is High Warrior Alaric Grimm."

High Warrior Grimm steps forward. “Thank you Lord Monarch Torestyn. I understand that you were deputized by Commander Vestra. If any of you wish to remain in the Legion, you may do so without having to go through the normal application process. You will join the legion at the rank of private, like others just joining the Legion. If you were already a Legionnaire for 6 months or more before undertaking this mission you are automatically promoted to the next rank of your branch without needing to expend any favors that you’ve accrued.”

He then steps back and Sgt Kelson Ayers steps forward and begins speaking. “Thank you for rescuing me. In appreciation of your efforts I am willing to instruct any of you that wish it, on the laws of this nation.”

He then steps back and as he does, Cinnamon steps forward. She says, “In appreciation for your rescuing me, and providing me with a great story, I’m going to arrange to have a scroll scribed for you. This spell can be arcane or divine in nature.”

High Lady Bailey steps forward, “You’ve done so much for us already, but I’m afraid House Bailey has need of your help once more. We know that we have no right to even ask you to listen to this, but we hope that you will, as we don’t know where else to turn. Our house lost 2 members today, so we consulted with the temple of Hyperion to arrange to have them brought back. We were told that because of the level of disgrace that our house has brought upon the noble community, Hyperion would only allow us to heal one of them. No parent should ever have to choose between their children which lives and which dies. The priests spoke to both of them and while they wanted to come back, neither was going to ask to come back at the expense of the other. We seek your advice on which to bring back, our beloved younger son, or our beloved daughter, the only girl born in the Bailey family in 2 generations. Both of them are equally deserving, so we don’t need to go into all of their individual accomplishments. Please give us your opinion.”

Allow the PCs a few moments to discuss it amongst themselves before answering. Everyone will wait patiently for their answer.

High Lady Bailey continues. “Thank you from the bottom of a mother’s heart. We have a little something for you, a small trinket so to speak worth 200 gold. It’s a (signet ring with a red opal if they chose Stella to bring back, and a signet ring with a tourmaline stone attached if they chose Tristian.) She will then step back next to her husband.

The Lord Monarch resumes speaking. “This incident has shown me that the defenses that I thought were enough, were able to be compromised. I am adding a new layer to those defenses by getting a dog for my daughter, which Jocelyn is extremely excited about. Because you were instrumental in rescuing my family, I’d like you to share in Jocelyn’s excitement. I’m having a ceramic dog in the image of the new first dog created for you. The figure has been enchanted to allow it to fetch, sit, guard and bark as well as beg and wag its tail. I must warn you that like the first dog, it knows how to make puppy dog eyes.

I have also arranged with Lady Consul Ellyn Reilly for her to enhance a suit of armor that already has a +1 enchantment or better with a single ability of your choice. There are some conditions, but we can discuss those later.

Lastly, I’ve been told that in appreciation for your efforts in rescuing the members of their noble houses, from Isador’s clutches, Noble Houses Bailey, Burkeley, Eisner, Erikas, Reilly, and Sadhein have pledged to pay you double the monetary compensation offered to all of your group. The Legion and Society of Entertainers and Providers are also making the same offer as thanks for rescuing Kelson Ayers, and

Cinnamon respectively. This benefit is good for the next 6 months from the date that this module was played and applies to any module that offers the compensation based on ATL, and not character experience level. If you personally rescued any of the following hostages while the roof was falling you find that it will be easier to gain information from their houses, and even easier from the individual themselves.

On behalf of everyone here, thank you again. He starts clapping, and soon the rest of those assembled join in.

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>LSJ63 "Beguiling Isn't It"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ65 "Dirty Laundry"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ73 "Ms Gnomer"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ75 "Be Careful What You Wish For"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ84 "Double Vision"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJINT06 "One Thing ..."</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ96 "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"/>
<i>LSJ97 "Strike Two: Fowl Ball"</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.

Sergeant Kelson Ayers - (Diamond Legion, LSJ65, LSJ75, LSJ76, LSJ86, LSJINT06)
Cinnamon - (Society of Entertainers and Providers, LSJ63, LSJ75, LSJ86)

Places
Golden Ticket - (LSJ84, LSJ97)

GM PLAY AID #2

This is a summary of the results of what the PCs will find if they go to check on the other noble houses mentioned.

House	Assailants	Guards Dead (D)/ Wounded (W)	Status of Nobles
Erikas	Dwarves	4 D/ 3 W	Andonicus and Derick kidnapped
Eisner	Gnomes	5 D/ 3 W	Borin was kidnapped
Burkeley	Half-elves	4 D/ 2 W	Liou, and Namoo were kidnapped
Grimm	Tabreen	5 D/ 5 W	Gillian and Sophia seriously wounded. No one kidnapped
Reilly	Earth Elems	5 D/ 4 W	Eilish seriously wounded, Connor kidnapped
Sadhein	Halflings	4 D/ 3 W	Sheira and Ibrahim kidnapped

CRITICAL EVENT SUMMARY: STRIKE THREE CAUGHT LOOKING

Convention: _____ Date: _____

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

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

Dead Injured In Custody

2. What was Fiounella's status at the end of the module?: (Circle all that apply)

Dead Injured In Custody

3. What was Drenlla's status at the end of the module?: (Circle all that apply)

Dead Injured In Custody

4. Did the PCs attack the gargantuan blue dragon?: Yes No

5. Did the PCs rescue any of the nobles?: Yes No

If the answer is yes, who if anyone rescued the following people

Borin, Delarus, Jedira, or Kaerina Eisner _____

Drail Bailey _____

Connor Reilly _____

Adonicus and Derick Erikas _____

Sheira and Ibrahim Sadhein _____

Alissa and Jocelyn Torestyn _____

Cinnamon _____

Sgt. Kelson Ayers _____

Lord Consul Thalus Bailey _____

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

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

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



ROSTER OF HEROES: STRIKE THREE: CAUGHT LOOKING

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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