



# Isn't it Amazing?

**By Ryan McDonald**

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

It's always about choices, right and wrong, made and unmade. Where will your choices lead you today? A puzzle/combat mod for characters levels 13-20, and maybe a few suicidal 12's.

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## CREDITS

Author . . . . . (Ryan McDonald)  
Editor(s) . . . . . (Name)  
Plots Coordinator . . . . . David Samuels  
Playtesters . . . . . (Names)

## LEGAL TEXT

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## WELCOME TO LSJ!

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

## LSJ GM EMPOWERMENT CLAUSE

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

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

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

*Isn't It Amazing* is a stand alone module and is not part of any series.

## LIFESTYLE IN LSJ

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

## ADVENTURE BACKGROUND

This mod is meant to test the PCs and characters. It is very vague on most of the answers and information given, please respect this decision by not revealing any of the mod to the PCs before the knowledge is either A) figured out by the group, or B) meant to be handed out. Thanks.

Introduction – PC's are recruited by a Diamond Legionnaire to report to the offices.

Encounter 1: PC's meet with Rasten and are taken to the site of the ruins.

Encounter 3: The PC's must navigate a maze of corridors to get through to the next encounter..

Encounter 3+: Summarize key events, NPCs, and information for all Encounters. If there are optional encounters, note them as Encounter X (Optional).

Epilogue – List possible resolutions of the module with rewards and consequences depending upon the PCs' success or failure.

## INTRODUCTION – WE GOTTA JOB!

GM notes: The Diamond Legion will give them all the information they have. All of the information that is to be given is listed here, please do *not* read ahead and give information not listed here.

*It's an unusually dreary morning in the Shining Jewel, people ducking from door to door avoiding as much of the rain as they can. Despite all of this there is a buzz going around about a new ruin that was stumbled upon. Almost as if on cue, a Legionnaire appears beside you, "Lt. Day needs to speak with you urgently."*

- If the PCs want to go Continue On.
- If the PCs Don't want to go. GO TO Encounter X (page Y).

*Arriving at the Diamond Legion Headquarters, you are greeted by the din of patrols coming and going. The Legionnaire leads you to a new office, "Lt. Day is waiting inside, she's expecting you." with this, he wanders off towards the barracks.*

*Inside the office sits one Lt. Amelia Day, "So glad to see you, I'm Lt. Day, and you would be?" she says through a yawn.*

Allow PC's introductions

*"Sorry to grab you off the street, but what has happened requires urgent attention." She shifts laboriously at her desk, "We have received an urgent request from a Captain Heinrich Baumgarten from the Crown Guard in Nymorahnk. He said he recently had some adventurers in the city and they were quite competent. From him, that's high praise. There are some ancient elven ruins outside of the city and they ran into an issue that is above his pay grade. How soon can you go?"*

☛ **How much are we getting paid?:**

*"You will be receiving (150gp x ATL) each plus anything of non-historical importance will be yours too keep. Transportation is waiting at dock 9, the Crown's Goal."*

☛ **Where are we going exactly?:**

*"Right, you are off to Nymorahnk, I believe you examined some ruins there before as well."*

She has no further answers to any questions and will be polite, but basically tells them to get lost.

**Knowledge (Geography) DC 15** provides basic information on Nymorahnk on Player's Handout 1.

Divinations won't work on this area.

*At the dock you are greeted by a chipper, young female private, "Hello! You must be the group I'm to take to the ruins! Well let's get going!"*

Ensign Felicia Munn:

Age: 20

Sex: Female

Race: Half Elf

Vitals: Red hair, green eyes, pale skin, attractive, kind of bubbly, intelligent but ditzzy, unmarried, father works on the docks, mother deceased, three sisters.

She is new to the Crown Guard and very enthusiastic. She is in standard issue leather armor with a shortsword.

The ship is a naval vessel with a professional naval crew on board. The ship is run very well and has basic provisions for the crew.

*It takes about a week to reach your destination. A very long, boring week. The most excitement was a report of a 30 foot long bird seen by one of the crew in the middle of the night.*

*Once arriving in the city, your escort, Private Munn, gathers you together, "I will lead you to Captain Baumgarten and he can brief you from there. I've enjoyed travelling with you." She finishes and begins to lead you down the gangplank. She stops suddenly and salutes a dark haired man with hints of grey at his temples, his blue uniform with gold star on each shoulder is rumpled. Looking closer, it appears he may have missed some sleep recently.*

If the PCs have played *LSJ116 Game is Afoot*, they will recognize him as Captain Baumgarten.

Continue here:

*"I'm sorry, I should remember your names, but I am under a ton of pressure and left my notes in my office. Please, remind of your names."*

Let the PCs introduce themselves and continue here:

*"Thanks. My name is Captain Heinrich Baumgarten. If you will come with me, I believe we can answer some of your questions." He leads you down the street and into a one story stone building with no windows and a very sturdy door. Once inside, you see a very stark room with a table with four chairs and another steel reinforced door. Sitting in the chair is a portly, older, gnome perusing a stack of papers, "Oh good, you're here. I'm Rasten, a researcher. I was sent here to investigate the safe areas of the ruins. Oh! You must get started at once, I can't wait to see what's down there, but I suppose you have questions."*

*Baumgarten takes a key from his belt and unlocks the door at the back of the room and pulls out two more chairs. "Sorry this isn't more lavish. This is a holding out post usually used to hold drunks and deportees. Have a seat. I'll go grab us some refreshments. Rasten will answer your questions."*

🗨️ **How far are the ruins from town?:**

*"They are about a three hour walk from here."*

🗨️ **Did the watchmen survive?:**

*"Yes, he survived, the horse he was on, not so much."*

🗨️ **What about the loose treasure?:**

*"It needs to be examined for historical significance, anything deemed to be of non-importance is yours."*

🗨️ **What do you know?:**

*"Not much, one of the researchers found the entrance when he and his horse fell into it. From what we gathered it appears to be an Imperial structure and from all the writings on the wall, mostly old stories and myths of the Gods. It is at the edge of the elven ruins, but doesn't appear to be elven."*

🗨️ **How do you know that?:**

*“Some of our experts have determined that the methods of construction and some of the carvings down there are from that period.”*

🗨 **Have you figured anything else out?:**

*“No, we still haven’t got the translations done. We have heard some noises in there, but we can’t figure out how to get in yet.”*

🗨 **Why did you hire adventurers?:**

*“From what we can tell, you possess skills that we, as scholars and researchers, do not have. You can deal with things that go growl snarl in the night that I, for one, would be unable to deal with.”*

If the PCs have more questions he will explain that that is all he knows.

*Captain Baumgarten returns empty-handed. “I just thought about it. It is too late in the day to head out there. I made arrangements for you to stay at the Dragon Flagon at the west end of town. Rasten here can lead you out first thing in the morning.”*

The night passes uneventfully.

- If the PCs want to go in **Go to Encounter 1 (page 5).**
- If the PCs want to go home. **GO TO CONCLUSION X.**

**ENCOUNTER 1 – YOUR GRAND ENTRANCE WOULD NOT GO AMISS RIGHT NOW .**

*As Rasten greets you the next day, he explains, “I took the initiative to gather some provisions for you. I wasn’t sure what you would need. They will be waiting at the site. It is about a three or four hour walk from here.” As Rasten leads you*

*down the trail away from the coast and further inland, “Please try to do as little damage as possible, nothing is known of who built this or why. The more you destroy, the less we can figure out. I’m most curious to see how this ties to the elven ruins that are being excavated closer to the sea. The sea elves are working with us on this. They did come and do a cursory examination of this site, but agreed with myself and Professor Maroon Fische that these are not elven.” After a couple of hours you round a hill and can plainly see a large opening being dug out. “The students are working hard to make a larger entrance, but you should be able to get through as it is.”*

If the PC's examine the outside area

*The hill covering the ruins is roughly 40 feet in diameter and smooth, with the hole on the southern slope leading down to the corner of the room.*

**GM NOTE:** PCs need a will save now. DC ATL +10 Will save. The building has been *unhallow*, with a *Dimensional Anchor* If the PCs fail the save they are dimensionally locked into the dungeon (no dimension door, or teleport). See GM Handout 1 for unhallows effects.

*As you touch down on the remains of the once elaborate tiles, a strange, cold feeling overtakes you. In the center of the massive room is a large statue of what appears to be a regal figure standing in the center of an eight pointed star, on each of the point stands a smaller statue of a knight. Each knight stands with the tip of their sword tips planted in the ground in front of them with their left hands wrapped around the hilt and the right covering the top. Across the bottom of the largest statue is an inscription.*

Hand out Players Handout 2.

The solution to the riddle is that the four statues on the cardinal directions need to have



the swords pulled up together followed by the leaders sword being pulled up.

If the PCs attempt to do it properly allow it to work, if they fail to do so the first time is met with an trap.

Center Statue:

Trap: Widened Shadow Evocation Fireball

Perception: 30, Disable Device: 25

Will Save: DC 22, Reflex Save DC 22

10d6 Fireball 40' Radius

Perception Check DC 20 for a growl coming from no-where.

Survival Check DC 15 for true north

*As the kings sword snaps back into place the floor slides back opening into a stairwell. Almost instantly, a row of torches lining the wall ignite, showing the worn stairs.*

### **ENCOUNTER- 3: TIME FOR SOME THRILLING HEROICS!**

*As you exit onto the cold stone floor two halls lead off in opposite directions.*

*To the left, two faded lines lead off a red and a black. To the right, two more lines a blue and what may have once been white, but now shows as more of a light yellow. All four lines have an unknown runes written on them.*

With a Comprehend Languages or a DC 15+ATL Linguistics the lines read as such.

Red= Waste Disposal

Black = Laboratory

Blue = Family Dormitories

White = Single Dormitories

If they fail the Linguistics they get these instead.

Red= Room of Goods

Black=Do Not Enter

Blue= Armory

White= Libarary

- If the PCs want to follow black **Go to Encounter 3A (page 6).**
- If the PCs want to follow red. **GO TO Encounter 3B (page 6).**
- If the PCs want to follow blue **Go To Encounter 3C (page 7)**
- If the PC's want to follow the white line **Go TO Encounter 3D**

### **ENCOUNTER- 3A: THE BLACK LINE.**

*Following the black line you head off. Passing by various halls collapsed with dirt, you make your way deeper into the complex. After a variety of twists and turns you find yourselves face to face with a large steel door, a combination lock of sorts blocks your path. The lock has three rotating rings each with three pictographs and a hole in the center. Blood is smeared on the wall near by, "Run while you can" with two bloody trails leading through the door.*

The doors lock is a rotation pictogram. The PC's must line up all three and put the item in the center (item found in encounter 4)

If the PC's try it without the item the door won't open.

Locks Disable Device DC = 40 (superior lock)

- If the PCs pick the lock **Go To Encounter 6 (page 8)**
- If the PCs want to follow red. **GO TO Encounter 3B (page 6).**
- If the PCs want to follow blue **Go To Encounter 3C (page 7)**
- If the PC's want to follow the white line **Go TO Encounter 3D**

### **ENCOUNTER- 3B: THE RED LINE.**

*Following the red line you zig and zag through a barren coordinator. After a while you come to a stone door with some writing on it.*

With a Comprehend Languages or a DC 15+ATL Linguistics the door reads, "Danger Do Not Enter"

Failed Linguistics gets you "Enter at your own risk"

Continue if the PC's go in.

*The heavy stone door swings effortlessly open. In the center sits a stone pillar bigger than a dwarf. The floor is covered with a fine dust.*

DC 5+ATL Perception = The "dust is ash"

At this point the door will swing shut if the PCs haven't jammed it open and the incinerator will start up.

The Players will take 1d6 fire damage every round (no save) for one minute. At the end of the minute (10d6 total).

The door swings open and the ordeal is over.

- If the PCs want to follow black. **GO TO Encounter 3A (page 6).**
- If the PCs want to follow blue **Go To Encounter 3C (page 7)**
- If the PC's want to follow the white line **Go TO Encounter 3D (page 7)**

### **ENCOUNTER- 3C: THE BLUE LINE.**

*"The pathways splits away from the yellow line at a 'T' intersection at the end of a very long and twisted hallway. Following the line, you suddenly find yourself in what seems to be a multilevel library that has rotted away over time due to water damage. Various hallways lead away from the library into collapsed passageways. Looking upwards, you see a strange, greenish light glowing from one of the hallways above as you hear the giggling of a small girl. Looking around, the staircases which once allowed access to the*

*upper levels has collapsed due to water damage over the centuries."*

This is a bit of an athletic challenge for the PCs who will need to climb up to the third level to get to the hallway. This will require two successful DC 20 climb checks from each PC, or some other method to get to the hallway above.

Once the PCs are up here, continue with the normal little ghost girl scene. Add the following box text question for her.

- If the PCs climb up **Go To Encounter 4 (page 7)**
- If the PCs want to follow red. **GO TO Encounter 3B (page 6).**
- If the PCs want to follow blue **Go To Encounter 3C (page 7)**
- If the PC's want to follow the white line **Go TO Encounter 3D**

### **ENCOUNTER- 3D: THE WHITE LINE.**

*"The path winds and drags, with dilapidated doors on either side. It starts with 1A, 1B, and so on and so forth. About the time you reach 6D you come across an intact room ."*

*"This room is ruins, a desk lay in a state of decay in one corner, a bed in another, in the third sits what remains of a table and chairs."*

Perception DC 10+ATL: The PC's find a locket in one of the drawers of the desk. Yes, it glows magic.

*"Following the path onward, you come to a cave in. A shame you must turn back"*

- If the PCs want to follow red. **GO TO Encounter 3B (page 6).**
- If the PCs want to follow blue **Go To Encounter 3C (page 7)**
- If the PC's want to follow the white line **Go TO Encounter 3D**

## ENCOUNTER- 4: MORBID AND CREEPY.

*One door stands out in this hall, with the door closed, a pale green light seeps out from underneath it.*

*Entering, you notice that this room is unusually well set up. The dining room table sits with three places set, the blanket on the couch is folded and laid gently across the back, and dainty laugh comes from the door to your right.*

*The room glows pale green, discoloring the pink hues of the bed, walls, and rugs. In one corner the canopy of the bed, once a pristine white lace, hangs disheveled and yellowed. In another a pile of stuffed animals lays ragged and thrown about. Standing in the center of the room, a ghostly little girl stands, "Will you play with me?" she questions as four dolls float toward you. One dressed in robes, one dressed in a jesters outfit, one in leather with a symbol on it, and the last in full plate with a matching symbol to the one in leathers.*

- If the PCs want to attack it **GO TO Encounter 4A (page 5).**
- If the PCs talk to it go to **4B (page 5).**

## ENCOUNTER- 4A: YOU PROLLY DIDN'T WANT TO DO THAT.

*The child screams in terror, her and a series of dolls lunge for you.*

See GM Handout 3

- Go to encounter 5 (page 6).

## ENCOUNTER- 4B: HELLO CREEPY LITTLE GIRL?

☞ **Who are you?:**

*"I'm Angelica. I live here with my daddy and sister"*

☞ **Where are they?:**

*"The bad man took daddy.....daddy seemed very sad for some reason. He said he'd find a way to save me and sis."*

☞ **Save you from what?:**

*"I don't know. All I remember is the bad man coming and yelling at daddy, the sis screamed, and then....I don't know what happened next. Then woke up here talking to you."*

☞ **What does Daddy research?:**

*"Animals."*

☞ **Where is your Mommy?:**

*"She died a long time ago."*

☞ **What is your last name?:**

*"Sullivan."*

☞ **Who is the bad man?:**

*"Daddy used to say he wasn't always a bad man, but he went wrong. Used to be a biiiiiig hero!"*

☞ **Why are you still here?:**

*"I don't know. I am worried about where sis is."*

☞ **Do you know how to open the door?:**

*"I don't know. The nice lady that worked here gave me this, she said it would help our rescue!"*

The little girl will hand the PCs a rod with three pictographs on it.

The Dolls are all Soulbound Dolls. Knowledge Arcana 10+ATL to know this and that the gem on them must be destroyed to release the spirit within.

Knowledge Religion DC 25: This is a ghost. It seems mostly harmless, but it seems unaware of it's fate.



Nothing in the room detects as evil.

- Go to encounter 5 (page 6)

### **ENCOUNTER- 5: IT'S A TRAP!**

*Two turns later and you find yourselves standing in front of a large stone door.*

The door is rigged with a trap:

#### ***Maximized Fireball Trap*      *ATL 13***

**Type** magic; **Perception** DC 31; **Disable Device** DC 34

**Effects**##

**Trigger** proximity (*alarm*); **Reset** none

**Effect** spell effect ( *fireball*, 60 fire damage, DC 21 Reflex save for half damage); multiple targets (all targets in a 20-ft.- radius burst)

#### ***Maximized Fireball Trap*      *ATL 15***

**Type** magic; **Perception** DC 31; **Disable Device** DC 34

**Effects**##

**Trigger** proximity (*alarm*); **Reset** none

**Effect** spell effect ( *fireball*, 80 fire damage, DC 21 Reflex save for half damage); multiple targets (all targets in a 20-ft.- radius burst)

#### ***Lightning Bolt Gallery Trap*      *ATL 17***

**Type** magic; **Perception** DC 29; **Disable Device** DC 29

**Effects**

**Trigger** proximity (*alarm*); **Duration** 1d6 rounds;

**Reset** none

**Effect** spell effect (heightened *lightning bolt*, 8d6 electricity damage, DC 25 Reflex save for half )

#### ***Meteor Swarm Trap*      *ATL 19***

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

**Effects**##

**Trigger** sight (*true seeing*); **Reset** none

**Effect** spell effect (meteor swarm, 4 meteors at separate targets, +12 ranged touch, 2d6 plus 6d6 fire [-4 save on a hit],

DC 23 Reflex save for half fire damage, 18d6 fire damage from other meteors, DC 23 Reflex save for half damage); multiple targets (four targets, no two of which can be more than 40 ft. apart)

#### ***Meteor Swarm Trap*      *ATL 21***

**Type** magic; **Perception** DC 34; **Disable Device** DC 34

**Effects**##

**Trigger** sight (*true seeing*); **Reset** none

**Effect** spell effect (meteor swarm, 4 meteors at separate targets, +17 ranged touch, 2d6 plus 6d6 fire [-4 save on a hit],

DC 26 Reflex save for half fire damage, 18d6 fire damage from other meteors,

**DC 26 Reflex save for half damage); multiple targets (four targets, no two of which can be more than 40 ft. apart)**

### **ENCOUNTER- 6: A DARKEND JAIL!!**

*Opening the door, a stair well leading down awaits you.*

*The bottom of the stairs open into a large fog filled cavern. A few feet in you can see pillars of stone reaching up into the fog, and chains with manacles hanging from them. Wandering through the cavern you find bodies in various stages of decay, blood still wet puddles under a few. A couple of the bodies have gruesome surgical scars crossing their bodies.*

If the PC's lean in to examine a body

*The body slams forward against the chains, snapping it's jaws at you.*

It's an easy one shot kills on the cr ¼ skeletons.

*At the end of the cavern you find yourself face to face with a steel door, the lock smashed open.*

## **ENCOUNTER- 7: THE FINAL BATTLE COMMENCES!!**

If the PCs take multiple attempts to open the doors, move the NPC's towards the door for an equal number of rounds the PC's are out there after the first.

The Anti-Paladin will have a readied action for the moment the first PC enters the room.

The Combat will consist of the Anti-Paladin, and a number of Were-critters.

*Entering the doorway you are confronted by what appears to be a man in pitch black full plate, wielding a battle-axe. A small force of unfathomable creatures lurch forward, as an old man in the back screams and ducks behind a table, grabbing a small object as he does so.*

*The man in black speaks in a low growl, "More specimens for my army!"*

### **ATL 13**

**Antipaladin** CR 15  
Human Antipaladin 13  
CE Medium Outsider ((humanoid), human, native)  
**Init** +3; **Senses** Darkvision; Perception +4

### **Defense**

**AC** 28, touch 11, flat-footed 27 (+13 armor, +3 shield, +1 Dex, +1 natural)  
**hp** 172 (13d10+65)  
**Fort** +15, **Ref** +9, **Will** +14  
**DR** 10/magic; **Immune** disease, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

### **Offense**

**Speed** 20 ft., Flight (60 feet, Good)  
**Melee** Light Shield Bash +18/+13/+8 (1d3+5/x2) and  
+2 Corrosive burst Battleaxe +21/+16/+11 (1d8+7+1d6 acid/x3+2d10 acid) and  
Bite (Half-Fiend) +13 (1d6+2/x2) and

Claw x2 (Half-Fiend) +13 x2 (1d4+2/x2)  
**Special Attacks** Smite Good (1/day), Smite Good (5/day)

**Spell-Like Abilities** Blasphemy (1/day), Contagion (1/day), Darkness (3/day), Desecrate (1/day), Detect Good (At will), Poison (3/day), Unhallow (1/day), Unholy Aura (3/day), Unholy Blight (1/day)  
**Antipaladin Spells Prepared** (CL 10, 18 melee touch, 16 ranged touch):

3 (1/day) *Inflict Moderate Wounds* (DC 15)

2 (3/day) *Bull's Strength* (DC 14), *Summon*

*Monster II*, *Darkness*

1 (4/day) *Summon Monster I*, *Inflict Light Wounds* (DC 13), *Doom* (DC 13), *Command* (DC 13)

### **Statistics**

**Str** 21, **Dex** 16, **Con** 20, **Int** 13, **Wis** 18, **Cha** 15  
**Base Atk** +13; **CMB** +18; **CMD** 29

**Feats** Blind-Fight, Bloody Assault, Lunge, Power Attack -4/+8, Shield Focus, Step Up, Vital Strike, Weapon Focus (Battleaxe)

**Skills** Acrobatics -2, Climb +0, Escape Artist -2, Fly +2, Intimidate +18, Knowledge (religion) +17, Ride -2, Sense Motive +20, Spellcraft +17, Stealth -2, Swim +0

**Languages** Abyssal, Common

**SQ** Antipaladin Channel Negative Energy 7d6 (4/day) (DC 18), Aura of Cowardice, Aura of Despair, Aura

of Evil, Aura of Vengeance, Channel Negative Energy, Cruelty: Cursed (DC 18), Cruelty: Diseased (DC

18), Cruelty: Shaken (13 rds) (DC 18), Cruelty: Stunned (3 rds) (DC 18), Dastard, Fiendish Servant VII,

Advanced (4/day), Fortification (light), Reflecting (1/day), Touch of Corruption (6d6) (8/day), Unholy

Resilience

**Combat Gear** +1 Reflecting Light steel shield, +2 Corrosive burst Battleaxe, +4 Dastard,

Fortification (light)

Full plate;

### **Special Abilities**

**Antipaladin Channel Negative Energy 7d6**

**(4/day) (DC 18) (Su)** A good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

**Aura of Cowardice (Su)** Enemies within 10 ft. are not Immune to fear and take -4 to saves vs. fear effects.

**Aura of Despair (Su)** Enemies within 10' take a -2 penalty on all saving throws.

**Aura of Evil (Ex)** The antipaladin has an Aura of Evil with power equal to her class level.

**Aura of Vengeance (Su)** You may expend two uses of your Smite Good ability to allow your allies within

10' to Smite Good, using your bonuses.

**Blasphemy (1/day) (Sp)** Granted by Half-Fiend heritage.

Kills, paralyzes, weakens, or dazes nonevil subjects.

**Blind-Fight** Re-roll misses because of concealment, other benefits.

**Bloody Assault** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks.

**Channel Negative Energy (Su)** You can channel negative energy to heal the undead and injure the living.

**Contagion (1/day) (Sp)** Granted by Half-Fiend heritage.

Infects subject with chosen disease.

**Cruelty: Cursed (DC 18) (Su)** When you use your Touch of Corruption ability, you may also inflict a curse, as per the Bestow Curse spell at CL = Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Diseased (DC 18) (Su)** When you use your Touch of Corruption ability, you may also inflict a disease, as per the Corruption spell at CL = Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Shaken (13 rds) (DC 18) (Su)** When you use your Touch of Corruption ability, you may also make your target shaken for 1r/Antipaladin level You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Stunned (3 rds) (DC 18) (Su)** When you use your Touch of Corruption ability, you may also make your target stunned for 1r/4 Antipaladin levels

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Damage Reduction (10/magic)** You have Damage Reduction against all except Magic attacks.

**Damage Resistance, Acid (10)** You have the specified Damage Resistance against Acid attacks.

**Damage Resistance, Cold (10)** You have the specified Damage Resistance against Cold attacks.

**Damage Resistance, Electricity (10)** You have the specified Damage Resistance against

Electricity attacks.

**Damage Resistance, Fire (10)** You have the specified Damage Resistance against Fire attacks.

**Darkness (3/day) (Sp)** Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Dastard** +2 profane bonus to AC against challenged or smited opponent.

**Desecrate (1/day) (Sp)** Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

**Detect Good (At will) (Sp)** You can use Detect Good at will (as the spell).

**Fiendish Servant VII, Advanced (4/day) (Sp)** You can summon your Fiendish Servant to your side.

**Flight (60 feet, Good)** You can fly!

**Fortification (light)** 25% chance to ignore critical hit/sneak attack.

**Immunity to Disease** You are immune to diseases.

**Immunity to Poison** You are immune to poison.

**Lunge** -2 to AC for +5' reach

**Poison (3/day) (Sp)** Granted by Half-Fiend heritage. Touch deals 1d10 Con damage, repeats in 1 min.

**Power Attack -4/+8** You can subtract from your attack roll to add to your damage.

**Reflecting (1/day)** Reflect spell back at caster, as spell turning.

**Shield Focus** +1 Shield AC

**Smite Good (1/day) (Su)** +2 to hit, +13 to damage, +2 deflection bonus to AC when used.

**Smite Good (5/day) (Su)** +2 to hit, +13 to damage, +2 deflection bonus to AC when used.

**Spell Resistance (26)** You have Spell Resistance.

**Step Up** You may make a 5' step closer when your opponent makes a 5' step away from you.

**Touch of Corruption (6d6) (8/day) (Su)** You can inflict 6d6 damage, 8/day

**Unhallow (1/day) (Sp)** Granted by Half-Fiend heritage.

Designates location as unholy.

**Unholy Aura (3/day) (Sp)** Granted by Half-Fiend heritage.

+4 to AC, +4 resistance, and SR 25 against good spells.

**Unholy Blight (1/day) (Sp)** Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

**Unholy Resilience (Su)** You gain your Charisma Bonus as a bonus to all saving throws.

**Vital Strike** Standard action: x2 weapon damage dice.

-----  
**Werebear Barbarian** CR 14

**XP 38400**

Half-Orc Barbarian 14

CN Huge Humanoid (orc, shapechanger)

**Init** +3; **Senses** Darkvision, Low-Light Vision, Scent; Perception +2

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**Defense**

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**AC** 28, touch 9, flat-footed 25 (+8 armor, +3 Dex, -2 size, +11 natural)

**hp** 256 (14d12+126)

**Fort** +18, **Ref** +7 (+4 vs. traps, +1 vs. traps, +1 vs. traps, +1 vs. traps), **Will** +9 (+4 vs. enchantments)

**Defensive Abilities** Guarded Life, Improved Uncanny Dodge (Lv >=18), Trap Sense; **DR** 3/-, 5/silver; **Resist** electricity 7, fire 7, Energy

Absorption: Electricity (1/rage), Energy

Absorption: Fire (1/rage),

Energy Resistance, Greater: Electricity (1/rage),

Energy Resistance, Greater: Fire (1/rage), Energy

Resistance: Electricity, Energy Resistance: Fire

-----  
**Offense**

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**Speed** 40 ft.

**Melee** +2 Shocking burst, Speed Greatsword +27/+27/+22/+17 (4d6+20+1d6 electricity/19-20/x2+1d10

electricity) and

Bite (Werebear, Afflicted) +19 (3d6+6/x2) and

Claw x2 (Werebear, Afflicted) +19 x2 (3d6+6 plus grab/x2)

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

**Special Attacks** Grab

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**Statistics**

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**Str** 26/34, **Dex** 17, **Con** 20/28, **Int** 7, **Wis** 9/14,

**Cha** 5

**Base Atk** +14; **CMB** +28 (+32 Grappling); **CMD** 39

**Feats** Aspect of the Beast (Predator's Leap),

Cleave, Eldritch Claws, Extra Rage Power, Extra Rage

Power, Power Attack -4/+8, Weapon Focus (Greatsword)

**Skills** Acrobatics +19, Climb +11, Escape Artist

+2, Fly -2, Intimidate +16, Ride +2, Stealth -6,

Swim +15

**Languages** Common, Orc

**SQ** Change Forms, Fast Movement +10,

Indomitable Will, Lycanthropic Empathy +15, Orc

Ferocity

(1/day), Rage (35 rounds/day), Reckless Abandon

(+/-4), Renewed Vigor 3d8+9 HP (1/day)

**Combat Gear** +2 Shocking burst, Speed

Greatsword, +4 Chain shirt;

-----  
**Special Abilities**

-----  
**Aspect of the Beast (Predator's Leap)** You can make running jumps while standing still.

**Change Forms (Su)** Change into Hybrid or Animal forms.

**Cleave** If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

**Damage Reduction (3/-)** You have Damage Reduction against all attacks.

**Damage Reduction (5/silver)** You have Damage Reduction against all except Silver attacks.

**Damage Resistance, Electricity (7)** You have the specified Damage Resistance against Electricity attacks.

**Damage Resistance, Fire (7)** You have the specified Damage Resistance against Fire attacks.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Eldritch Claws** Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

**Energy Absorption: Electricity (1/rage) (Su)** 1/rage, convert an electricity attack into temporary healing.

**Energy Absorption: Fire (1/rage) (Su)** 1/rage, convert a fire attack into temporary healing.

**Energy Resistance, Greater: Electricity (1/rage) (Ex)** 1/rage, halve an electricity attack's damage before applying resistance.

**Energy Resistance, Greater: Fire (1/rage) (Ex)** 1/rage, halve a fire attack's damage before applying resistance.

**Energy Resistance: Electricity (Ex)** Electricity Resistance while raging

**Energy Resistance: Fire (Ex)** Fire Resistance while raging

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Grab (Huge) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Guarded Life (14 HP) (Ex)** If reduced below 0HP, convert some damage to non-lethal. Auto-stabilize below 0HP.

**Improved Uncanny Dodge (Lv >=18) (Ex)** Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 18+.

**Indomitable Will (Ex)** While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves

to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Lycanthropic Empathy +15 (Ex)** Improve the attitude of your type of animal, as if using Diplomacy.

**Orc Ferocity (1/day)** 1/day, when brought below 0 HP but not killed, you can fight on for 1 more round

as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

**Power Attack -4/+8** You can subtract from your attack roll to add to your damage.

**Rage (35 rounds/day) (Ex)** +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

**Reckless Abandon (+/-4) (Ex)** Trade AC penalty for to hit bonus while raging.

**Renewed Vigor 3d8+9 HP (1/day) (Ex)** 1/day while raging, heal yourself for 3d8+9 HP

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

**Trap Sense +4 (Ex)** +4 bonus on reflex saves and AC against traps.

-----  
**Weretiger Fighter CR 14**

**XP 38400**

Human Fighter 14

NN Huge Humanoid (human, shapechanger)

**Init** +6; **Senses** Darkvision, Low-Light Vision, Scent; **Perception** +2

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**Defense**

-----  
**AC** 31, touch 11, flat-footed 28 (+11 armor, +2 Dex, -2 size, +9 natural, +1 dodge)

**hp** 213 (14d10+98)

**Fort** +15, **Ref** +6, **Will** +6 (+4 vs. fear, +4 vs. fear, +4 vs. fear, +4 vs. fear)

**Defensive Abilities** Bravery +4; **DR** 5/silver

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**Offense**



**Speed** 30 ft.

**Melee** +2 Flaming burst Greataxe +28/+23/+18

(4d6+22+1d6 fire/19-20/x3+2d10 fire) and  
Bite (Weretiger, Afflicted) +19 (8d6+6/19-20/x2)

and  
Claw x2 (Weretiger, Afflicted) +18 x2 (4d6+6 plus  
grab/x2) and

Rake x2 (Weretiger, Afflicted) +18 x2 (4d6+6/x2)

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

**Special Attacks** Grab, Pounce, Weapon Training:  
Axes, Weapon Training: Close, Weapon Training:  
Natural

-----  
**Statistics**  
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**Str** 27/29, **Dex** 12/15, **Con** 20/22, **Int** 10, **Wis**  
12/14, **Cha** 8

**Base Atk** +14; **CMB** +25 (+29 Grappling); **CMD**  
38

**Feats** Aspect of the Beast (Night Senses -  
Darkvision 30'), Combat Reflexes (3 AoO/round),  
Critical

Focus, Dodge, Greater Weapon Focus (Greataxe),  
Greater Weapon Specialization (Greataxe),  
Improved

Critical (Bite), Improved Critical (Greataxe),  
Improved Initiative, Improved Natural Armor,  
Improved Natural

Attack (Bite [Weretiger, Afflicted]), Step Up,  
Toughness +14, Weapon Focus (Bite), Weapon  
Focus

(Greataxe), Weapon Specialization (Greataxe)

**Skills** Acrobatics +4, Climb +24, Escape Artist +0,  
Fly -4, Intimidate +16, Ride +0, Stealth -4, Swim  
+24

**Languages** Common

**SQ** +4 Stealth in undergrowth, Armor Training 3,  
Change Forms, Fortification (moderate),  
Lycanthropic  
Empathy +17

**Combat Gear** +2 Flaming burst Greataxe, +2  
Fortification (moderate) Full plate;

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**Special Abilities**  
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**+4 Stealth in undergrowth** +4 Stealth in  
undergrowth

**Armor Training 3 (Ex)** Worn armor -3 check  
penalty, +3 max DEX.

**Bravery +4 (Ex)** +4 Will save vs. Fear

**Change Forms (Su)** Change into Hybrid or  
Animal forms.

**Combat Reflexes (3 AoO/round)** You may make  
up to 3 attacks of opportunity per round, and may  
make  
them while flat-footed.

**Critical Focus** +4 to confirm critical hits.

**Damage Reduction (5/silver)** You have Damage  
Reduction against all except Silver attacks.

**Darkvision (30 feet)** You can see in the dark  
(black and white vision only).

**Fortification (moderate)** 50% chance to ignore  
critical hit/sneak attack.

**Grab (Huge) (Ex)** You can start a grapple as a  
free action if you hit with the designated weapon.

**Low-Light Vision** See twice as far as a human in  
low light, distinguishing color and detail.

**Lycanthropic Empathy +17 (Ex)** Improve the  
attitude of your type of animal, as if using  
Diplomacy.

**Pounce (Ex)** You can make a full attack as part of  
a charge.

**Scent (Ex)** Detect opponents within 15+ feet by  
sense of smell.

**Step Up** You may make a 5' step closer when your  
opponent makes a 5' step away from you.

**Weapon Training: Axes +3 (Ex)** +3 Attack,  
Damage, CMB, CMD with Axes

**Weapon Training: Close +1 (Ex)** +1 Attack,  
Damage, CMB, CMD with Close-in weapons

**Weapon Training: Natural +2 (Ex)** +2 Attack,  
Damage, CMB, CMD with Natural weapons

**ATL 15**

**Antipaladin** CR 17

Human Antipaladin 15

CE Medium Outsider ((humanoid), human, native)

**Init** +3; **Senses** Darkvision; Perception +4

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**Defense**  
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**AC** 30, touch 11, flat-footed 29 (+14 armor, +4  
shield, +1 Dex, +1 natural)

**hp** 198 (15d10+75)

**Fort** +16, **Ref** +10, **Will** +15

**DR** 10/magic; **Immune** disease, poison; **Resist**  
acid 10, cold 10, electricity 10, fire 10; **SR** 28

## Offense

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**Speed** 20 ft., Flight (60 feet, Good)

**Melee** Light Shield Bash +20/+15/+10 (1d3+5/x2) and

+3 Corrosive burst Battleaxe +24/+19/+14 (1d8+8+1d6 acid/x3+2d10 acid) and

Bite (Half-Fiend) +15 (1d6+2/x2) and

Claw x2 (Half-Fiend) +15 x2 (1d4+2/x2)

**Special Attacks** Aura of Sin, Smite Good (1/day), Smite Good (5/day)

**Spell-Like Abilities** Blasphemy (1/day),

Contagion (1/day), Darkness (3/day), Desecrate (1/day), Detect

Good (At will), Horrid Wilting (1/day), Poison (3/day), Unhallow (1/day), Unholy Aura (3/day),

Unholy Blight

(1/day)

**Antipaladin Spells Prepared** (CL 12, 20 melee touch, 18 ranged touch):

4 (1/day) *Slay Living* (DC 16)

3 (2/day) *Summon Monster III, Inflict Moderate Wounds* (DC 15)

2 (3/day) *Bull's Strength* (DC 14), *Summon Monster II, Darkness*

1 (4/day) *Summon Monster I, Inflict Light Wounds* (DC 13), *Doom* (DC 13), *Command* (DC 13)

## Statistics

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**Str** 21, **Dex** 16, **Con** 20, **Int** 13, **Wis** 18, **Cha** 15

**Base Atk** +15; **CMB** +20; **CMD** 31

**Feats** Blind-Fight, Bloody Assault, Craft Magic Arms & Armor, Lunge, Power Attack -4/+8, Shield Focus,

Step Up, Vital Strike, Weapon Focus (Battleaxe)

**Skills** Acrobatics -2, Climb +0, Escape Artist -2, Fly +2, Intimidate +20, Knowledge (religion) +19, Ride -2,

Sense Motive +22, Spellcraft +19, Stealth -2, Swim +0

**Languages** Abyssal, Common

**SQ** Antipaladin Channel Negative Energy 8d6 (4/day) (DC 19), Aura of Cowardice, Aura of Despair, Aura

of Evil, Aura of Vengeance, Channel Negative Energy, Cruelty: Cursed (DC 19), Cruelty: Diseased (DC

19), Cruelty: Paralyzed (1r) (DC 19), Cruelty: Shaken (15 rds) (DC 19), Cruelty: Stunned (3 rds) (DC 19),

Dastard, Fiendish Servant VIII, Advanced, SR 26 (4/day), Fortification (light), Reflecting (1/day),

Touch of

Corruption (7d6) (9/day), Unholy Resilience

**Combat Gear** +2 Reflecting Light steel shield, +3 Corrosive burst Battleaxe, +5 Dastard,

Fortification (light)

Full plate;

## Special Abilities

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**Antipaladin Channel Negative Energy 8d6**

**(4/day) (DC 19) (Su)** A good cleric can channel positive

energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the

living and heal the undead.

**Aura of Cowardice (Su)** Enemies within 10 ft. are not Immune to fear and take -4 to saves vs. fear effects.

**Aura of Despair (Su)** Enemies within 10' take a -2 penalty on all saving throws.

**Aura of Evil (Ex)** The antipaladin has an Aura of Evil with power equal to her class level.

**Aura of Sin (Su)** Your weapons, and attacks against enemies within 10' of you are considered evilaligned

for the purpose of overcoming damage reduction.

**Aura of Vengeance (Su)** You may expend two uses of your Smite Good ability to allow your allies within

10' to Smite Good, using your bonuses.

**Blasphemy (1/day) (Sp)** Granted by Half-Fiend heritage.

Kills, paralyzes, weakens, or dazes nonevil subjects.

**Blind-Fight** Re-roll misses because of concealment, other benefits.

**Bloody Assault** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all

weapon melee attacks.

**Channel Negative Energy (Su)** You can channel negative energy to heal the undead and injure the living.

**Contagion (1/day) (Sp)** Granted by Half-Fiend heritage.

Infects subject with chosen disease.

**Cruelty: Cursed (DC 19) (Su)** When you use your Touch of Corruption ability, you may also inflict a

curse, as per the Bestow Curse spell at CL = Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Diseased (DC 19) (Su)** When you use your Touch of Corruption ability, you may also inflict a

disease, as per the Corruption spell at CL = Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Paralyzed (1r) (DC 19) (Su)** When you use your Touch of Corruption ability, you may also paralyze your target for 1r.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Shaken (15 rds) (DC 19) (Su)** When you use your Touch of Corruption ability, you may also make your target shaken for 1r/Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Cruelty: Stunned (3 rds) (DC 19) (Su)** When you use your Touch of Corruption ability, you may also make your target stunned for 1r/4 Antipaladin levels

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

**Damage Reduction (10/magic)** You have Damage Reduction against all except Magic attacks.

**Damage Resistance, Acid (10)** You have the specified Damage Resistance against Acid attacks.

**Damage Resistance, Cold (10)** You have the specified Damage Resistance against Cold attacks.

**Damage Resistance, Electricity (10)** You have the specified Damage Resistance against Electricity attacks.

**Damage Resistance, Fire (10)** You have the specified Damage Resistance against Fire attacks.

**Darkness (3/day) (Sp)** Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Dastard** +2 profane bonus to AC against challenged or smited opponent.

**Desecrate (1/day) (Sp)** Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

**Detect Good (At will) (Sp)** You can use Detect Good at will (as the spell).

**Fiendish Servant VIII, Advanced, SR 26 (4/day) (Sp)** You can summon your Fiendish Servant to your side.

**Flight (60 feet, Good)** You can fly!

**Fortification (light)** 25% chance to ignore critical hit/sneak attack.

**Horrid Wilting (1/day) (Sp)** Granted by Half-Fiend heritage.

Deals 1d6/level damage within 30 ft.

**Immunity to Disease** You are immune to diseases.

**Immunity to Poison** You are immune to poison.

**Lunge** -2 to AC for +5' reach

**Poison (3/day) (Sp)** Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

**Power Attack -4/+8** You can subtract from your attack roll to add to your damage.

**Reflecting (1/day)** Reflect spell back at caster, as spell turning.

**Shield Focus** +1 Shield AC

**Smite Good (1/day) (Su)** +2 to hit, +15 to damage, +2 deflection bonus to AC when used.

**Smite Good (5/day) (Su)** +2 to hit, +15 to damage, +2 deflection bonus to AC when used.

**Spell Resistance (28)** You have Spell Resistance.

**Step Up** You may make a 5' step closer when your opponent makes a 5' step away from you.

**Touch of Corruption (7d6) (9/day) (Su)** You can inflict 7d6 damage, 9/day

**Unhallow (1/day) (Sp)** Granted by Half-Fiend heritage.

Designates location as unholy.

**Unholy Aura (3/day) (Sp)** Granted by Half-Fiend heritage.

+4 to AC, +4 resistance, and SR 25 against good spells.

**Unholy Blight (1/day) (Sp)** Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

**Unholy Resilience (Su)** You gain your Charisma Bonus as a bonus to all saving throws.

**Vital Strike** Standard action: x2 weapon damage dice.

-----  
**Werebear Barbarian** CR 16

Half-Orc Barbarian 16

CN Huge Humanoid (orc, shapechanger)

**Init** +4; **Senses** Darkvision, Low-Light Vision, Scent; Perception +2

-----  
**Defense**

**AC** 30, touch 10, flat-footed 26 (+9 armor, +4 Dex, -2 size, +11 natural)

**hp** 292 (16d12+144)

**Fort** +19, **Ref** +9 (+5 vs. traps, +1 vs. traps, +1 vs. traps, +1 vs. traps), **Will** +10 (+4 vs. enchantments)

**Defensive Abilities** Guarded Life, Improved Uncanny Dodge (Lv >=20), Trap Sense; **DR** 4/151;

5/silver; **Resist** electricity 8, fire 8, Energy

Absorption: Electricity (1/rage), Energy

Absorption: Fire (1/rage),

Energy Resistance, Greater: Electricity (1/rage),

Energy Resistance, Greater: Fire (1/rage), Energy

Resistance: Electricity, Energy Resistance: Fire

-----  
**Offense**

**Speed** 40 ft.

**Melee** +3 Shocking burst, Speed Greatsword +30/+30/+25/+20/+15 (4d6+21+1d6 electricity/19-20/x2+1d10

electricity) and

Bite (Werebear, Afflicted) +21 (3d6+6/x2) and

Claw x2 (Werebear, Afflicted) +21 x2 (3d6+6 plus grab/x2)

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

**Special Attacks** Energy Eruption: Electricity (1/rage) (DC 27), Energy Eruption: Fire (1/rage) (DC 27),

Grab

-----  
**Statistics**

**Str** 26/34, **Dex** 18, **Con** 20/28, **Int** 7, **Wis** 9/14, **Cha** 5

**Base Atk** +16; **CMB** +30 (+34 Grappling); **CMD** 42

**Feats** Aspect of the Beast (Predator's Leap), Cleave, Eldritch Claws, Extra Rage Power, Extra Rage

Power, Extra Rage Power, Power Attack -5/+10, Weapon Focus (Greatsword)

**Skills** Acrobatics +22, Climb +11, Escape Artist +3, Fly -1, Intimidate +18, Ride +3, Stealth -5, Swim +15

**Languages** Common, Orc

**SQ** Change Forms, Fast Movement +10, Indomitable Will, Lycanthropic Empathy +17, Orc Ferocity

(1/day), Rage (39 rounds/day), Reckless Abandon (+/-5), Renewed Vigor 4d8+9 HP (1/day)

**Combat Gear** +3 Shocking burst, Speed Greatsword, +5 Chain shirt;

-----  
**Special Abilities**

**Aspect of the Beast (Predator's Leap)** You can make running jumps while standing still.

**Change Forms (Su)** Change into Hybrid or Animal forms.

**Cleave** If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

**Damage Reduction (4/-)** You have Damage Reduction against all attacks.

**Damage Reduction (5/silver)** You have Damage Reduction against all except Silver attacks.

**Damage Resistance, Electricity (8)** You have the specified Damage Resistance against Electricity attacks.

**Damage Resistance, Fire (8)** You have the specified Damage Resistance against Fire attacks.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Eldritch Claws** Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

**Energy Absorption: Electricity (1/rage) (Su)**  
1/rage, convert an electricity attack into temporary healing.

**Energy Absorption: Fire (1/rage) (Su)** 1/rage, convert a fire attack into temporary healing.

**Energy Eruption: Electricity (1/rage) (DC 27) (Su)** 1/rage, store an electricity attack and repeat it as a breath weapon.

**Energy Eruption: Fire (1/rage) (DC 27) (Su)**  
1/rage, store a fire attack and repeat it as a breath weapon.

**Energy Resistance, Greater: Electricity (1/rage) (Ex)** 1/rage, halve an electricity attack's damage before applying resistance.

**Energy Resistance, Greater: Fire (1/rage) (Ex)**  
1/rage, halve a fire attack's damage before applying resistance.

**Energy Resistance: Electricity (Ex)** Electricity Resistance while raging

**Energy Resistance: Fire (Ex)** Fire Resistance while raging

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Grab (Huge) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Guarded Life (16 HP) (Ex)** If reduced below 0HP, convert some damage to non-lethal. Auto-stabilize below 0HP.

**Improved Uncanny Dodge (Lv >=20) (Ex)**  
Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 20+.

**Indomitable Will (Ex)** While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves

to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Lycanthropic Empathy +17 (Ex)** Improve the attitude of your type of animal, as if using Diplomacy.

**Orc Ferocity (1/day)** 1/day, when brought below 0 HP but not killed, you can fight on for 1 more round

as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

**Power Attack -5/+10** You can subtract from your attack roll to add to your damage.

**Rage (39 rounds/day) (Ex)** +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

**Reckless Abandon (+/-5) (Ex)** Trade AC penalty for to hit bonus while raging.

**Renewed Vigor 4d8+9 HP (1/day) (Ex)** 1/day while raging, heal yourself for 4d8+9 HP

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

**Trap Sense +5 (Ex)** +5 bonus on reflex saves and AC against traps.

#### Weretiger Fighter CR 16

Human Fighter 16

NN Huge Humanoid (human, shapechanger)

**Init** +6; **Senses** Darkvision, Low-Light Vision, Scent; **Perception** +2

#### Defense

**AC** 31, touch 11, flat-footed 28 (+11 armor, +2 Dex, -2 size, +9 natural, +1 dodge)

**hp** 243 (16d10+112)

**Fort** +16, **Ref** +7, **Will** +7 (+4 vs. fear, +4 vs. fear, +4 vs. fear, +4 vs. fear)

**Defensive Abilities** Bravery +4; **DR** 5/silver

#### Offense

**Speed** 30 ft.

**Melee** +2 Flaming burst Greataxe +31/+26/+21/+16 (4d6+24+1d6 fire/19-20/x3+2d10 fire) and

Bite (Weretiger, Afflicted) +22 (8d6+7/19-20/x2) and

Claw x2 (Weretiger, Afflicted) +21 x2 (4d6+7 plus grab/x2) and

Rake x2 (Weretiger, Afflicted) +21 x2 (4d6+7/x2)

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

**Special Attacks** Grab, Pounce, Weapon Training: Axes, Weapon Training: Close, Weapon Training: Natural

#### Statistics



**Str** 28/30, **Dex** 12/15, **Con** 20/22, **Int** 10, **Wis** 12/14, **Cha** 8

**Base Atk** +16; **CMB** +28 (+32 Grappling); **CMD** 41

**Feats** Aspect of the Beast (Night Senses - Darkvision 30'), Combat Reflexes (3 AoO/round), Crippling

Critical (DC 26), Critical Focus, Disruptive, Dodge, Greater Weapon Focus (Greataxe), Greater Weapon

Specialization (Greataxe), Improved Critical (Bite), Improved Critical (Greataxe), Improved Initiative,

Improved Natural Armor, Improved Natural Attack (Bite [Weretiger, Afflicted]), Step Up, Toughness +16,

Weapon Focus (Bite), Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

**Skills** Acrobatics +5, Climb +28, Escape Artist +1, Fly -3, Intimidate +18, Ride +1, Stealth -3, Swim +28

**Languages** Common

**SQ** +4 Stealth in undergrowth, Armor Training 4, Change Forms, Fortification (moderate), Lycanthropic

Empathy +19

**Combat Gear** +2 Flaming burst Greataxe, +2 Fortification (moderate) Full plate;

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**Special Abilities**

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**+4 Stealth in undergrowth** +4 Stealth in undergrowth

**Armor Training 4 (Ex)** Worn armor -4 check penalty, +4 max DEX.

**Bravery +4 (Ex)** +4 Will save vs. Fear

**Change Forms (Su)** Change into Hybrid or Animal forms.

**Combat Reflexes (3 AoO/round)** You may make up to 3 attacks of opportunity per round, and may make

them while flat-footed.

**Crippling Critical (DC 26)** Critical Hits halves target's speed for 1 minute.

**Critical Focus** +4 to confirm critical hits.

**Damage Reduction (5/silver)** You have Damage Reduction against all except Silver attacks.

**Darkvision (30 feet)** You can see in the dark (black and white vision only).

**Disruptive** +4 DC to cast defensively for those you threaten.

**Fortification (moderate)** 50% chance to ignore critical hit/sneak attack.

**Grab (Huge) (Ex)** You can start a grapple as a free action if you hit with the designated weapon.

**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.

**Lycanthropic Empathy +19 (Ex)** Improve the attitude of your type of animal, as if using Diplomacy.

**Pounce (Ex)** You can make a full attack as part of a charge.

**Scent (Ex)** Detect opponents within 15+ feet by sense of smell.

**Step Up** You may make a 5' step closer when your opponent makes a 5' step away from you.

**Weapon Training: Axes +3 (Ex)** +3 Attack, Damage, CMB, CMD with Axes

**Weapon Training: Close +1 (Ex)** +1 Attack, Damage, CMB, CMD with Close-in weapons

**Weapon Training: Natural +2 (Ex)** +2 Attack, Damage, CMB, CMD with Natural weapons

#### **ATL 17**

Antipaladin

Half-Fiend Human Antipaladin 17

CE Medium Outsider ((humanoid), human, native) Init +3; Senses darkvision 60 ft.; Perception +4

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Defense

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AC 32, touch 11, flat-footed 31 (+14 armor, +6 shield, +1 Dex, +1 natural)

hp 224 (17d10+102)

Fort +17, Ref +10, Will +16

Defensive Abilities fortification 25%; DR

10/magic, 5/good; Immune aura of depravity, disease, poison; Resist acid 10, cold 10, electricity

10, fire 10; SR 30

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Offense

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Speed 20 ft., flight (60 feet, good)

Melee Light Shield Bash +23/+18/+13/+8 (1d3+6/x2) and

+3 Corrosive burst Battleaxe +27/+22/+17/+12 (1d8+9+1d6 acid/x3+2d10 acid) and

Bite (Half-Fiend) +18 (1d6+3/x2) and

Claw x2 (Half-Fiend) +18 x2 (1d4+3/x2)  
 Special Attacks aura of sin, smite good (1/day),  
 smite good (6/day)  
 Spell-Like Abilities Blasphemy (1/day), Contagion  
 (1/day), Darkness (3/day), Desecrate (1/day),  
 Detect Good (At will), Horrid Wilting (1/day),  
 Poison (3/day), Summon Monster IX (fiends only)  
 (1/day), Unhallow (1/day), Unholy Aura (3/day),  
 Unholy Blight (1/day)  
 Antipaladin Spells Prepared (CL 14):  
 4 (1/day) Slay Living (DC 16)  
 3 (2/day) Summon Monster III, Inflict Moderate  
 Wounds (DC 15)  
 2 (4/day) Bull's Strength, Hold Person (DC 14),  
 Darkness, Summon Monster II  
 1 (5/day) Inflict Light Wounds (DC 13), Inflict  
 Light Wounds (DC 13), Doom (DC 13), Command  
 (DC 13), Summon Monster I

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 Statistics

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 Str 22, Dex 16, Con 20, Int 13, Wis 18, Cha 15  
 Base Atk +17; CMB +23; CMD 34  
 Feats Blind-Fight, Bloody Assault, Combat  
 Casting, Craft Magic Arms & Armor, Lunge,  
 Power Attack -5/+10, Shield Focus, Step Up, Vital  
 Strike, Weapon Focus (Battleaxe)  
 Skills Acrobatics -2 (-6 jump), Climb +1, Escape  
 Artist -2, Fly +2, Intimidate +22, Knowledge  
 (religion) +21, Ride -2, Sense Motive +24,  
 Spellcraft +21, Stealth -2, Swim +1  
 Languages Abyssal, Common  
 SQ antipaladin channel negative energy 9d6  
 (5/day) (d, aura of cowardice, aura of despair, aura  
 of evil, aura of vengeance, channel negative  
 energy, cruelties (cursed [dc 20], diseased [dc 20],  
 paralyzed [dc 20], shaken [dc 20], stunned [dc  
 20]), dastard, fiendish boons (fiendish servant ix,  
 advanced, sr 28 [5/day]), fortification (light),  
 reflecting (1/day), touch of corruption (8d6)  
 (10/day), unholy resilience  
 Other Gear +5 Dastard, Fortification (light) Full  
 plate, +4 Reflecting Light steel shield, +3  
 Corrosive burst Battleaxe, You have no money!

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 Special Abilities

Antipaladin Channel Negative Energy 9d6 (5/day)  
 (DC 20) (Su) Positive energy heals the living and  
 harms the undead; negative has the reverse effect.  
 Aura of Cowardice (Su) Enemies within 10 ft. are  
 not Immune to fear and take -4 to saves vs. fear  
 effects.  
 Aura of Depravity (Su) You gain DR 5/good.  
 Enemies within 10' suffer a -4 penalty to saves vs.  
 compulsion effects.  
 Aura of Despair (Su) Enemies within 10' take a -2  
 penalty on all saving throws.  
 Aura of Evil (Ex) The antipaladin has an Aura of  
 Evil with power equal to her class level.  
 Aura of Sin (Su) Your weapons, and attacks  
 against enemies within 10' of you are considered  
 evil-aligned for the purpose of overcoming damage  
 reduction.  
 Aura of Vengeance (Su) You may expend two uses  
 of your Smite Good ability to allow your allies  
 within 10' to Smite Good, using your bonuses.  
 Blasphemy (1/day) (Sp) Granted by Half-Fiend  
 heritage.

Kills, paralyzes, weakens, or dazes nonevil  
 subjects.  
 Blind-Fight Re-roll misses because of  
 concealment, other benefits.  
 Bloody Assault Take -5 to all attacks and  
 maneuvers until your next turn to add 1d4 bleed  
 damage to all weapon melee attacks.  
 Channel Negative Energy (Su) You can channel  
 negative energy to heal the undead and injure the  
 living.  
 Combat Casting +4 to Concentration checks to cast  
 while on the defensive.  
 Contagion (1/day) (Sp) Granted by Half-Fiend  
 heritage.  
 Infects subject with chosen disease.  
 Cruelty (Cursed) (DC 20) (Su) When you use your  
 touch of corruption ability, the target is cursed, as  
 if you had cast bestow curse, using your  
 antipaladin level as the caster level.

You may only apply a single Cruelty ability to  
 each use of touch of corruption, chosen w  
 Cruelty (Diseased) (DC 20) (Su) When you use  
 your touch of corruption ability, the target

contracts a disease, as if you had cast contagion, using your antipaladin level as the caster level.

You may only apply a single Cruelty ability to each use of touch of corruption, c  
Cruelty (Paralyzed) (1 rd) (DC 20) (Su) When you use your Touch of Corruption ability, you may also paralyze your target for 1 rd.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

Cruelty (Shaken) (17 rds) (DC 20) (Su) When you use your Touch of Corruption ability, you may also make your target shaken for 1r/Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

Cruelty (Stunned) (4 rds) (DC 20) (Su) When you use your Touch of Corruption ability, you may also make your target stunned for 1 rd/4 Antipaladin levels.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

Damage Reduction (5/good) You have Damage Reduction against all except Good attacks.

Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Electricity (10) You have the specified Damage Resistance against Electricity attacks.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Darkness (3/day) (Sp) Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dastard +2 profane bonus to AC against challenged or smited opponent.

Desecrate (1/day) (Sp) Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

Detect Good (At will) (Sp) You can use Detect Good at will (as the spell).

Fiendish Boon (Fiendish Servant IX, Advanced, SR 28) (5/day) (Sp) You can summon your Fiendish Servant to your side.

Flight (60 feet, Good) You can fly!

Fortification (light) 25% chance to ignore critical hit/sneak attack.

Fortification 25% You have a chance to negate critical hits on attacks.

Horrid Wilting (1/day) (Sp) Granted by Half-Fiend heritage.

Deals 1d6/level damage within 30 ft.

Immunity to Disease You are immune to diseases.

Immunity to Poison You are immune to poison.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Poison (3/day) (Sp) Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Reflecting (1/day) Reflect spell back at caster, as spell turning.

Shield Focus +1 Shield AC

Smite Good (1/day) (Su) +2 to hit, +17 to damage, +2 deflection bonus to AC when used.

Smite Good (6/day) (Su) +2 to hit, +17 to damage, +2 deflection bonus to AC when used.

Spell Resistance (30) You have Spell Resistance.

Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.

Summon Monster IX (fiends only) (1/day) (Sp)

Summons Fiends only. Granted by Half-Fiend heritage.

Calls extraplanar creature to fight for you.

Touch of Corruption (8d6) (10/day) (Su) You can inflict 8d6 damage, 10/day

Unhallow (1/day) (Sp) Granted by Half-Fiend heritage.

Designates location as unholy.

Unholy Aura (3/day) (Sp) Granted by Half-Fiend heritage.

+4 to AC, +4 resistance, and SR 25 against good spells.

Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

Unholy Resilience (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Vital Strike Standard action: x2 weapon damage dice.

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Werebear Barbarian

Half-Orc Afflicted Werebear Barbarian 18

CN Huge Humanoid (human, orc, shapechanger)

Init +4; Senses low-light vision, scent; Perception +2

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Defense

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AC 30, touch 10, flat-footed 26 (+9 armor, +4 Dex, -2 size, +11 natural)

hp 328 (18d12+180)

Fort +20, Ref +10 (+6 bonus vs. traps), Will +11 (+4 vs. enchantments)

Defensive Abilities improved uncanny dodge (lv >=22), indomitable will, orc ferocity (1/day), trap sense; DR 4/—, 5/silver; Resist electricity 9, fire 9

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Offense

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Speed 40 ft.

Melee +3 Shocking burst, Speed Greatsword +32/+32/+27/+22/+17 (4d6+21+1d6 electricity/19-20/x2+1d10 electricity) and

Bite (Afflicted Werebear) +23 (3d6+6/x2) and Claw x2 (Afflicted Werebear) +23 x2 (3d6+6

plus grab/x2)

Space 15 ft.; Reach 15 ft.

Special Attacks rage (44 rounds/day)

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Statistics

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Str 34, Dex 18, Con 28, Int 7, Wis 14, Cha 5  
Base Atk +18; CMB +32 (+36 Grappling); CMD 44

Feats Aspect of the Beast (Predator's Leap), Cleave, Combat Reflexes (5 AoO/round), Eldritch Claws, Extra Rage Power, Extra Rage Power, Extra Rage Power, Power Attack -5/+10, Weapon Focus (Greatsword)

Skills Acrobatics +24 (+28 jump), Climb +11, Diplomacy -3 (+1 to change attitude vs. animals related to lycanthropic form), Escape Artist +3, Fly -1, Intimidate +20, Ride +3, Stealth -5, Swim +15; Racial Modifiers +2 Intimidate, +4 Swim

Languages Common, Orc

SQ change forms, fast movement +10,

lycanthropic empathy, rage powers (elemental rage, lesser [1/rage], energy absorption: electricity [1/rage], energy absorption: fire [1/rage], energy eruption: electricity [1/rage] [dc 28], energy eruption: fire [1/rage] [dc 28], energy resistance, greater: electricity [1/rage], energy resistance, greater: fire [1/rage], energy resistance: electricity, energy resistance: fire, guarded life, reckless abandon [+/-5], renewed vigor 4d8+9 hp [1/day])

Other Gear +5 Chain shirt, +3 Shocking burst, Speed Greatsword, You have no money!

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Special Abilities

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Aspect of the Beast (Predator's Leap) You can make running jumps while standing still.

Change Forms (Su) Change into Hybrid or Animal forms.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Combat Reflexes (5 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.

Damage Reduction (4/-) You have Damage Reduction against all attacks.

Damage Reduction (5/silver) You have Damage Reduction against all except Silver attacks.

Damage Resistance, Electricity (9) You have the specified Damage Resistance against Electricity attacks.

Damage Resistance, Fire (9) You have the specified Damage Resistance against Fire attacks.

Eldritch Claws Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.

Elemental Rage, Lesser (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd.

Energy Absorption: Electricity (1/rage) (Su) 1/rage, convert an electricity attack into temporary healing.

Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.

Energy Eruption: Electricity (1/rage) (DC 28) (Su) 1/rage, store an electricity attack and repeat it as a breath weapon.

Energy Eruption: Fire (1/rage) (DC 28) (Su) 1/rage, store a fire attack and repeat it as a breath weapon.

Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.

Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Electricity (Ex) Electricity Resistance while raging

Energy Resistance: Fire (Ex) Fire Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Grab: Claw (Huge) (Ex) You can start a grapple as a free action if you hit with the designated weapon.

Guarded Life (18 hp) (Ex) If reduced below 0 hp, convert some damage to non-lethal and auto-stabilize.

Improved Uncanny Dodge (Lv >=22) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 22+.

Indomitable Will (Ex) While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Lycanthropic Empathy +4 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.

Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Rage (44 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Reckless Abandon (+/-5) (Ex) Trade AC penalty for to hit bonus while raging.

Renewed Vigor 4d8+9 Hp (1/day) (Ex) As a standard action while raging, you can heal yourself the listed amount.

Scent (Ex) Detect opponents within 15+ feet by sense of smell.

Trap Sense +6 (Ex) +6 bonus on reflex saves and AC against traps.

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Weretiger Fighter  
Human Afflicted Weretiger Fighter 18  
N Huge Humanoid (human, shapechanger)  
Init +6; Senses darkvision 30 ft., low-light vision, scent; Perception +2

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Defense

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AC 32, touch 11, flat-footed 29 (+12 armor, +2 Dex, -2 size, +9 natural, +1 dodge)  
hp 273 (18d10+144)  
Fort +17, Ref +8, Will +8 (+5 vs. fear)  
Defensive Abilities bravery +5, fortification 50%;  
DR 5/silver

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Offense

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Speed 30 ft.  
Melee +2 Bane (Human), Flaming burst Greataxe +34/+29/+24/+19 (4d6+25+2d6 vs. Human+1d6 fire/19-20/x3+2d10 fire) and  
Bite (Afflicted Weretiger) +25 (8d6+8/19-20/x2) and  
Claw x2 (Afflicted Weretiger) +24 x2 (4d6+8 plus grab/x2) and  
Rake x2 (Afflicted Weretiger) +24 x2 (4d6+8/x2)  
Space 15 ft.; Reach 15 ft.  
Special Attacks pounce, weapon training abilities (axes +4, close +2, natural +3, pole arms +1)

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Statistics



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Str 30, Dex 15, Con 22, Int 10, Wis 14, Cha 8  
Base Atk +18; CMB +30 (+34 Grappling); CMD  
43

Feats Aspect of the Beast (Night Senses -  
Darkvision 30'), Bleeding Critical, Blinding  
Critical (DC 28), Combat Reflexes (3 AoO/round),  
Crippling Critical (DC 28), Critical Focus,  
Disruptive, Dodge, Greater Weapon Focus  
(Greataxe), Greater Weapon Specialization  
(Greataxe), Improved Critical (Bite), Improved  
Critical (Greataxe), Improved Initiative, Improved  
Natural Armor, Improved Natural Attack (Bite  
[Afflicted Weretiger]), Step Up, Toughness +18,  
Weapon Focus (Bite), Weapon Focus (Greataxe),  
Weapon Specialization (Greataxe)

Skills Acrobatics +5, Climb +30, Diplomacy -1  
(+3 to change attitude vs. animals related to  
lycanthropic form), Escape Artist +1, Fly -3,  
Intimidate +20, Ride +1, Stealth -3, Swim +30;  
Racial Modifiers +4 Acrobatics, +4 Stealth  
Languages Common

SQ +4 stealth in undergrowth, bane (human),  
change forms, fortification (moderate),  
lycanthropic empathy

Other Gear +3 Fortification (moderate) Full plate,  
+2 Bane (Human), Flaming burst Greataxe, You  
have no money!

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Special Abilities  
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+4 Stealth in undergrowth +4 Stealth in  
undergrowth

Bane (Human) +2 & +2d6 damage vs chosen type  
Bleeding Critical Critical Hits deal 2d6 bleed  
damage.

Blinding Critical (DC 28) Critical hit blinds or  
dazzles target.

Bravery +5 (Ex) +5 to Will save vs. Fear

Change Forms (Su) Change into Hybrid or Animal  
forms.

Combat Reflexes (3 AoO/round) Can make extra  
attacks of opportunity/rd, and even when flat-  
footed.

Crippling Critical (DC 28) Critical Hits halves  
target's speed for 1 minute (Fort part).

Critical Focus +4 to confirm critical hits.

Damage Reduction (5/silver) You have Damage  
Reduction against all except Silver attacks.

Darkvision (30 feet) (Aspect of the Beast (Night  
Senses - Darkvision 30')) You can see in the dark  
(black and white vision only).

Disruptive +4 DC to cast defensively for those you  
threaten.

Fortification (moderate) 50% chance to ignore  
critical hit/sneak attack.

Fortification 50% You have a chance to negate  
critical hits on attacks.

Grab: Claw (Huge) (Ex) You can start a grapple as  
a free action if you hit with the designated weapon.

Low-Light Vision See twice as far as a human in  
low light, distinguishing color and detail.

Lycanthropic Empathy +4 (Ex) Improve the  
attitude of your type of animal, as if using  
Diplomacy.

Pounce (Ex) You can make a full attack as part of  
a charge.

Scent (Ex) Detect opponents within 15+ feet by  
sense of smell.

Step Up When a foe makes a 5 ft step away from  
you, you can move 5 ft to follow them.

Weapon Training (Axes) +4 (Ex) +4 Attack,  
Damage, CMB, CMD with Axes

Weapon Training (Close) +2 (Ex) +2 Attack,

Damage, CMB, CMD with Close-in weapons

Weapon Training (Natural) +3 (Ex) +3 Attack,

Damage, CMB, CMD with Natural weapons

Weapon Training (Pole Arms) +1 (Ex) +1 Attack,

Damage, CMB, CMD with Pole Arms

**ATL 19**

Antipaladin

Half-Fiend Human Antipaladin 19

CE Medium Outsider ((humanoid), human, native)

Init +3; Senses darkvision 60 ft.; Perception +4  
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Defense  
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AC 30, touch 11, flat-footed 29 (+14 armor, +4  
shield, +1 Dex, +1 natural)

hp 250 (19d10+114)

Fort +18, Ref +11, Will +17

Defensive Abilities fortification 25%; DR

10/magic, 5/good; Immune aura of depravity,

disease, poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 32

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Offense  
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Speed 20 ft., flight (60 feet, good)  
Melee Light Shield Bash +25/+20/+15/+10 (1d3+6/x2) and  
+3 Corrosive burst Battleaxe +29/+24/+19/+14 (1d8+9+1d6 acid/x3+2d10 acid) and  
Bite (Half-Fiend) +20 (1d6+3/x2) and  
Claw x2 (Half-Fiend) +20 x2 (1d4+3/x2)  
Special Attacks aura of sin, smite good (1/day), smite good (7/day)  
Spell-Like Abilities Blasphemy (1/day), Contagion (1/day), Darkness (3/day), Desecrate (1/day), Destruction (1/day), Detect Good (At will), Horrid Wilting (1/day), Poison (3/day), Summon Monster IX (fiends only) (1/day), Unhallow (1/day), Unholy Aura (3/day), Unholy Blight (1/day)  
Antipaladin Spells Prepared (CL 16):  
4 (2/day) Fear (DC 16), Slay Living (DC 16)  
3 (3/day) Summon Monster III, Inflict Moderate Wounds (DC 15), Inflict Moderate Wounds (DC 15)  
2 (4/day) Bull's Strength, Hold Person (DC 14), Darkness, Summon Monster II  
1 (5/day) Inflict Light Wounds (DC 13), Inflict Light Wounds (DC 13), Doom (DC 13), Command (DC 13), Summon Monster I

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Statistics  
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Str 22, Dex 16, Con 20, Int 13, Wis 18, Cha 15  
Base Atk +19; CMB +25; CMD 36  
Feats Blind-Fight, Bloody Assault, Combat Casting, Craft Magic Arms & Armor, Critical Focus, Lunge, Power Attack -5/+10, Shield Focus, Step Up, Vital Strike, Weapon Focus (Battleaxe)  
Skills Acrobatics -2 (-6 jump), Climb +1, Escape Artist -2, Fly +2, Intimidate +24, Knowledge (religion) +23, Ride -2, Sense Motive +26, Spellcraft +23, Stealth -2, Swim +1  
Languages Abyssal, Common  
SQ antipaladin channel negative energy 10d6 (5/day) (, aura of cowardice, aura of despair, aura of evil, aura of vengeance, channel negative energy, cruelties (cursed [dc 21], diseased [dc 21], paralyzed [dc 21], shaken [dc 21], staggered [dc

21], stunned [dc 21]), dastard, fiendish boons (fiendish servant ix, advanced, sr 30 [5/day]), fortification (light), reflecting (1/day), touch of corruption (9d6) (11/day), unholy resilience  
Other Gear +5 Dastard, Fortification (light) Full plate, +2 Reflecting Light steel shield, +3 Corrosive burst Battleaxe, You have no money!

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Special Abilities  
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Antipaladin Channel Negative Energy 10d6 (5/day) (DC 21) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.  
Aura of Cowardice (Su) Enemies within 10 ft. are not Immune to fear and take -4 to saves vs. fear effects.  
Aura of Depravity (Su) You gain DR 5/good. Enemies within 10' suffer a -4 penalty to saves vs. compulsion effects.  
Aura of Despair (Su) Enemies within 10' take a -2 penalty on all saving throws.  
Aura of Evil (Ex) The antipaladin has an Aura of Evil with power equal to her class level.  
Aura of Sin (Su) Your weapons, and attacks against enemies within 10' of you are considered evil-aligned for the purpose of overcoming damage reduction.  
Aura of Vengeance (Su) You may expend two uses of your Smite Good ability to allow your allies within 10' to Smite Good, using your bonuses.  
Blasphemy (1/day) (Sp) Granted by Half-Fiend heritage.

Kills, paralyzes, weakens, or dazes nonevil subjects.  
Blind-Fight Re-roll misses because of concealment, other benefits.  
Bloody Assault Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks.  
Channel Negative Energy (Su) You can channel negative energy to heal the undead and injure the living.  
Combat Casting +4 to Concentration checks to cast while on the defensive.  
Contagion (1/day) (Sp) Granted by Half-Fiend heritage.

Infects subject with chosen disease.  
Critical Focus +4 to confirm critical hits.  
Cruelty (Cursed) (DC 21) (Su) When you use your touch of corruption ability, the target is cursed, as if you had cast bestow curse, using your antipaladin level as the caster level.

You may only apply a single Cruelty ability to each use of touch of corruption, chosen w  
Cruelty (Diseased) (DC 21) (Su) When you use your touch of corruption ability, the target contracts a disease, as if you had cast contagion, using your antipaladin level as the caster level.

You may only apply a single Cruelty ability to each use of touch of corruption, c  
Cruelty (Paralyzed) (1 rd) (DC 21) (Su) When you use your Touch of Corruption ability, you may also paralyze your target for 1 rd.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.  
Cruelty (Shaken) (19 rds) (DC 21) (Su) When you use your Touch of Corruption ability, you may also make your target shaken for 1r/Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.  
Cruelty (Staggered) (9 rds) (DC 21) (Su) When you use your touch of corruption ability, you may also make your target staggered for 1 rd per 2 Antipaladin levels

You may only apply a single Cruelty ability to each use of touch of corruption, chosen when used.  
Cruelty (Stunned) (4 rds) (DC 21) (Su) When you use your Touch of Corruption ability, you may also make your target stunned for 1 rd/4 Antipaladin levels.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.  
Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.  
Damage Reduction (5/good) You have Damage Reduction against all except Good attacks.

Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.  
Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.  
Damage Resistance, Electricity (10) You have the specified Damage Resistance against Electricity attacks.  
Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.  
Darkness (3/day) (Sp) Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.  
Darkvision (60 feet) You can see in the dark (black and white vision only).  
Dastard +2 profane bonus to AC against challenged or smited opponent.  
Desecrate (1/day) (Sp) Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.  
Destruction (1/day) (Sp) Granted by Half-Fiend heritage.

Kills subject and destroys remains.  
Detect Good (At will) (Sp) You can use Detect Good at will (as the spell).  
Fiendish Boon (Fiendish Servant IX, Advanced, SR 30) (5/day) (Sp) You can summon your Fiendish Servant to your side.  
Flight (60 feet, Good) You can fly!  
Fortification (light) 25% chance to ignore critical hit/sneak attack.  
Fortification 25% You have a chance to negate critical hits on attacks.  
Horrid Wilting (1/day) (Sp) Granted by Half-Fiend heritage.

Deals 1d6/level damage within 30 ft.  
Immunity to Disease You are immune to diseases.  
Immunity to Poison You are immune to poison.  
Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.  
Poison (3/day) (Sp) Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.  
 Reflecting (1/day) Reflect spell back at caster, as spell turning.  
 Shield Focus +1 Shield AC  
 Smite Good (1/day) (Su) +2 to hit, +19 to damage, +2 deflection bonus to AC when used.  
 Smite Good (7/day) (Su) +2 to hit, +19 to damage, +2 deflection bonus to AC when used.  
 Spell Resistance (32) You have Spell Resistance.  
 Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.  
 Summon Monster IX (fiends only) (1/day) (Sp)  
 Summons Fiends only. Granted by Half-Fiend heritage.

Calls extraplanar creature to fight for you.  
 Touch of Corruption (9d6) (11/day) (Su) You can inflict 9d6 damage, 11/day  
 Unhallow (1/day) (Sp) Granted by Half-Fiend heritage.

Designates location as unholy.  
 Unholy Aura (3/day) (Sp) Granted by Half-Fiend heritage.

+4 to AC, +4 resistance, and SR 25 against good spells.  
 Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).  
 Unholy Resilience (Su) You gain your Charisma Bonus as a bonus to all saving throws.  
 Vital Strike Standard action: x2 weapon damage dice.

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Werebear Barbarian  
 Half-Orc Afflicted Werebear Barbarian 20  
 CN Huge Humanoid (human, orc, shapechanger)  
 Init +4; Senses low-light vision, scent; Perception +2

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Defense

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AC 30, touch 10, flat-footed 26 (+9 armor, +4 Dex, -2 size, +11 natural)  
 hp 384 (20d12+220)  
 Fort +22, Ref +10 (+6 bonus vs. traps), Will +12 (+4 vs. enchantments)  
 Defensive Abilities fortification 75%, improved uncanny dodge (lv >=24), indomitable will, orc ferocity (1/day), trap sense; DR 5/—, 5/silver;  
 Resist electricity 10, fire 10

-----

Offense

-----

Speed 40 ft.  
 Melee +5 Shocking burst, Speed Greatsword +37/+37/+32/+27/+22 (4d6+24+1d6 electricity/19-20/x2+1d10 electricity) and  
 Bite (Afflicted Werebear) +26 (3d6+6/x2) and  
 Claw x2 (Afflicted Werebear) +26 x2 (3d6+6 plus grab/x2)  
 Space 15 ft.; Reach 15 ft.  
 Special Attacks rage (48 rounds/day)

-----

Statistics

-----

Str 36, Dex 18, Con 30, Int 8, Wis 14, Cha 5  
 Base Atk +20; CMB +35 (+39 Grappling); CMD 47  
 Feats Aspect of the Beast (Predator's Leap), Cleave, Combat Reflexes (5 AoO/round), Critical Focus, Eldritch Claws, Extra Rage Power, Extra Rage Power, Extra Rage Power, Power Attack -6/+12, Weapon Focus (Greatsword)  
 Skills Acrobatics +26 (+30 jump), Climb +12, Diplomacy -3 (+1 to change attitude vs. animals related to lycanthropic form), Escape Artist +3, Fly -1, Intimidate +22, Ride +3, Stealth -5, Swim +39;  
 Racial Modifiers +2 Intimidate, +4 Swim  
 Languages Common, Orc  
 SQ change forms, fast movement +10, fortification (heavy), lycanthropic empathy, rage powers (elemental rage [acid], elemental rage, lesser [1/rage], energy absorption: electricity [1/rage], energy absorption: fire [1/rage], energy eruption: electricity [1/rage] [dc 30], energy eruption: fire [1/rage] [dc 30], energy resistance, greater: electricity [1/rage], energy resistance, greater: fire [1/rage], energy resistance: electricity, energy resistance: fire, guarded life, reckless abandon [+/-6], renewed vigor 5d8+10 hp [1/day])

Other Gear +5 Fortification (heavy) Chain shirt, +5 Shocking burst, Speed Greatsword, You have no money!

-----  
Special Abilities  
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Aspect of the Beast (Predator's Leap) You can make running jumps while standing still.  
Change Forms (Su) Change into Hybrid or Animal forms.  
Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.  
Combat Reflexes (5 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.  
Critical Focus +4 to confirm critical hits.  
Damage Reduction (5/-) You have Damage Reduction against all attacks.  
Damage Reduction (5/silver) You have Damage Reduction against all except Silver attacks.  
Damage Resistance, Electricity (10) You have the specified Damage Resistance against Electricity attacks.  
Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.  
Eldritch Claws Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.  
Elemental Rage (Acid) (Su) Attacks deal +1d6 energy damage while raging.  
Elemental Rage, Lesser (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd.  
Energy Absorption: Electricity (1/rage) (Su) 1/rage, convert an electricity attack into temporary healing.  
Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.  
Energy Eruption: Electricity (1/rage) (DC 30) (Su) 1/rage, store an electricity attack and repeat it as a breath weapon.  
Energy Eruption: Fire (1/rage) (DC 30) (Su) 1/rage, store a fire attack and repeat it as a breath weapon.  
Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.  
Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance: Electricity (Ex) Electricity Resistance while raging  
Energy Resistance: Fire (Ex) Fire Resistance while raging  
Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.  
Fortification (heavy) 75% chance to ignore critical hit/sneak attack.  
Fortification 75% You have a chance to negate critical hits on attacks.  
Grab: Claw (Huge) (Ex) You can start a grapple as a free action if you hit with the designated weapon.  
Guarded Life (20 hp) (Ex) If reduced below 0 hp, convert some damage to non-lethal and auto-stabilize.  
Improved Uncanny Dodge (Lv >=24) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 24+.  
Indomitable Will (Ex) While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.  
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.  
Lycanthropic Empathy +4 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.  
Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.  
Power Attack -6/+12 You can subtract from your attack roll to add to your damage.  
Rage (48 rounds/day) (Ex) +8 Str, +8 Con, +4 to Will saves, -2 to AC when enraged.  
Reckless Abandon (+/-6) (Ex) Trade AC penalty for to hit bonus while raging.  
Renewed Vigor 5d8+10 Hp (1/day) (Ex) As a standard action while raging, you can heal yourself the listed amount.  
Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
Trap Sense +6 (Ex) +6 bonus on reflex saves and AC against traps.

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Weretiger Fighter



Human Afflicted Weretiger Fighter 20  
N Huge Humanoid (human, shapechanger)  
Init +6; Senses darkvision 30 ft., low-light vision,  
scent; Perception +2

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Defense

-----  
AC 35, touch 11, flat-footed 32 (+14 armor, +2  
Dex, -2 size, +10 natural, +1 dodge)  
hp 303 (20d10+160)  
Fort +18, Ref +8, Will +8 (+5 vs. fear)  
Defensive Abilities bravery +5, fortification 50%;  
DR 5/—, 5/silver

-----  
Offense

-----  
Speed 30 ft.  
Melee +5 Flaming burst, Shocking burst,  
Thundering Greataxe +39/+34/+29/+24  
(4d6+28+1d6 fire+1d6 electricity/19-20/x4+3d10  
fire+3d10 electricity+3d8 sonic+deaf) and  
Bite (Afflicted Weretiger) +27 (8d6+8/19-20/x2)  
and  
Claw x2 (Afflicted Weretiger) +26 x2 (4d6+8  
plus grab/x2) and  
Rake x2 (Afflicted Weretiger) +26 x2  
(4d6+8/x2)  
Space 15 ft.; Reach 15 ft.  
Special Attacks pounce, weapon training abilities  
(axes +4, close +2, natural +3, pole arms +1)

-----  
Statistics

-----  
Str 30, Dex 15, Con 22, Int 10, Wis 14, Cha 8  
Base Atk +20; CMB +32 (+36 Grappling); CMD  
45  
Feats Aspect of the Beast (Night Senses -  
Darkvision 30'), Bleeding Critical, Blinding  
Critical (DC 30), Combat Reflexes (3 AoO/round),  
Crippling Critical (DC 30), Critical Focus, Critical  
Mastery, Disruptive, Dodge, Greater Weapon  
Focus (Greataxe), Greater Weapon Specialization  
(Greataxe), Improved Critical (Bite), Improved  
Critical (Greataxe), Improved Initiative, Improved  
Natural Armor, Improved Natural Armor,  
Improved Natural Attack (Bite [Afflicted  
Weretiger]), Step Up, Toughness +20, Weapon  
Focus (Bite), Weapon Focus (Greataxe), Weapon  
Specialization (Greataxe)

Skills Acrobatics +5, Climb +32, Diplomacy -1  
(+3 to change attitude vs. animals related to  
lycanthropic form), Escape Artist +1, Fly -3,  
Intimidate +22, Ride +1, Stealth -3, Swim +32;  
Racial Modifiers +4 Acrobatics, +4 Stealth  
Languages Common  
SQ +4 stealth in undergrowth, change forms,  
fortification (moderate), lycanthropic empathy,  
thundering (dc 14), weapon mastery (greataxe)  
Other Gear +5 Fortification (moderate) Full plate,  
+5 Flaming burst, Shocking burst, Thundering  
Great, You have no money!

-----  
Special Abilities

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+4 Stealth in undergrowth +4 Stealth in  
undergrowth  
Bleeding Critical Critical Hits deal 2d6 bleed  
damage.  
Blinding Critical (DC 30) Critical hit blinds or  
dazzles target.  
Bravery +5 (Ex) +5 to Will save vs. Fear  
Change Forms (Su) Change into Hybrid or Animal  
forms.  
Combat Reflexes (3 AoO/round) Can make extra  
attacks of opportunity/rd, and even when flat-  
footed.  
Crippling Critical (DC 30) Critical Hits halves  
target's speed for 1 minute (Fort part).  
Critical Focus +4 to confirm critical hits.  
Critical Mastery Apply two Critical feats to a  
critical hit rather than one.  
Damage Reduction (5/-) You have Damage  
Reduction against all attacks.  
Damage Reduction (5/silver) You have Damage  
Reduction against all except Silver attacks.  
Darkvision (30 feet) (Aspect of the Beast (Night  
Senses - Darkvision 30')) You can see in the dark  
(black and white vision only).  
Disruptive +4 DC to cast defensively for those you  
threaten.  
Fortification (moderate) 50% chance to ignore  
critical hit/sneak attack.  
Fortification 50% You have a chance to negate  
critical hits on attacks.  
Grab: Claw (Huge) (Ex) You can start a grapple as  
a free action if you hit with the designated weapon.  
Low-Light Vision See twice as far as a human in  
low light, distinguishing color and detail.

Lycanthropic Empathy +4 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.  
 Pounce (Ex) You can make a full attack as part of a charge.  
 Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
 Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.  
 Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg).  
 Weapon Mastery (Greataxe) (Ex) Chosen weapon has an improved critical multiplier, always confirms criticals, and cannot be disarmed.  
 Weapon Training (Axes) +4 (Ex) +4 Attack, Damage, CMB, CMD with Axes  
 Weapon Training (Close) +2 (Ex) +2 Attack, Damage, CMB, CMD with Close-in weapons  
 Weapon Training (Natural) +3 (Ex) +3 Attack, Damage, CMB, CMD with Natural weapons  
 Weapon Training (Pole Arms) +1 (Ex) +1 Attack, Damage, CMB, CMD with Pole Arms

**ATL 21**

Antipaladin  
 Half-Fiend Human Antipaladin 20  
 CE Medium Outsider ((humanoid), human, native)  
 Init +3; Senses darkvision 60 ft.; Perception +4  
 -----  
 Defense  
 -----  
 AC 30, touch 11, flat-footed 29 (+14 armor, +4 shield, +1 Dex, +1 natural)  
 hp 274 (20d10+125)  
 Fort +19, Ref +13, Will +18  
 Defensive Abilities fortification 25%; DR 10/good, 10/magic, unholy champion; Immune aura of depravity, disease, poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 34  
 -----  
 Offense  
 -----  
 Speed 20 ft., flight (60 feet, good)  
 Melee Light Shield Bash +26/+21/+16/+11 (1d3+6/x2) and  
 +3 Corrosive burst Battleaxe +30/+25/+20/+15 (1d8+9+1d6 acid/x3+2d10 acid) and  
 Bite (Half-Fiend) +21 (1d6+3/x2) and

Claw x2 (Half-Fiend) +21 x2 (1d4+3/x2)  
 Special Attacks aura of sin, smite good (1/day), smite good (7/day), unholy champion  
 Spell-Like Abilities Blasphemy (1/day), Contagion (1/day), Darkness (3/day), Desecrate (1/day), Destruction (1/day), Detect Good (At will), Horrid Wilting (1/day), Poison (3/day), Summon Monster IX (fiends only) (1/day), Unhallow (1/day), Unholy Aura (3/day), Unholy Blight (1/day)  
 Antipaladin Spells Prepared (CL 17):  
 4 (3/day) Fear (DC 16), Slay Living (DC 16), Summon Monster IV  
 3 (3/day) Summon Monster III, Inflict Moderate Wounds (DC 15), Inflict Moderate Wounds (DC 15)  
 2 (5/day) Bull's Strength, Desecrate, Hold Person (DC 14), Darkness, Summon Monster II  
 1 (5/day) Inflict Light Wounds (DC 13), Inflict Light Wounds (DC 13), Doom (DC 13), Command (DC 13), Summon Monster I

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 Statistics  
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Str 23, Dex 16, Con 20, Int 13, Wis 18, Cha 15  
 Base Atk +20; CMB +26; CMD 37  
 Feats Blind-Fight, Bloody Assault, Combat Casting, Craft Magic Arms & Armor, Critical Focus, Deafening Critical (DC 30), Lunge, Power Attack -6/+12, Shield Focus, Step Up, Vital Strike, Weapon Focus (Battleaxe)  
 Skills Acrobatics -2 (-6 jump), Climb +1, Escape Artist -2, Fly +2, Intimidate +25, Knowledge (religion) +24, Ride -2, Sense Motive +27, Spellcraft +24, Stealth -2, Swim +1  
 Languages Abyssal, Common  
 SQ antipaladin channel negative energy 10d6 (6/day) (, aura of cowardice, aura of despair, aura of evil, aura of vengeance, channel negative energy, cruelties (cursed [dc 22], diseased [dc 22], paralyzed [dc 22], shaken [dc 22], staggered [dc 22], stunned [dc 22]), dastard, fiendish boons (fiendish servant ix, advanced, sr 31 [5/day]), fortification (light), reflecting (1/day), touch of corruption (10d6) (12/day), unholy resilience  
 Other Gear +5 Dastard, Fortification (light) Full plate, +2 Reflecting Light steel shield, +3 Corrosive burst Battleaxe, You have no money!  
 -----  
 Special Abilities

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Antipaladin Channel Negative Energy 10d6 (6/day) (DC 22) (Su) Positive energy heals the living and harms the undead; negative has the reverse effect.

Aura of Cowardice (Su) Enemies within 10 ft. are not Immune to fear and take -4 to saves vs. fear effects.

Aura of Depravity (Su) You gain DR 5/good. Enemies within 10' suffer a -4 penalty to saves vs. compulsion effects.

Aura of Despair (Su) Enemies within 10' take a -2 penalty on all saving throws.

Aura of Evil (Ex) The antipaladin has an Aura of Evil with power equal to her class level.

Aura of Sin (Su) Your weapons, and attacks against enemies within 10' of you are considered evil-aligned for the purpose of overcoming damage reduction.

Aura of Vengeance (Su) You may expend two uses of your Smite Good ability to allow your allies within 10' to Smite Good, using your bonuses.

Blasphemy (1/day) (Sp) Granted by Half-Fiend heritage.

Kills, paralyzes, weakens, or dazes nonevil subjects.

Blind-Fight Re-roll misses because of concealment, other benefits.

Bloody Assault Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage to all weapon melee attacks.

Channel Negative Energy (Su) You can channel negative energy to heal the undead and injure the living.

Combat Casting +4 to Concentration checks to cast while on the defensive.

Contagion (1/day) (Sp) Granted by Half-Fiend heritage.

Infects subject with chosen disease.

Critical Focus +4 to confirm critical hits.

Cruelty (Cursed) (DC 22) (Su) When you use your touch of corruption ability, the target is cursed, as if you had cast bestow curse, using your antipaladin level as the caster level.

You may only apply a single Cruelty ability to each use of touch of corruption, chosen w

Cruelty (Diseased) (DC 22) (Su) When you use your touch of corruption ability, the target contracts a disease, as if you had cast contagion, using your antipaladin level as the caster level.

You may only apply a single Cruelty ability to each use of touch of corruption, c

Cruelty (Paralyzed) (1 rd) (DC 22) (Su) When you use your Touch of Corruption ability, you may also paralyze your target for 1 rd.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

Cruelty (Shaken) (20 rds) (DC 22) (Su) When you use your Touch of Corruption ability, you may also make your target shaken for 1r/Antipaladin level

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

Cruelty (Staggered) (10 rds) (DC 22) (Su) When you use your touch of corruption ability, you may also make your target staggered for 1 rd per 2 Antipaladin levels

You may only apply a single Cruelty ability to each use of touch of corruption, chosen when used.

Cruelty (Stunned) (5 rds) (DC 22) (Su) When you use your Touch of Corruption ability, you may also make your target stunned for 1 rd/4 Antipaladin levels.

You may only apply a single Cruelty ability to each use of Touch of Corruption, chosen when used.

Damage Reduction (10/good) You have Damage Reduction against all except Good attacks.

Damage Reduction (10/magic) You have Damage Reduction against all except Magic attacks.

Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Electricity (10) You have the specified Damage Resistance against Electricity attacks.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Darkness (3/day) (Sp) Granted by Half-Fiend heritage.

20-ft. radius of supernatural shadow.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Dastard +2 profane bonus to AC against challenged or smited opponent.

Deafening Critical (DC 30) Critical hit deafens target.

Desecrate (1/day) (Sp) Granted by Half-Fiend heritage.

Fills area with negative energy, making undead stronger.

Destruction (1/day) (Sp) Granted by Half-Fiend heritage.

Kills subject and destroys remains.

Detect Good (At will) (Sp) You can use Detect Good at will (as the spell).

Fiendish Boon (Fiendish Servant IX, Advanced, SR 31) (5/day) (Sp) You can summon your Fiendish Servant to your side.

Flight (60 feet, Good) You can fly!

Fortification (light) 25% chance to ignore critical hit/sneak attack.

Fortification 25% You have a chance to negate critical hits on attacks.

Horrid Wilting (1/day) (Sp) Granted by Half-Fiend heritage.

Deals 1d6/level damage within 30 ft.

Immunity to Disease You are immune to diseases.

Immunity to Poison You are immune to poison.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Poison (3/day) (Sp) Granted by Half-Fiend heritage.

Touch deals 1d10 Con damage, repeats in 1 min.

Power Attack -6/+12 You can subtract from your attack roll to add to your damage.

Reflecting (1/day) Reflect spell back at caster, as spell turning.

Shield Focus +1 Shield AC

Smite Good (1/day) (Su) +2 to hit, +21 to damage, +2 deflection bonus to AC when used.

Smite Good (7/day) (Su) +2 to hit, +20 to damage, +2 deflection bonus to AC when used.

Spell Resistance (34) You have Spell Resistance.

Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.

Summon Monster IX (fiends only) (1/day) (Sp)

Summons Fiends only. Granted by Half-Fiend heritage.

Calls extraplanar creature to fight for you.

Touch of Corruption (10d6) (12/day) (Su) You can inflict 10d6 damage, 12/day

Unhallow (1/day) (Sp) Granted by Half-Fiend heritage.

Designates location as unholy.

Unholy Aura (3/day) (Sp) Granted by Half-Fiend heritage.

+4 to AC, +4 resistance, and SR 25 against good spells.

Unholy Blight (1/day) (Sp) Granted by Half-Fiend heritage.

Harms and sickens good creatures (1d8 damage/2 levels).

Unholy Champion (Su) DR 10/Good, Smite Good banishes good outsiders, channeling is Maximized.

Unholy Resilience (Su) You gain your Charisma Bonus as a bonus to all saving throws.

Vital Strike Standard action: x2 weapon damage dice.

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Werebear Barbarian

Half-Orc Afflicted Werebear Barbarian 20

CN Huge Humanoid (human, orc, shapechanger)

Init +4; Senses low-light vision, scent; Perception +2

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Defense

-----

AC 35, touch 10, flat-footed 31 (+9 armor, +4 Dex, -2 size, +16 natural)

hp 416 (20d12+240)

Fort +22, Ref +13 (+6 bonus vs. traps), Will +12 (+4 vs. enchantments)

Defensive Abilities fortification 75%, improved uncanny dodge (lv >=24), indomitable will, orc ferocity (1/day), trap sense; DR 5/—, 5/silver; Resist electricity 10, fire 10

-----  
Offense  
-----

Speed 40 ft.  
Melee +5 Shocking burst, Speed Greatsword +38/+38/+33/+28/+23 (4d6+24+1d6 electricity/19-20/x2+1d10 electricity) and  
Bite (Afflicted Werebear) +27 (3d6+6/x2) and  
Claw x2 (Afflicted Werebear) +27 x2 (3d6+6 plus grab/x2)  
Space 15 ft.; Reach 15 ft.  
Special Attacks rage (48 rounds/day)

-----  
Statistics  
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Str 36, Dex 18, Con 30, Int 8, Wis 14, Cha 5  
Base Atk +21; CMB +36 (+40 Grappling); CMD 48  
Feats Aspect of the Beast (Predator's Leap), Cleave, Combat Reflexes (5 AoO/round), Critical Focus, Eldritch Claws, Extra Rage Power, Extra Rage Power, Extra Rage Power, Extra Rage Power, Power Attack -6/+12, Weapon Focus (Greatsword)  
Skills Acrobatics +26 (+30 jump), Climb +12, Diplomacy -3 (+1 to change attitude vs. animals related to lycanthropic form), Escape Artist +3, Fly -1, Intimidate +22, Ride +3, Stealth -5, Swim +39; Racial Modifiers +2 Intimidate, +4 Swim  
Languages Common, Orc  
SQ change forms, fast movement +10, fortification (heavy), lycanthropic empathy, rage powers (elemental rage [acid], elemental rage, greater, elemental rage, lesser [1/rage], energy absorption: electricity [1/rage], energy absorption: fire [1/rage], energy eruption: electricity [1/rage] [dc 30], energy eruption: fire [1/rage] [dc 30], energy resistance, greater: electricity [1/rage], energy resistance, greater: fire [1/rage], energy resistance: electricity, energy resistance: fire, guarded life, reckless abandon [+/-6], renewed vigor 5d8+10 hp [1/day])  
Other Gear +5 Fortification (heavy) Chain shirt, +5 Shocking burst, Speed Greatsword, Amulet of natural armor +5, You have no money!

-----  
Special Abilities  
-----

Aspect of the Beast (Predator's Leap) You can make running jumps while standing still.  
Change Forms (Su) Change into Hybrid or Animal forms.  
Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.  
Combat Reflexes (5 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.  
Critical Focus +4 to confirm critical hits.  
Damage Reduction (5/-) You have Damage Reduction against all attacks.  
Damage Reduction (5/silver) You have Damage Reduction against all except Silver attacks.  
Damage Resistance, Electricity (10) You have the specified Damage Resistance against Electricity attacks.  
Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.  
Eldritch Claws Your natural weapons are considered both magic and silver for purpose of overcoming damage reduction.  
Elemental Rage (Acid) (Su) Attacks deal +1d6 energy damage while raging.  
Elemental Rage, Greater: Acid (Su) Criticals deal +1d10 or more energy damage while raging.  
Elemental Rage, Lesser (1/rage) (Su) Attacks deals +1d6 energy dam (your choice) for 1 rd.  
Energy Absorption: Electricity (1/rage) (Su) 1/rage, convert an electricity attack into temporary healing.  
Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.  
Energy Eruption: Electricity (1/rage) (DC 30) (Su) 1/rage, store an electricity attack and repeat it as a breath weapon.  
Energy Eruption: Fire (1/rage) (DC 30) (Su) 1/rage, store a fire attack and repeat it as a breath weapon.  
Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.  
Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.



Energy Resistance: Electricity (Ex) Electricity Resistance while raging  
 Energy Resistance: Fire (Ex) Fire Resistance while raging  
 Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.  
 Fortification (heavy) 75% chance to ignore critical hit/sneak attack.  
 Fortification 75% You have a chance to negate critical hits on attacks.  
 Grab: Claw (Huge) (Ex) You can start a grapple as a free action if you hit with the designated weapon.  
 Guarded Life (20 hp) (Ex) If reduced below 0 hp, convert some damage to non-lethal and auto-stabilize.  
 Improved Uncanny Dodge (Lv >=24) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 24+.  
 Indomitable Will (Ex) While in rage, a barbarian of 14th level or higher gains a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her rage.  
 Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.  
 Lycanthropic Empathy +4 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.  
 Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.  
 Power Attack -6/+12 You can subtract from your attack roll to add to your damage.  
 Rage (48 rounds/day) (Ex) +8 Str, +8 Con, +4 to Will saves, -2 to AC when enraged.  
 Reckless Abandon (+/-6) (Ex) Trade AC penalty for to hit bonus while raging.  
 Renewed Vigor 5d8+10 Hp (1/day) (Ex) As a standard action while raging, you can heal yourself the listed amount.  
 Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
 Trap Sense +6 (Ex) +6 bonus on reflex saves and AC against traps.

-----  
 Weretiger Fighter

Human Afflicted Weretiger Fighter 20  
 N Huge Humanoid (human, shapechanger)  
 Init +6; Senses darkvision 30 ft., low-light vision, scent; Perception +2  
 -----  
 Defense  
 -----  
 AC 39, touch 11, flat-footed 36 (+14 armor, +2 Dex, -2 size, +14 natural, +1 dodge)  
 hp 329 (20d10+174)  
 Fort +18, Ref +11, Will +8 (+5 vs. fear)  
 Defensive Abilities bravery +5, fortification 50%;  
 DR 5/—, 5/silver  
 -----  
 Offense  
 -----  
 Speed 30 ft.  
 Melee +5 Flaming burst, Shocking burst, Thundering Greataxe +40/+35/+30/+25 (4d6+28+1d6 fire+1d6 electricity/19-20/x4+3d10 fire+3d10 electricity+3d8 sonic+deaf) and  
 Bite (Afflicted Weretiger) +28 (8d6+8/19-20/x2) and  
 Claw x2 (Afflicted Weretiger) +27 x2 (4d6+8 plus grab/x2) and  
 Rake x2 (Afflicted Weretiger) +27 x2 (4d6+8/x2)  
 Space 15 ft.; Reach 15 ft.  
 Special Attacks pounce, weapon training abilities (axes +4, close +2, natural +3, pole arms +1)  
 -----  
 Statistics  
 -----  
 Str 30, Dex 15, Con 22, Int 10, Wis 14, Cha 8  
 Base Atk +21; CMB +33 (+37 Grappling); CMD 46  
 Feats Aspect of the Beast (Night Senses - Darkvision 30'), Bleeding Critical, Blinding Critical (DC 31), Combat Reflexes (3 AoO/round), Crippling Critical (DC 31), Critical Focus, Critical Mastery, Deafening Critical (DC 31), Disruptive, Dodge, Greater Weapon Focus (Greataxe), Greater Weapon Specialization (Greataxe), Improved Critical (Bite), Improved Critical (Greataxe), Improved Initiative, Improved Natural Armor, Improved Natural Armor, Improved Natural Attack (Bite [Afflicted Weretiger]), Step Up, Toughness +22, Weapon Focus (Bite), Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Skills Acrobatics +5, Climb +32, Diplomacy -1 (+3 to change attitude vs. animals related to lycanthropic form), Escape Artist +1, Fly -3, Intimidate +22, Ride +1, Stealth -3, Swim +32; Racial Modifiers +4 Acrobatics, +4 Stealth Languages Common  
SQ +4 stealth in undergrowth, change forms, fortification (moderate), lycanthropic empathy, thundering (dc 14), weapon mastery (greataxe)  
Other Gear +5 Fortification (moderate) Full plate, +5 Flaming burst, Shocking burst, Thundering Great, Amulet of natural armor +4, You have no money!

-----  
Special Abilities  
-----

+4 Stealth in undergrowth +4 Stealth in undergrowth  
Bleeding Critical Critical Hits deal 2d6 bleed damage.  
Blinding Critical (DC 31) Critical hit blinds or dazzles target.  
Bravery +5 (Ex) +5 to Will save vs. Fear  
Change Forms (Su) Change into Hybrid or Animal forms.  
Combat Reflexes (3 AoO/round) Can make extra attacks of opportunity/rd, and even when flat-footed.  
Crippling Critical (DC 31) Critical Hits halves target's speed for 1 minute (Fort part).  
Critical Focus +4 to confirm critical hits.  
Critical Mastery Apply two Critical feats to a critical hit rather than one.  
Damage Reduction (5/-) You have Damage Reduction against all attacks.  
Damage Reduction (5/silver) You have Damage Reduction against all except Silver attacks.  
Darkvision (30 feet) (Aspect of the Beast (Night Senses - Darkvision 30')) You can see in the dark (black and white vision only).  
Deafening Critical (DC 31) Critical hit deafens target.  
Disruptive +4 DC to cast defensively for those you threaten.  
Fortification (moderate) 50% chance to ignore critical hit/sneak attack.  
Fortification 50% You have a chance to negate critical hits on attacks.

Grab: Claw (Huge) (Ex) You can start a grapple as a free action if you hit with the designated weapon.  
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.  
Lycanthropic Empathy +4 (Ex) Improve the attitude of your type of animal, as if using Diplomacy.  
Pounce (Ex) You can make a full attack as part of a charge.  
Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
Step Up When a foe makes a 5 ft step away from you, you can move 5 ft to follow them.  
Thundering (DC 14) On a critical hit, foe is permanently deafened (Fort neg).  
Weapon Mastery (Greataxe) (Ex) Chosen weapon has an improved critical multiplier, always confirms criticals, and cannot be disarmed.  
Weapon Training (Axes) +4 (Ex) +4 Attack, Damage, CMB, CMD with Axes  
Weapon Training (Close) +2 (Ex) +2 Attack, Damage, CMB, CMD with Close-in weapons  
Weapon Training (Natural) +3 (Ex) +3 Attack, Damage, CMB, CMD with Natural weapons  
Weapon Training (Pole Arms) +1 (Ex) +1 Attack, Damage, CMB, CMD with Pole Arms

## **CONCLUSION A**

If the PC's don't survive.

*You find yourself staring up at the ceiling of a small room. Clerics rush into you, "How are you feeling? You've been out for 15 days, good thing the other group got to you when they did or you'd have been dead." Looking at yourself you notice new scars on your arms and legs. "They tried to convert you to a Lycanthrop, we managed to restore you though."*

*he attempted to make them into dolls, one succeeded, one failed. The ruins in time lock, the spell decaying and causing time to move normally on the outside, but slower towards the middle. Hundreds of years to the world, only weeks to them.*

## **THUS ENDS "ISN'T IT AMAZING"**

**TIME UNIT COST: 5 TU**

**Time Unit for Conclusion A: 30 TU**

## **CONCLUSION B**

If the PC's kill everyone.

*With the evil vanquished, you return to the city to collect your rewards. Another day and another job well done.*

## **CONCLUSION C**

If the PC's kill only the enemies, and leave the father and souldoll alive.

*With the evil vanquished, you have yet one more question to deal with. What to do with the old man. Exiting the ruins with them in tow, that answer is soon given to you. No sooner than you exit, the old man is taken into custody by the Diamond Legion. He looks to you, "Please take care of her" and hands you the doll.*

## **EPILOGUE**

*After a few days, word comes back about what had happened there. A hero of the Empire fallen, corrupted into a fiendish shadow of his former glory, a father forced to do his bidding or lose his children, and a betrayal that lead to the death of the girls. In his last ditch effort to save the girls,*

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 13	ATL 15	ATL 17	ATL 19	ATL 21
<b>Module Experience</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>	<b>28000</b>	<b>28000</b>
Bonus 1: Not Killing the Doll and the Human	200	500	500	500	500
Roleplaying XP Bonus	200	500	500	500	500
<b>Maximum Possible XP</b>	<b>7400</b>	<b>11500</b>	<b>18000</b>	<b>29000</b>	<b>29000</b>

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

## TREASURE SUMMARY

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

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

### **Encounter 1**

- **Potion of Cure Light Wounds**, 1 per PC (Value: 50 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1<sup>st</sup> level caster, Legality: Legal).

### **Encounter 2**

Etc.

## Miscellaneous



## CRITICAL EVENT SUMMARY: <TITLE>

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

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

1. Did anyone turn back? (Circle all that apply)

Yes No

2. Why?

3. What did they do with the Old Man (Father)?

Captured Dead

4. What was Drucilla's status at the end of the module? Alive Dead

5. List on the back of this sheet the real names and PC names of anyone who handled the journal.

10. Note any other important information on the back of this form (PC arrests, etc.).

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

# Player's Handout 1

Kingdom of Waern

**Ruler:** Undetermined

**Government:** Monarchy

**Capital:** Nymorahnk

**Resources:** Timber, stone, textiles, wine

**Population:** 2,685,000 (humans 99%)

**Alignment:** CN, N, LN

**Language:** Common, Wearnish

**Deities:** Destine, Emerys, Hyperion, Kalek, Lohm

**Description:** King Desalpt, an average monarch in all ways except the length of his rule (seventy years), passed away in 15743 ER (2003 AF) with no direct descendant. He did, however, authorize a Chancellor, one his dearest friends, to choose his heir from among the numerous possible candidates.

Chancellor Giune narrowed the field to four primary candidates: Count Cerieh, brother-in-law to King Desalpt's first wife; Duke Pernonion, half-brother to King Desalpt's second wife; Marceo Larong, a commoner; and Marquessa (Ania) Prian, the King's half-sister. The candidates were imperfect. Count Cerieh, at eighty, thrust himself forward to promote his peculiar religious views. Duke Pernonion, a mere twenty, had already earned a dark reputation for his vices. Marceo Larong, a powerful, cunning merchant, was illegitimate. The Marquessa, a pampered, vain woman, had intended to make her husband, the notoriously fickle and foppish Marquis Prian, ruler. Impervious to the typical inducement and with the confidence of Waern's people behind him, Chancellor Giune delayed his decision, considering each of the contenders at great length. Sadly, he considered too long, and died in 15746 ER (2006 AF) without naming King Desalpt's Heir.

None of the candidates are strong enough to take the throne by force, or clever enough to triumph through subtlety. The desire by the claimants to grandstand have kept things from deteriorating to outright civil war, although Waern slides surely towards that situation as the question of the monarch lies unresolved.

Under apparently contradictory laws, it is legal to trade slaves, although no citizen of Waern may actually own one. The law turns a blind eye to slaves owned by visitors passing through.

Waern's natives tend to have a similar appearance, being sharp featured and medium skinned, with dark blonde to black hair and dark eyes.

□ **Nymorahnk:** (Metropolis, 81,755) The average citizen in Nymorahnk pays little attention to the political goings on and the attempts of the four prospective heirs to gain support for their various claims to the throne. Most people are unaffected by the current power vacuum. Those who had authority in the recent administration, or who hope to gain it once a new ruler is crowned, play an ever-changing game of negotiation and promises, where uncertainty and tense anticipation and the rules of the day.

## Player's Handout 2

The central statue reads:

Though we scatter to the four corners, may we reunite under him.

## GM Handout 1

### Unhallow

School evocation [evil]; Level cleric/oracle 5, druid 5, inquisitor 5

#### CASTING

Casting Time 24 hours

Components V, S, M (herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be tied to the unhallowed area)

#### EFFECT

Range touch

Area 40-ft. radius emanating from the touched point

Duration instantaneous

Saving Throw see text; Spell Resistance see text

#### DESCRIPTION

Unhallow makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle against good effect.

Second, the DC to resist negative channeled energy within the spell's area of effect gains a +4 sacred bonus and the DC to resist positive energy is reduced by 4. Spell Resistance does not apply to this effect. This provision does not apply to the druid version of the spell.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for 1 year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting unhallow again.

Spell effects that may be tied to an unhallowed site include aid, bane, bless, cause fear, darkness, daylight, death ward, deeper darkness, detect magic, detect good, dimensional anchor, discern lies, dispel magic, endure elements, freedom of movement, invisibility purge, protection from energy, remove fear, resist energy, silence, tongues, and zone of truth.

Saving throws and Spell Resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one unhallow spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel hallow.





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Pendleton, IN 46064, or email  
to  
lci-



## ROSTER OF HEROES: <TITLE>

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.

\* 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.

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

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