



Settling the Score

By David Samuels

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

There is a saying that "No good deed goes unpunished", however the same can be said about bad deeds depending on one's perspective. . A 1-round Legends of the Shining Jewel module for heroes of levels 1-17

(Updated June 2012)

WWW.THESHININGJEWEL.COM

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



CREDITS

Author David Samuels
Editor(s) (Name)
Plots Coordinator David Samuels
Playtesters David P Santana, Rick Lightheiser,
Frank Lazar, Johann Sanchez
lsj-plots@theshiningjewel.com

LEGAL TEXT

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

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

WELCOME TO LSJ!

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

LSJ GM EMPOWERMENT CLAUSE

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests

or the like come along to finish the combat and save the PCs.

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

"*Settling the Score*" is a stand-alone module.

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 147 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

The PCs will be summoned to Diamond Legion HQ, where they will be briefed on a serious situation for them. The criminal element has put a contract out on several members of the adventuring community, among them the PCs. The Legion will offer to place the PCs in a safehouse to keep them safe until the Legion can capture those responsible for the threats against the PCs, or the PCs can work to track down those responsible for the bounty on their heads. Unbeknownst to the Legion, several of the Legion's guards for the safehouse that the PCs will be placed in have been compromised, and the PCs will find themselves in a battle for their lives. After defeating the villains, the PCs will discover who wants them dead.

Unknown to the PCs and the Legion, the villain behind the bounty is actually a member of the Diamond Legion. This Legionnaire fought a group of elan some years back before their existence on Raia was revealed and lost. He had tried to summon reinforcements to aid him but they did not arrive, and with no one to help him he was reborn into an elan. To torture him the elan allowed him to retain memories of his former life so that he would know what he lost.

Introduction: The PCs will report to Diamond Legion HQ to be told about the danger that they face. They will be told because of the danger to themselves and the city, the Legion would like to place them in protective custody bring them to one of the Legion's safe houses. The PCs could instead choose to investigate the bounty within certain parameters, the least of which is the safety of the citizens.

The module is split into 2 tracks of encounters, the normal which occurs at the safehouse, and the A series which occurs as the PCs are conducting their own investigation.

Encounter I: The PCs will have a chance to acclimate themselves to the safehouse before the real danger arrives

Encounter IA: The PCs will meet with a member of the Diamond Legion Chameleons to give them pointers on disguising themselves.

Encounter II: First Combat at the Safehouse

Encounter IIA First Combat in Disguise

Encounter II: Second Combat at the Safehouse

Encounter IIA Second Combat in Disguise

Encounter IV: Third Combat at the Safehouse

Encounter IV: Third Combat in Disguise

Conclusion: Debriefed by Commander Vestra

INTRODUCTION

As you are going about your business, 2 legionnaires show up and inform you that your immediate presence has been requested at Diamond Legion HQ. They hand you a piece of parchment signed by Commander Ardent Vestra. The message reads "Adventurer, Your presence is required at Diamond Legion HQ. These officers have been instructed to escort you safely to Diamond Legion HQ. Everything will be explained once you arrive there."

You accompany the 2 officers to Diamond Legion HQ where you are quickly escorted into an office to meet with Commander Vestra. You notice that there are (#of PCs -1) others here. Commander Vestra motions for you all to be seated before she begins speaking. Good, you're all here. Now I know that you've got questions, which I will do my best to answer once you've listened to what I have to say.

I imagine you're curious as to why you're here? The Legion got tips from several credible sources that a bounty has been placed on each of your heads. The criminal element in the city is mobilizing its forces to come up with plans to take you out and collect that bounty. While we know that you could probably handle yourselves against

most threats, we cannot risk the safety of any innocent bystanders that might be killed as collateral damage from the villains' plans. We therefore wish to place you into "protective custody" for the safety of those bystanders."

☛ **What happens if we refuse? / Is there another option?:**

"As this involves the safety of the city, we can't just let you walk the streets and put people's lives at stake to satisfy your own egos. However, I know that were I in this situation I'd want to be involved in the investigation to bring those responsible to justice. My only concern is that doing this as yourselves might unnecessarily endanger the lives of innocent bystanders. If we could figure a way for you to do that without endangering them I'd have no problem with it. If we can't come up with a way for you to safely carry out your investigation, I'd have no choice but to order that you be placed in protective custody, as the safety of the city is paramount."

If the PCs come up with another alternative, such as walking the streets of the city disguised as someone else Commander Vestra would allow it if the PCS can make a **Diplomacy DC 20+ATL check**

☛ **Where would we be if we agreed? / Where would we be detained? :**

"We'd place you in one of our safe houses for the protection of you and the city."

☛ **Where is the safehouse located?:**

"I can not reveal that information as revealing information about it means that it wouldn't be usable again as a safehouse."

☛ **How many guards does the safehouse have?:**

"I cannot tell you because revealing that information would be revealing security procedures. I can say that there would be enough guards to adequately protect you."

☛ **What are we supposed to do to prevent boredom?:**

"I cannot tell you how to handle your sequestering, but the alternative would be risking your lives."

☛ **How much is the bounty on our heads? :**

The bounty is 2000gps(PC level). The amount is doubled for just your heads.

☛ **Can we travel the streets of Amthydor trying to draw our attackers out?:**

"No, each of you travelling through the city's streets as yourselves would endanger residents of this city unnecessarily."

☛ **Could you put us in a controlled location where we could draw the enemies to us without endangering people in the city?:**

"No. Divinations were done that revealed that it would be fatal to many residents of the city if we allowed you to engage those wanting your heads directly. Especially true if you engage them in your true identities."

☛ **How do you know that the story about a bounty on our heads is true?:**

"It was reported by several independent sources including confidential informants, as well as guards from several noble families."

☛ **How do you know that the story about a bounty on our heads is true?:**

"It was reported by several independent sources including confidential informants, as well as guards from several noble families."

☛ **Could you put us in a controlled location where we could draw the enemies to us without endangering people in the city?:**

"No. Divinations were done that revealed that it would be fatal to many residents of the city if we allowed you to engage those wanting your heads directly. Especially true if you engage them in your true identities."

☛ **Could we try to find those responsible if we're disguised as someone else? / We'd like to be involved in the investigation?:**

“Divinations were done that revealed that it could be fatal to many residents of the city if we allowed you to engage those wanting your heads directly. According to the divination, this was especially true if you engaged them in your true identities. Disguising yourselves would lessen the danger, but not eliminate it. At the very least its worth considering.”

- If the PCs are ready to go to the safehouse, **GO TO Encounter 1 (page 5).**
- If the PCs want to participate in the investigation **GO TO Encounter 1 (page 5)**

ENCOUNTER 1

“Commander Vestra has you blindfolded before leading you to a room in the cellar of Diamond Legion HQ. Suddenly people take hold of your hands and then you recognize the tell-tale signs of teleportation. Just as quickly as they took your hands, they let them go and you’ve got the chance to remove your blindfolds.

You see that you are in a decent sized room with 7 other individuals. The individuals are 4 men and 3 women, all of them human and in their late 20s to early 20s. One of the men, begins speaking “Welcome to your home for the next 2-3 days. I am Lt. Androcles Martin, and I am in charge of your security here. The other officers here are Sgt. Eudora Carmichael, Sgt. Percival Bauman, Cpl. Jerome Norton, Cpl. Miriam Hollister, Cpl. Ferdinand Drooden, and Cpl. Larabee Kolpepper.

Please follow us to your rooms. We have 4 available rooms and have assigned them as follows: pair up male PCS with male PCS female PCS with female PCS etc. Once you stow your belongings, we can give you a tour of the safehouse.

I’m sure that you must have some questions Lt. Martin says.”

☛ **How long have you been doing this? :**

*“<Martin> 5 years
<Bauman> 3 years*

*<Carmichael> 4 years
<Martin> The corporals have been doing this for 3 years”*

☛ **Have you ever lost anyone that you were guarding? :**

“<Martin> No”

☛ **How many others are parts of the security detail for the safehouse? :**

“I can’t tell you that, otherwise we’d have to kill you” Lt. Martin says with a grin

A Sense Motive DC 5 check will reveal that he’s kidding

☛ **Are there any others that will be part of this security detail? :**

“<Martin> Yes, 3 other squads of legionnaires are involved in your safe keeping”. I can’t tell you how many people are in each detail. Our shifts change every 8 hours.

☛ **What sort of protection does the househave? :**

“<Martin> The house is warded against teleportation – no one may teleport out. It is also warded against divination spells and scrying. Once the other squads teleport in, the safehouse will be on lockdown

☛ **What if we need supplies? :**

“<Martin> We won’t., the safehouse pantry is fully stocked

☛ **Are there any servants here? :**

“<Martin> Yes, there are 2, a cook and a maid. Both have worked for the legion for close to a decade

- When the PCs are ready for the tour, If this was the last hostage that the PCs needed to rescue, **GO TO Encounter 2 (page 7) .**

ENCOUNTER 1

“Commander Vestra gets up and leaves her office stating that she would be back in a couple

of minutes. A young dark-haired woman wearing a steps out of the shadows "Greetings, my name is Nadia Piecepennies and I'm a member of the Diamond Legion unit known as the Chameleons, a captain of that unit in fact. Now from what I've heard I know that you're the poor saps, err targets with the bounty on your heads. That's some serious coinage. Now how exactly would you like me to help you?"

- ☛ **We need to disguise ourselves so that we can find those responsible for putting the price on our heads:**

"I can definitely help you with that. She looks your group over, and then says "This will be a piece of cake, we're going to change your gender, race . and items so that the villains won't be bale to find you via a locate object spell.

Nadia will suggest her racial changes as follows

Halfling to gnome,	Gnome to dwarf
Dwarf to human,	Human to tiefling
Tiefling to elan	Elan to tabreen
Tabreen to Lupaari	Lupaari to elf
Elf to half-ogre	Half-ogre to ogre
Ogre to elem	Elem to Sathoni
Sathoni to halfling	

She will help the PCs with basic disguises before loaning each of them a *hat of disguise* which they will need to return at the end of the module. She will also tell them that they shouldn't use the weapons or items that they normally carry, and that if they leave them here she will give them versions of those items from the Legion Armory. The reason being that if they have the items that they're known for using, a *locate object* spell would reveal their location

- ☛ **Do you have any idea where we should start our investigation? :**

"Check with one of the taverns, people tend to reveal things when they've had drinks"

- , When the PCs are ready to head out **GO TO Encounter 2A (page 7).**

ENCOUNTER 2: TOUR DE FORCE

Sgt. Carmichael leads you through the rest of the safehouse as promised. She waits for any questions that you may have

Main Floor

Kitchen

This is a decent sized kitchen and a well-stocked pantry with a well

Dining Room

This is a large dining room. There is 1 table in the room, a large one that accommodates 13 individuals at a time. The table is set with nice looking dishes and wine glasses. If asked Sgt. Carmichael will say that they always use the fine dishes because they want to try to distract the people staying here from the seriousness that they're facing.

Meeting Room

This large room is the one that the PCs teleported into. It has 25 chairs.

Upstairs

Rooms 1-8 are bedrooms, each with 2 beds and a footlocker to put belongings in.

Room 9 is a linen closet

Cellar

Rooms 1 and 2 are sleeping quarters. Each room has 10 bunk beds

Room 3 is a sparring room where people can hone their skills

While the PCs taking the tour, the villains are lying in wait for them

GM Note: The villains are planning on killing the PCs, and as such have planned to be relentless in their assault on the PCS. As soon as a combat ends, please start the next one. If the PCs run into problems, Captain Piecepennies and a squad of legionnaires will show up to save them

- , **GO TO Encounter 2 Stats (page 7).**

ENCOUNTER 2A: WALKING

As you head towards your destination, you can't shake this feeling that you're being watched, but when you look there's no one there.

Now would be a good time to roll initiative as the villains are currently on rooftops and alleyways waiting for the PCS

GM Note: The villains are planning on killing the PCs, and as such have planned to be relentless in their assault on the PCS. As soon as a combat ends, please start the next one. If the PCs run into problems, Captain Piecennies and a squad of legionnaires will show up to save them

➤ , GO TO Encounter 2 Stats (page 7).

ENCOUNTER 2:STATS

ATL 1

⚔ Male Human Rogue 1

CE Medium Humanoid

Init +4; **Senses** Low-light vision; **Perception** +4

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)

hp 22 (2d8+6)

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

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

Spd 30 ft.

Melee/Full Atk Rapier +4 (1d6-1, 18-20/x2)

Ranged/Full Atk Shortbow +4 (1d6, 20/x3)

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

Special Attack sneak attack (1d6)

Spell-Like Abilities Nil.

Spells Known Nil

Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 15

Feats Rogue Weapon Proficiencies, Weapon Finesse

Skills Acrobatics +8, Appraise +5, Diplomacy +4, Disable Device +7, Escape Artist +8, Intimidate

+2, Perception +4, Sense Motive +4, Sleight of Hand +8, Stealth +8, Use Magic Device +4

Languages Common, Elf

SQ nil

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ Human fighter 1

NE Medium humanoid

Init +2; **Senses** Low light vision; **Perception** +1 (untrained)

AC 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail armor, +1 light steel shield)

hp 26 (2d10+6)

Fort +5, **Ref** +2, **Will** +1

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

Melee/Full Atk longsword +7 (1d8+4, 19-20/x2)

Melee longsword +7 (1d8+4, 19-20/x2)

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

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

Base Atk +1; **CMB** +5; **CMD** +17

Feats Weapon focus (longsword) power attack, deadly aim Skill Focus (Climb)

Skills Climb +6; Handle animal +2, Ride +4;

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)

Special Abilities nil

⚔ Female Human druid of briana 1

NE Medium humanoid (Human)

Init +2; **Senses** low light vision; **Perception** +4 (untrained)

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

hp 22 (2d8+6)

Fort +4, **Ref** +2, **Will** +5

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells Per Day 3/2 (DC 13+spell level)

0 level – *guidance, resistance, stabilize, virtue*;

1st level - *cure light wounds, magic fang,*

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

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

Feats Combat Casting,

Skills Handle Animal +5, Heal +7, Knowledge (nature) +4, Spellcraft +4

Languages common, orc, druidic

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities wild empathy, woodland stride

⌘ **Cheetah**

N Small Animal

Init +5; **Senses** lowlight vision; Perception +2

AC 17, touch 16, flat-footed 10 (+1 natural armor, +1 dodge, +5 Dex)

hp 15 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

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

Spd 50 ft

Melee bite +3 (1d4+1, 20/x2 and trip) or claw +3 (1d2+1, 20/x2)

Full Atk bite +3 (1d4+1, 20/x2 and trip) or 2 claws +3 (1d2+1, 20/x2)

Ranged nil

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 12, Dex 21, Con 13, Int 2, Wis 12, Cha 6

Base Atk +2; CMB +7; CMD 18

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities link, share spells

ATL 3**⚔ Male Human Rogue 3 (2)**

CE Medium Humanoid

Init +8; **Senses** Low-light vision; Perception +5**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3

leather armor)

hp 31 (3d8+9)**Fort** +3, **Ref** +7, **Will** +1**Defensive Abilities** evasion; **DR** nil; **Immune** nil;**SR** nil**Spd** 30 ft.**Melee/Full Atk** Shortsword +6 (1d6+1, 19-20/x2)**Ranged/Full Atk** Shortbow +6 (1d6/, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (2d6), rogue talent (minor magic)**Spell-Like Abilities** *acid splash* 3x/day (as 3rd level caster)**Spells** Nil**Str** 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +2; **CMB** +3; **CMD** 17**Feats** Weapon Finesse, Improved Initiative**Skills** Acrobatics +10, Appraise +6, Diplomacy

+5, Disable Device +9, Escape Artist +10,

Intimidate +2, Perception +5, Sense Motive +6,

Sleight of Hand +10, Stealth +10, Use Magic

Device +6

Languages Common, Elf**SQ** trap sense +1**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;**Special Abilities** Trapfinding**⚔ Male Human fighter 3**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1

(untrained)

AC 20, touch 12, flat-footed 18 (+2 Dex, +7

chainmail armor, +1 light steel shield)

hp 36 (3d10+9)**Fort** +5, **Ref** +3, **Will** +2 (3 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee/Full Atk** longsword +9 (1d8+5, 19-20/x2)**Ranged/Full Atk** longbow +5 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +3; **CMB** +7; **CMD** +19**Feats** Weapon focus (longsword) power attack, deadly aim, cleave**Skills** Climb +1; Handle Animal +4, Ride +7;**Languages** common, Elf,**SQ** nil**Gear** chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)**Special Abilities** bravery +1; armor training 1

♀ **Female Human druid of briana 3**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 29 (3d8+6+3)

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

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

Melee scimitar +2 (1d6, 18-20/x2)

Ranged sling +4 (1d4, 20/x2)

Full Atk scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells Per Day 4/3/2 (DC 14+spell level)

0 level – *guidance, resistance, stabilize, virtue*;

1st level - *cure light wounds, magic fang, shillelagh*;

2nd level - *flame blade, flaming sphere*

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

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

Feats combat casting, skill focus (spellcraft), toughness

Skills Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities trackless step, wild empathy, woodland stride

♀ **Cheetah**

N Small Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 20, touch 17, flat-footed 13 (+3 natural armor, +1 dodge, +6 Dex)

hp 16 (3d8+3)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

Ranged nil

Full Atk bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +8; **CMD** 19

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities evasion, link, share spells

ATL 5

♣ Male Human Rogue 5 (2)

CE Medium Humanoid

Init +8; **Senses** Low-light vision; Perception +7

AC 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)

hp 49 (5d8+15)

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

Defensive Abilities evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee/Full Atk Shortsword +7 (1d6+1, 19-20/x2)

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

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

Special Attack sneak attack (3d6), rogue talent (minor magic, bleeding attack)

Spell-Like Abilities *acid splash* 3x/day (as 5th level caster)

Spells Nil

Str 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 19

Feats Weapon Finesse, Improved Initiative, Dodge

Skills Acrobatics +11, Appraise +8, Diplomacy +7, Disable Device +12, Escape Artist +11, Intimidate +2, Perception +7, Sense Motive +8, Sleight of Hand +12, Stealth +12, Use Magic Device +8

Languages Common, Elf

SQ trap sense +1

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♣ Human fighter 5 (2)

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 18, touch 12, flat-footed 16 (+2 Dex, +5 chainmail armor, +1 light steel shield)

hp 59 (5d10+15)

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

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

Spd 30 ft.

Melee/Full Atk longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)

Ranged/Full Atk longbow +7 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** +21

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword)

Skills Climb +9; Handle animal +5, Ride +7

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

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

♀ Female Human druid of briana 5

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 44 (5d8+15)

Fort +6, **Ref** +3, **Will** +8

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

Melee scimitar +3 (1d6, 18-20/x2)

Ranged sling +5 (1d4, 20/x2)

Full Atk scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells Per Day 4/4/3/2 (DC 14+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level - *cure light wounds, magic fang, magic stone, shillelagh;*

2nd level - *flame blade, flaming sphere, owl's wisdom;*

3rd level - *protection from energy, sleet storm*

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

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

Feats brew potion, combat casting, skill focus (spellcraft), toughness

Skills Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

♀ Cheetah

N Medium Animal

Init +5; Senses lowlight vision; Perception +2

AC 19 (+3 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3 natural armor)

hp 32 (5d8+10)

Fort +6, **Ref** +9 **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +6 (1d6+3 plus trip) or claw +6 (1d3+3)

Ranged nil

Full Atk bite +6 (1d6+3 plus trip) or 2 claws +6 (1d3+3)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +7

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities evasion, link, share spells

ATL 7**⚔ Male Human Rogue 7 (2)**

CE Medium Humanoid

Init +8; **Senses** Low-light vision; Perception +8**AC** 18, touch 15, flat-footed 13 (+4 Dex, +3

leather armor, +1 dodge)

hp 67 (7d8+21)**Fort** +4, **Ref** +9, **Will** +2**Defensive Abilities** evasion, uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee/Full Atk** Shortsword +9 (1d6+1, 19-20/x2)**Ranged/Full Atk** Shortbow +9 (1d6/, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (4d6), rogue talent

(minor magic, bleeding attack)

Spell-Like Abilities *acid splash* 3x/day (as 5th

level caster)

Spells Nil**Str** 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +5; **CMB** +6; **CMD** 21**Feats** Weapon Finesse, Improved Initiative,

Dodge, Mobility, Spring Attack

Skills Acrobatics +13, Appraise +10, Diplomacy

+10, Disable Device +15, Escape Artist +13,

Intimidate +2, Perception +8, Sense Motive +9,

Sleight of Hand +14, Stealth +14, Use Magic

Device +9

Languages Common, Elf**SQ** trap sense +2**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;**Special Abilities** Trapfinding**⚔ Male Human fighter 7 (2)**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1

(untrained)

AC 20, touch 12, flat footed 18**hp** 81 (7d10+21)**Fort** +8, **Ref** +4, **Will** +3 (+5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +13 (1d8+7, 19-20/x2) or

shortspear +12 (1d6+5)

Full Atk longsword +13/+8 (1d8+7, 19-20/x2) or

shortspear +12/+7 (1d6+5)

Ranged longbow +9 (1d6)**Full Atk** longbow +9/+4 (1d6)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +7/+2; **CMB** +11; **CMD** +23**Feats** Weapon focus (longsword) power attack,

deadly aim , Skill Focus (Climb); cleave; point

blank shot; weapon specialization (longsword);

great cleave; rapid shot

Skills Climb +11; Handle animal +7, Ride +9**Languages** common,**SQ** nil**Gear** splint mail armor, longsword, longbow,

heavy steel shield; shortspear, holy symbol of

Mordana (a skull in a black circle)

Special Abilities bravery +2; armor training 2;

weapon training (spears)

♀ **Female Human druid of briana 7**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 59 (7d8+21)
Fort +7, **Ref** +4, **Will** +9
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee scimitar +5 (1d6, 18-20/x2)
Ranged sling +7 (1d4, 20/x2)
Full Atk scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 14+spell level)
0 level – *guidance, resistance, stabilize, virtue*;
1st level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*;
2nd level - *barkskin, flame blade, flaming sphere, owl's wisdom*;
3rd level - *call lightning, protection from energy, sleet storm*;
4th level - *cure serious wounds, flame strike*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 19, **Cha** 14
Base Atk +5; **CMB** +5; **CMD** +17
Feats brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness
Skills Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

♂ **Cheetah**

N Medium Animal

Init +5; **Senses** lowlight vision; Perception +2
AC 21 (+5 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5 natural armor)
hp 39 (6d8+12)
Fort +7, **Ref** +10 **Will** +3
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +8 (1d6+4 plus trip) or claw +8 (1d3+4)
Ranged nil
Full Atk bite +8 (1d6+4 plus trip) or 2 claws +8 (1d3+4)
Space 5 ft.; **Reach** 5 ft.
Special Attacks trip
Spell-Like Abilities none
Spells Known none
Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +4; **CMB** +9; **CMD** 23
Feats Agile maneuvers, dodge, mobility
Skills Acrobatics +7, perception +2, stealth +8
Languages nil
SQ low-light vision, scent, sprint
Gear nil
Special Abilities devotion, evasion, link, share spells

ATL 9**⌘ Male Human Rogue 9 (2)**

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +10**AC** 19, touch 16, flat-footed 19 (+5 Dex, +3

leather armor, +1 dodge)

hp 94 (9d8+36)**Fort** +5, **Ref** +11, **Will** +3**Defensive Abilities** evasion, uncanny dodge; **DR**nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** Shortsword +11 (1d6+1, 19-20/x2)**Full Atk** Shortsword +11/+6 (1d6+1, 19-20/x2)**Ranged** Shortbow +11 (1d6/, 20/x3)**Full Atk** Shortbow +11/+6 (1d6/, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (5d6), rogue talent

(minor magic, bleeding attack, major magic)

Spell-Like Abilities *acid splash* 3x/day; *magic**missile* 2x/day; (as 9th level caster),**Spells** Nil**Str** 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +6/+1; **CMB** +6; **CMD** 21**Feats** Weapon Finesse, Improved Initiative,

Dodge, Mobility, Spring Attack, Toughness

Skills Acrobatics +15, Appraise +11, Diplomacy

+12, Disable Device +19, Escape Artist +15,

Intimidate +2, Perception +10, Sense Motive +12,

Sleight of Hand +17, Stealth +17, Use Magic

Device +11

Languages Common, Elf**SQ** trap sense +3**Gear** leather armor Arrows, Flight (20), Shortbow,

Sword;

Special Abilities Trapfinding**⌘ Male Human fighter 9 (2)**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1

(untrained)

AC 21, touch 12, flat-footed 19 (+2 Dex, +7 splint

mail armor, +2 heavy steel shield)

hp 103 (9d10+27)**Fort** +9, **Ref** +5, **Will** +4 (6 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +17 (1d8+8, 17-20/x2-) or

shortspear +15 (1d6+6, 19-20/x2)

Full Atk longsword +17/+12 (1d8+8, 17-20/x2) or

shortspear +15/+10 (1d6+6, 19-20/x2)

Ranged longbow +12 (1d6+1)**Full Atk** longbow +12/+7 (1d6+1)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +9/+4; **CMB** +14; **CMD** +26**Feats** Weapon focus (longsword) power attack,

deadly aim , Skill Focus (Climb); cleave; point

blank shot; weapon specialization (longsword);

great cleave; rapid shot; improved critical

(longsword); improved critical (shortspear)

Skills Climb +13; Handle animal +9, Ride +11**Languages** common,**SQ** nil**Gear** splint mail armor, longsword, longbow,

heavy steel shield; shortspear, holy symbol of

Mordana (a skull in a black circle)

Special Abilities bravery +2; armor training 2;

weapon training (spears); weapon training (bows)

♀ **Female Human druid of briana 9**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 74 (9d8+27)

Fort +8, **Ref** +5, **Will** +11

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

Spd 30 ft.

Melee scimitar +6 (1d6, 18-20/x2)

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

Ranged sling +8 (1d4, 20/x2)

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells Per Day (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level - *call lightning, cure moderate wounds, protection from energy, sleet storm;*

4th level - *cure serious wounds, flame strike, flame strike;*

5th level - *animal growth, cure critical wounds*

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

Base Atk +6/+1; **CMB** +6; **CMD** +18

Feats antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)

hp 52 (8d8+16)

Fort +8, **Ref** +12 **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack

Skills Acrobatics +9, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 11

⚔ Male Human Rogue 11 (2)

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +13

AC 19, touch 16, flat-footed 19 (+5 Dex, +3

leather armor, +1 dodge)

hp 114 (11d8+44)

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

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +13 (1d6+1, 19-20/x2)

Full Atk Shortsword +13/+8 (1d6+1, 19-20/x2)

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

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

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

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

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

Spells Nil

Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +13; **CMD** 25

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers

Skills Acrobatics +18, Appraise +14, Diplomacy +12, Disable Device +21, Escape Artist +18, Intimidate +2, Perception +13, Sense Motive +13, Sleight of Hand +18, Stealth +18, Use Magic Device +13

Languages Common, Elf

SQ trap sense +3

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ Male Human fighter 11 (2)

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 125 (11d10+33)

Fort +10, **Ref** +5, **Will** +4 (+7 vs. fear)

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

Spd 30 ft.

Melee longsword +19 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Full Atk longsword +19/+14/+9 (1d8+8, 17-20/x2) or shortspear +17/+12/+7 (1d6+6, 19-20/x2)

Full Atk longbow +14/+9/+4 (1d6+1)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +11/+6/+1; **CMB** +16; **CMD** +28

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus

Skills Climb +17; Handle animal +13, Ride +15

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

Special Abilities bravery +3; armor training 3; weapon training (spears); weapon training (bows)

♀ Female Human druid of briana 11

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 89 (11d8+22+11)

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

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

Spd 30 ft.

Melee scimitar +8 (1d6, 18-20/x2)

Ranged sling +10 (1d4, 20/x2)

Full Atk scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level - *cure serious wounds, flame strike, flame strike, freedom of movement;*

5th level - *animal growth, cure critical wounds, stonkskin;*

6th level - *bears endurance – mass*

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

♀ Cheetah

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 24 (+7 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7 natural armor)

hp 58 (9d8+18)

Fort +8, **Ref** +12 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack

Skills Acrobatics +10, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 13

‡ Male Human Rogue 13 (2)

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +15

AC 19, touch 16, flat-footed 19 (+5 Dex, +3

leather armor, +1 dodge)

hp 134 (13d8+52)

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

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +14 (1d6+1, 19-20/x2)

Full Atk Shortsword +14/+9 (1d6+1, 19-20/x2)

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

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

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

Special Attack sneak attack (7d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike

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

Spells Nil

Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +9/+4; **CMB** +14; **CMD** 26

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot

Skills Acrobatics +20, Appraise +16, Diplomacy

+12, Disable Device +24, Escape Artist +20,

Intimidate +2, Perception +15, Sense Motive +15,

Sleight of Hand +20, Stealth +20, Use Magic

Device +15

Languages Common, Elf

SQ trap sense +4, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

‡ Male Human fighter 13 (2)

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 147 (13d10+39)

Fort +11, **Ref** +6, **Will** +5 (8 vs. fear)

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

Spd 30 ft.

Melee longsword +22 (1d8+10, 17-20/x2-) or shortspear +21 (1d6+8, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)

Full Atk longsword +22/+17/+12 (1d8+10, 17-20/x2) or shortspear +21/+16/+11 (1d6+8, 19-20/x2)

Ranged longbow +17 (1d6+2)

Full Atk longbow +17/+12 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +13/+8/+3; **CMB** +18; **CMD** +30

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack)

Skills Climb +15; Handle animal +11, Ride +13

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

Special Abilities bravery +3; armor training 3; weapon training (spears); weapon training (bows) ; weapon training (natural)

♀ **female Human druid of briana 13**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 104 (13d8+26+13)

Fort +10, **Ref** +6, **Will** +13

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

Spd 30 ft.

Melee scimitar +9 (1d6, 18-20/x2)

Full Atk scimitar +9/+4 (1d6, 18-20/x2)

Ranged sling +11 (1d4, 20/x2)

Full Atk sling +11/+6 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

5th level – *animal growth, cure critical wounds, stonesskin, stonesskin;*

6th level – *bears endurance – mass, wall of stone;*

7th level – *fire storm*

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

Base Atk +9/+4; **CMB** +9; **CMD** +21

Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 26 (+9 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)

hp 82 (11d8+22+11)

Fort +9, **Ref** +13 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+5 plus trip) or claw +10 (1d4+5)

Ranged nil

Full Atk bite +10 (1d8+5 plus trip) and 2 claws +8 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +13; **CMD** 28

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

Skills Acrobatics +11, perception +2, stealth +11

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 15**‡ Male Human Rogue 15 (2)**

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +17**AC** 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)**hp** 154 (13d8+52)**Fort** +7, **Ref** +14, **Will** +5**Defensive Abilities** evasion, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** Shortsword +16 (1d6+1, 19-20/x2)**Full Atk** Shortsword +16/+11/+6 (1d6+1, 19-20/x2)**Ranged** Shortbow +16 (1d6, 20/x3)**Full Atk** Shortbow +16/+11/+6 (1d6, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (8d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day (as 9th level caster),**Spells** Nil**Str** 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +11/+6/+1; **CMB** +16; **CMD** 28**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy**Skills** Acrobatics +22, Appraise +18, Diplomacy +14, Disable Device +26, Escape Artist +25, Intimidate +2, Perception +17, Sense Motive +17, Sleight of Hand +22, Stealth +26, Use Magic Device +17**Languages** Common, Elf**SQ** trap sense +5, rogue talent (combat trick)**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;**Special Abilities** Trapfinding**‡ Male Human fighter 15 (2)**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield),**hp** 168 (15d10+45)**Fort** +12, **Ref** +7, **Will** +6 (+10 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +24 (1d8+10, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed strike +21 (1d3+6, 20/x2)**Full Atk** longsword +24/+19/+14 (1d8+10, 17-20/x2) or shortspear +23+18/+13 (1d6+8, 19-20/x2) **Ranged** longbow +19 (1d6+2)**Full Atk** longbow +19/+14/+9 (1d6+2)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +15/+10/+5; **CMB** +20; **CMD** +32**Feats** Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical**Skills** Climb +17; Handle animal +13, Ride +15**Languages** common,**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),**Special Abilities** bravery +4; armor training 4; weapon training (spears) ; weapon training (bows) ; weapon training (natural)

♀ **Female Human druid of briana 15 (2)**

NE Medium humanoid

Init +6; Senses Perception +4 (untrained)

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

hp 116 (15d8+45)

Fort +12, **Ref** +7, **Will** +16

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

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

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

5th level – *animal growth, cure critical wounds, insect plague, stonewall, stonewall;*

6th level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone;*

7th level – *creeping doom, fire storm, sunbeam;*

8th level – *finger of death, sunburst;*

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2

AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

hp 104 (14d8+28+14)

Fort +11, **Ref** +16 **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

Ranged nil

Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 32

Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

Skills Acrobatics +12, perception +2, stealth +12

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

ATL 17**⚔ Male Human Rogue 17 (2)**

CE Medium Humanoid

Init +10; **Senses** Low-light vision; Perception +19
AC 20, touch 17, flat-footed 20 (+6 Dex, +3 leather armor, +1 dodge)**hp** 174 (17d8+68)**Fort** +7, **Ref** +16, **Will** +5**Defensive Abilities** evasion, improved uncanny dodge, defensive roll (1x/day); **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** Shortsword +18 (1d6+1, 19-20/x2)**Full Atk** Shortsword +18/+13/+8 (1d6+1, 19-20/x2)**Ranged** Shortbow +18 (1d6, 20/x3)**Full Atk** Shortbow +18/+13/+8 (1d6, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (9d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike**Spell-Like Abilities** *acid splash* 3x/day; *magic missile* 2x/day; (as 9th level caster),**Spells** Nil**Str** 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +12/+7/+2; **CMB** +18; **CMD** 30**Feats** Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy, Critical Focus**Skills** Acrobatics +23, Appraise +19, Diplomacy +17, Disable Device +29, Escape Artist +27, Intimidate +2, Perception +19, Sense Motive +19, Sleight of Hand +24, Stealth +27, Use Magic Device +19**Languages** Common, Elf**SQ** trap sense +5, rogue talent (combat trick)**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;**Special Abilities** Trapfinding**⚔ Male Human fighter 17 (2)**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)**hp** 189 (17d10+51)**Fort** +13, **Ref** +7, **Will** +6 (+10 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** longsword +28 (1d8+11, 17-20/x2-) or shortspear +27 (1d6+9, 19-20/x2) or unarmed strike +25 (1d3+7, 20/x2)**Full Atk** longsword +28/+23/+18/+13 (1d8+11, 17-20/x2) or shortspear +27+22/+17/+12 (1d6+8, 19-20/x2)**Ranged** longbow +22 (1d6+2)**Full Atk** longbow +22/+17/+12/+7 (1d6+2)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 22, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +17/+12/+7/+2; **CMB** +23; **CMD** +33**Feats** Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical; critical mastery; staggering critical**Skills** Climb +21; Handle animal +15, Ride +17**Languages** common,**SQ** nil**Gear** half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),**Special Abilities** bravery +4; armor training 4; weapon training (spears) ; weapon training (bows) ; weapon training (natural) ; weapon training (flail)

♀ female Human druid of briana 17

NE Medium humanoid

Init +6; Senses Perception +4 (untrained)

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

hp 134 (17d8+51)

Fort +12, **Ref** +7, **Will** +16

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

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

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

5th level – *animal growth, cure critical wounds, insect plague, stonewall, stonewall;*

6th level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone;*

7th level – *creeping doom, fire storm, sunbeam;*

8th level – *finger of death, sunburst;*

9th level – *storm of vengeance*

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's

lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♀ Cheetah

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2

AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

hp 104 (14d8+28+14)

Fort +11, **Ref** +16 **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

Ranged nil

Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 32

Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

Skills Acrobatics +12, perception +2, stealth +12

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

Once the PCs have defeated these foes, please head to the next wave of villains

Encounter 3/3A

Before you have a chance to catch your breath from the battle that just wrapped up, arrows and sling bullets just miss you, and reveal your new targets.

Please have the PCs roll initiative, and then let the battle begin

ATL 1**♀ Female Human sorcerer 2 (elemental bloodline)**

N Medium humanoid

Init +2; **Senses** Low light vision; Perception +0 (untrained)**AC** 16, touch 12, flat-footed 14 (+2 dex, +4 *mage armor*)**hp** 18 (2d6+6)**Fort** +2, **Ref** +2, **Will** +3**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee/Full Atk** dagger +0 (1d4-1, 19-20/x2)**Ranged/Full Atk** light crossbow +3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** elemental ray
damage 1d6+1(7/day)**Spell-Like Abilities** Nil.**Spells Per Day** 4 (DC 14+spell level)**0 level** – *acid splash, bleed, prestidigitation, resistance, touch of fatigue;***1st level** - *mage armor, magic missile***Str** 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18**Base Atk** +1; **CMB** +0; **CMD** +12**Feats** Skill focus (spellcraft), eschew materials, combat casting**Skills** Knowledge (arcana) +6, Knowledge (planes) +6, spellcraft +1**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental air-change other types of damage to electricity)**♀ Female Human druid of briana 1 (2)**

NE Medium humanoid (Human)

Init +2; **Senses** low light vision; Perception +4 (untrained)**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 hide armor)**hp** 22 (2d8+6)**Fort** +4, **Ref** +2, **Will** +5**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee/Full Atk** scimitar +1 (1d6, 18-20/x2)**Ranged/Full Atk** sling +3 (1d4, 20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil.**Spells per Day** 3/2 (DC 13+spell level)**0 level** – *guidance, resistance, stabilize, virtue;***1st level** - *cure light wounds, magic fang,***Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14**Base Atk** +1; **CMB** +1; **CMD** +13**Feats** Combat Casting,**Skills** Handle Animal +5, Heal +7, Knowledge (nature) +4, Spellcraft +4**Languages** common, orc, druidic**SQ** wild empathy, woodland stride,**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)**Special Abilities** nil**♀ Cheetah**

N Small Animal

Init +5; **Senses** lowlight vision; Perception +2**AC** 17, touch 16, flat-footed 10 (+1 natural armor, +1 dodge, +5 Dex)**hp** 15 (3d8+3)**Fort** +4, **Ref** +8, **Will** +2**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft**Melee** bite +3 (1d4+1, 20/x2 and trip) or claw +3 (1d2+1, 20/x2)**Full Atk** bite +3 (1d4+1, 20/x2 and trip) or 2 claws +3 (1d2+1, 20/x2)**Ranged** nil**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** trip**Spell-Like Abilities** none**Spells Known** none**Str** 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +7; **CMD** 18**Feats** Agile maneuvers, dodge**Skills** Acrobatics +6, perception +2, stealth +6**Languages** nil**SQ** low-light vision, scent**Gear** nil**Special Abilities** link, share spells

ATL 3**⚡ Human sorcerer 3 (elemental bloodline)**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +9
AC 17, touch 16, flat-footed 14 (+2 Dex, +4 *mage armor*)**hp** 25 (3d6+9)**Fort** +3, **Ref** +3, **Will** +4**Defense Abilities** resist electricity 5; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +1 (1d4, 19-20/x2) or claw +1 (1d4, 20/x2)**Full Atk** dagger +1 (1d4, 19-20/x2) or 2 claws +1 (1d4, 20/x2)**Ranged/Full Atk** light crossbow +3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil.**Spells (DC 14 (15 vs evocation (+) +spell level)****0 level** – *acid splash, bleed, prestidigitation, resistance, touch of fatigue;***1st level (5/day)** – *mage armor, magic missile, shocking grasp***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 18**Base Atk** +1; **CMB** +1; **CMD** +13**Feats** Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+,**Skills** Knowledge (arcana) +7, perception +9, spellcraft +10**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spell (*mage armor*),**⚡ female Human druid of briana 3 (2)**

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)**hp** 29 (3d8+6+3)**Fort** +5, **Ref** +3, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** scimitar +2 (1d6, 18-20/x2)**Ranged** sling +4 (1d4, 20/x2)**Full Atk** scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4, 20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil.**Spells** (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue;* 1st level – *cure light wounds, magic fang, shillelagh;* 2nd level – *flame blade, flaming sphere***Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14**Base Atk** +2; **CMB** +2; **CMD** +14**Feats** combat casting, skill focus (spellcraft), toughness**Skills** Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9**Languages** common**SQ** nil**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)**Special Abilities** trackless step, wild empathy, woodland stride

🐾 Cheetah

N Small Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 20, touch 17, flat-footed 13 (+3 natural armor, +1 dodge, +6 Dex)

hp 16 (3d8+3)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

Ranged nil

Full Atk bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +8; **CMD** 19

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities evasion, link, share spells

ATL 5

🐾 Human sorcerer 5 (elemental bloodline)

N Medium humanoid

Init +2; **Senses** Low light vision; Perception +11

AC 17, touch 12 (+2 Dex), flat-footed 15 (+2 Dex, +4 *mage armor*)

hp 39 (5d6+15)

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

Defense Abilities resist electricity 5; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee dagger +2 (1d4, 19-20/x2) or claw +2 (1d4, 20/x2)

Ranged light crossbow +4 (1d8, 19-20/x2)

Full Atk dagger +2 (1d4, 19-20/x2) or 2 claws +2 (1d4, 20/x2) or light crossbow +4 (1d8, 19-20/x2)

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

Special Attacks nil

Spell-Like Abilities Nil.

Spells per Day 6/5 (**DC 14 (15 vs. evocation (+))** + **spell level**)

0 level – *acid splash*, *bleed*, *daze*, *prestidigitation*, *resistance*, *touch of fatigue*;

1st level – *burning hands*+, *magic missile*+, *shocking grasp*+, *true strike*;

2nd level – *flaming sphere*+, *scorching ray*+

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19

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

Feats Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)

Skills Knowledge (arcana) +9, perception +11, spellcraft +12

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor*, *resist energy*),

♀ **female Human druid of briana 5 (2)**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 44 (5d8+15)
Fort +6, **Ref** +3, **Will** +8
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee scimitar +3 (1d6, 18-20/x2)
Ranged sling +5 (1d4, 20/x2)
Full Atk scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 14+spell level) **0 level** – *guidance, resistance, stabilize, virtue*; **1st level** – *cure light wounds, magic fang, magic stone, shillelagh*; **2nd level** – *flame blade, flaming sphere, owl's wisdom*; **3rd level** – *protection from energy, sleet storm*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 19, **Cha** 14
Base Atk +3; **CMB** +3; **CMD** +15
Feats brew potion, combat casting, skill focus (spellcraft), toughness
Skills Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +5; **Senses** lowlight vision; Perception +2
AC 19 (+3 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3 natural armor)
hp 32 (5d8+10)
Fort +6, **Ref** +9 **Will** +2
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft
Melee bite +6 (1d6+3 plus trip) or claw +6 (1d3+3)
Ranged nil

Full Atk bite +6 (1d6+3 plus trip) or 2 claws +6 (1d3+3)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +7

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities evasion, link, share spells

ATL 7**⚔ Human sorcerer 7 (elemental bloodline)**

NE Medium humanoid

Init +6; Senses Low light vision; Perception +13
AC 16, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)**hp** 53 (5d6+15)**Fort** +4, **Ref** +4, **Will** +6**Defense Abilities** resist electricity 5; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +3 (1d4, 19-20/x2) or claw +3 (1d6, 20/x2)**Ranged** light crossbow +5 (1d8, 19-20/x2)**Full Atk** dagger +3 (1d4, 19-20/x2) or 2 claws +3 (1d6, 20/x2) or light crossbow +5 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** Nil.**Spells** 7/7/5 (DC 14 (16 vs. evocation (+)) +spell level)**0 level** – *acid splash, bleed, daze, flare, prestidigitation, resistance, touch of fatigue;***1st level** - *burning hands+*, *magic missile+*, *shocking grasp+*, *summon monster I*, *true strike;***2nd level** - *flaming sphere+*, *mirror image, scorching ray+*;**3rd level** - *fireball+*; *lightning bolt+***Str** 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19**Base Atk** +3; **CMB** +3; **CMD** +15**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting**Skills** Knowledge (arcana) +11, perception +13, spellcraft +14**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly*)**⚔ female Human druid of briana 7 (2)**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)**hp** 59 (7d8+21)**Fort** +7, **Ref** +4, **Will** +9**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee** scimitar +5 (1d6, 18-20/x2)**Ranged** sling +7 (1d4, 20/x2)**Full Atk** scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil.**Spells** (DC 14+spell level) **0 level** – *guidance, resistance, stabilize, virtue;* **1st level** - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;* **2nd level** - *barkskin, flame blade, flaming sphere, owl's wisdom;* **3rd level** - *call lightning, protection from energy, sleet storm;* **4th level** - *cure serious wounds, flame strike***Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 19, **Cha** 14**Base Atk** +5; **CMB** +5; **CMD** +17**Feats** brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness**Skills** Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12**Languages** common**SQ** nil**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

🐾 Cheetah

N Medium Animal

Init +5; **Senses** lowlight vision; Perception +2
AC 21 (+5 natural armor, +1 dodge, +5 Dex),
touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5
natural armor)

hp 39 (6d8+12)

Fort +7, **Ref** +10 **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +8 (1d6+4 plus trip) or claw +8
(1d3+4)

Ranged nil

Full Atk bite +8 (1d6+4 plus trip) or 2 claws +8
(1d3+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +8

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, share
spells

ATL 9

🐾 Human sorcerer 9 (elemental bloodline)

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +15
AC 16 touch 12, flat-footed 14 (+2 Dex, +4 *mage
armor*)

hp 67 (9d6+27)

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

Defense Abilities resist electricity
10; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee dagger +4 (1d4, 19-20/x2) or claw +4 (1d6,
20/x2)

Ranged light crossbow +6 (1d8, 19-20/x2)

Full Atk dagger +4 (1d4, 19-20/x2) or 2 claws +4
(1d6, 20/x2) or light crossbow +6 (1d8, 19-20/x2)

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

Special Attacks breath weapon (60' line of
electricity (dmg 9d6 - reflex DC19)) 1/day

Spell-Like Abilities Nil.

Spells Per Day 7/7/7/5 (**DC 15(17 vs. evocation
(+)) + spell level**)

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

1st level – *burning hands+, magic missile+,
shocking grasp+, summon monster I, true strike;*

2nd level – *eagle's splendor, flaming sphere+,
mirror image, scorching ray+;*

3rd level – *flame arrow, fireball+; lightning bolt+;*

4th level – *enervation, wall of fire+*

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

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

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

Skills Knowledge (arcana) +13, perception +15,
spellcraft +16

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10
crossbow bolts

Special Abilities bloodline arcana (elemental - air
- change other types of energy damage to be
electricity); bloodline spells (*mage armor, resist
energy, fly, fear*)

🐾 **female Human druid of briana 9 (2)**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 74 (9d8+27)

Fort +8, **Ref** +5, **Will** +11

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

Spd 30 ft.

Melee scimitar +6 (1d6, 18-20/x2)

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

Ranged sling +8 (1d4, 20/x2)

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike*; 5th level – *animal growth, cure critical wounds*

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

Base Atk +6/+1; **CMB** +6; **CMD** +18

Feats antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

🐾 **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)

hp 52 (8d8+16)

Fort +8, **Ref** +12 **Will** +3

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

Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack

Skills Acrobatics +9, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 11**⚡ Human sorcerer 11 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +15
AC 16, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)**hp** 92 (11d6+44)**Fort** +5, **Ref** +5, **Will** +8**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +5 (1d4, 19-20/x2) or claw +5 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +5 (1d4, 19-20/x2) or 2 claws +5 (1d6+1d6 electricity, 20/x2)**Ranged/Full Atk** light crossbow +7 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (damage 11d6 - reflex DC20)) 1/day**Spell-Like Abilities** Nil.**Spells Per Day** 7/7/7/7/5 (**DC 15 (17 vs. evocation (+)) + spell level**)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level** - *burning hands+*, *magic missile+*, *shocking grasp+*, *summon monster I*, *true strike;***2nd level** - *cat's grace, eagle's splendor, flaming sphere+*, *mirror image, scorching ray+*;**3rd level** - *flame arrow, fireball+*; *lightning bolt+*, *rage;***4th level** - *enervation, wall of ice+*; *wall of fire+*;**5th level** - *cone of cold+*, *wall of force+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +5; **CMB** +5; **CMD** +17**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness**Skills** Knowledge (arcana) +13, perception +15, spellcraft +21**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air- change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance*)**♀ female Human druid of Briana 11 (3)**

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)**AC** 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)**hp** 89 (11d8+22+11)**Fort** +9, **Ref** +5, **Will** +12**Defense Abilities** nil; **DR** nil; **Immune** venom immunity; **SR** nil**Spd** 30 ft.**Melee** scimitar +8 (1d6, 18-20/x2)**Ranged** sling +10 (1d4, 20/x2)**Full Atk** scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Nil**Spell-Like Abilities** Nil.**Spells** (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue;* 1st level - *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;* 2nd level - *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;* 3rd level - *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;* 4th level - *cure serious wounds, flame strike, flame strike, freedom of movement;* 5th level - *animal growth, cure critical wounds, stonewall;* 6th level - *bears endurance – mass***Str** 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14**Base Atk** +8/+3; **CMB** +8; **CMD** +20**Feats** antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness**Skills** Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16**Languages** common**SQ** nil**Gear** hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)**Special Abilities** resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

\ Cheetah

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 24 (+7 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7 natural armor)

hp 58 (9d8+18)

Fort +8, **Ref** +12 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack

Skills Acrobatics +10, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 13**⚡ Human sorcerer 13 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +17**AC** 18, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)**hp** 108 (13d6+52)**Fort** +8, **Ref** +6, **Will** +11**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +6 (1d4, 19-20/x2) or claw +6

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

Full Atk dagger +6/+1 (1d4, 19-20/x2) or 2 claws

+6 (1d6+1d6 electricity, 20/x2)

Ranged light crossbow +8 (1d8, 19-20/x2)**Full Atk** light crossbow +8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 13d6 - reflex DC 21)) 1/day**Spell-Like Abilities** Nil.**Spells** 7/7/7/7/7/4/(DC 15 (17 vs. evocation (+)) + spell level)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level (7/day)** – *burning hands+, magic missile+, shocking grasp+, summon monster I, true strike;* **2nd level (7/day)** – *cat's grace, eagle's splendor, flaming sphere+, mirror image, scorching ray+;***3rd level (7/day)** – *flame arrow, fireball+; lightning bolt+, rage;***4th level (7/day)** – *enervation, ice storm+, wall of ice+; wall of fire+;***5th level (7/day)** – *cone of cold+, feebleshield, wall of force+;***6th level (4/day)** – *bull's strength – mass, chain lightning+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +6/+1; **CMB** +6; **CMD** +18**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation) +; combat casting, spell penetration, toughness, iron will**Skills** Knowledge (arcana) +15, perception +17, spellcraft +23**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

🐾 **female Human druid of briana 13 (2)**

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 104 (13d8+26+13)
Fort +10, **Ref** +6, **Will** +13
Defense Abilities nil; **DR** nil; **Immune** venom immunity; **SR** nil
Spd 30 ft.
Melee scimitar +9 (1d6, 18-20/x2)
Full Atk scimitar +9/+4 (1d6, 18-20/x2)
Ranged sling +11 (1d4, 20/x2)
Full Atk sling +11/+6 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5th level – *animal growth, cure critical wounds, stonewood, stonewood*; 6th level – *bears endurance – mass, wall of stone*; 7th level – *fire storm*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14
Base Atk +9/+4; **CMB** +9; **CMD** +21
Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness
Skills Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

🐾 **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2
AC 26 (+9 natural armor, +1 dodge, +6 Dex),

touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)

hp 82 (11d8+22+11)

Fort +9, **Ref** +13 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+5 plus trip) or claw +10 (1d4+5)

Ranged nil

Full Atk bite +10 (1d8+5 plus trip) and 2 claws +8 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +13; **CMD** 28

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

Skills Acrobatics +11, perception +2, stealth +11

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

ATL 15**Human sorcerer 15 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +19**AC** 16, touch 12, flat footed 14 (+2 Dex, +4 natural armor, +4 *mage armor*)**hp** 124 (15d6+45)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2)**Ranged** light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells Per Day** 7/7/7/7/7/6/4 (**DC 15 (17 vs. evocation (+)) + spell level**)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level** – *burning hands+, magic missile+, shocking grasp+, summon monster I, true strike***2nd level** – *cat's grace, eagle's splendor, flaming sphere+, mirror image, scorching ray+;***3rd level** – *flame arrow, fireball+; lightning bolt+, rage;***4th level** – *enervation, ice storm+, wall of ice+; wall of fire+;***5th level** – *cone of cold+, feebleshield, wall of force+;***6th level** – *bull's strength – mass, chain lightning+;***7th level** – *delayed blast fireball+, prismatic spray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell

penetration

Skills Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*)

♀ **female Human druid of briana 17 (2)**

NE Medium humanoid

Init +6; Senses Perception +4 (untrained)

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

hp 134 (17d8+51)

Fort +12, **Ref** +7, **Will** +16

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

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

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

5th level – *animal growth, cure critical wounds, insect plague, stonewall, stonewall;*

6th level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone;*

7th level – *creeping doom, fire storm, sunbeam;*

8th level – *finger of death, sunburst;*

9th level – *storm of vengeance*

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's

lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2

AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

hp 104 (14d8+28+14)

Fort +11, **Ref** +16 **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

Ranged nil

Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 32

Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

Skills Acrobatics +12, perception +2, stealth +12

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

ATL 17**⚡ Human sorcerer 15 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +19**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*),**hp** 124 (17d6+60)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7

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

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

+7 (1d6+1d6 electricity, 20/x2) or

Ranged light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells (DC 15 (17 vs. evocation (+)) + spell level)****0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level (7/day)** – *burning hands+*, *magic**missile+*, *shocking grasp+*, *summon monster I,**true strike;* **2nd level (7/day)** – *cat's grace, eagle's**splendor, flaming sphere+*, *mirror image,**scorching ray+*;**3rd level (7/day)** – *flame arrow, fireball+*;*lightning bolt+*, *rage;***4th level (7/day)** – *enervation, ice storm+*, *wall of**ice+*; *wall of fire+*;**5th level (7/day)** – *cone of cold+*, *feeblemind,**wall of force+*;**6th level (6/day)** – *bull's strength – mass, chain**lightning+*;**7th level (4/day)** – *delayed blast fireball+*,*prismatic spray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration**Skills** Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*)

♀ **Female Human druid of briana 15 (2)**

NE Medium humanoid

Init +6; Senses Perception +4 (untrained)

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

hp 116 (15d8+45)

Fort +12, **Ref** +7, **Will** +16

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

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

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

5th level – *animal growth, cure critical wounds, insect plague, stoneskin, stoneskin;*

6th level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone;*

7th level – *creeping doom, fire storm, sunbeam;*

8th level – *finger of death, sunburst;*

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2

AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

hp 104 (14d8+28+14)

Fort +11, **Ref** +16 **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

Ranged nil

Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 32

Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

Skills Acrobatics +12, perception +2, stealth +12

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

Encounter 4/4A

Before you have a chance to catch your breath from the battle that just wrapped up, arrows and sling bullets just miss you, and reveal your new targets.

Please have the PCs roll initiative, and then let the battle begin

ATL 1**♀ Female Human sorcerer 2 (elemental bloodline)**

N Medium humanoid

Init +2; **Senses** Low light vision; Perception +0 (untrained)**AC** 16, touch 12, flat-footed 14 (+2 dex, +4 *mage armor*)**hp** 18 (2d6+6)**Fort** +2, **Ref** +2, **Will** +3**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.**Melee/Full Atk** dagger +0 (1d4-1, 19-20/x2)**Ranged/Full Atk** light crossbow +3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** elemental ray
damage 1d6+1(7/day)**Spell-Like Abilities** Nil.**Spells Per Day** 4 (DC 14+spell level)**0 level** – *acid splash, bleed, prestidigitation, resistance, touch of fatigue;***1st level** - *mage armor, magic missile***Str** 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18**Base Atk** +1; **CMB** +0; **CMD** +12**Feats** Skill focus (spellcraft), eschew materials, combat casting**Skills** Knowledge (arcana) +6, Knowledge (planes) +6, spellcraft +1**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental air-change other types of damage to electricity)**♀ Male Human Rogue 1**

CE Medium Humanoid

Init +4; **Senses** Low-light vision; Perception +4**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)**hp** 22 (2d8+6)**Fort** +2, **Ref** +6, **Will** +0**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee/Full Atk** Rapier +4 (1d6-1, 18-20/x2)**Ranged/Full Atk** Shortbow +4 (1d6, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (1d6)**Spell-Like Abilities** Nil.**Spells Known** Nil**Str** 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +0; **CMB** +1; **CMD** 15**Feats** Rogue Weapon Proficiencies, Weapon Finesse**Skills** Acrobatics +8, Appraise +5, Diplomacy +4, Disable Device +7, Escape Artist +8, Intimidate +2, Perception +4, Sense Motive +4, Sleight of Hand +8, Stealth +8, Use Magic Device +4**Languages** Common, Elf**SQ** nil**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;**Special Abilities** Trapfinding**♀ Human fighter 1**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)**AC** 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail armor, +1 light steel shield)**hp** 26 (2d10+6)**Fort** +5, **Ref** +2, **Will** +1**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.**Melee/Full Atk** longsword +7 (1d8+4, 19-20/x2)**Melee** longsword +7 (1d8+4, 19-20/x2)**Ranged/Full Atk** longbow +7 (1d8, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1; **CMB** +5; **CMD** +17**Feats** Weapon focus (longsword) power attack, deadly aim Skill Focus (Climb)**Skills** Climb +6; Handle animal +2, Ride +4;**Languages** common,**SQ** nil**Gear** chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)**Special Abilities** nil

♀ **Female Human druid of briana 1**

NE Medium humanoid (Human)

Init +2; Senses low light vision; Perception +4 (untrained)

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

hp 22 (2d8+6)

Fort +4, **Ref** +2, **Will** +5

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells per Day 3/2 (DC 13+spell level)

0 level – *guidance, resistance, stabilize, virtue*;

1st level - *cure light wounds, magic fang*,

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

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

Feats Combat Casting,

Skills Handle Animal +5, Heal +7, Knowledge (nature) +4, Spellcraft +4

Languages common, orc, druidic

SQ wild empathy, woodland stride,

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities nil

♀ **Cheetah**

N Small Animal

Init +5; Senses lowlight vision; Perception +2

AC 17, touch 16, flat-footed 10 (+1 natural armor, +1 dodge, +5 Dex)

hp 15 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +3 (1d4+1, 20/x2 and trip) or claw +3 (1d2+1, 20/x2)

Full Atk bite +3 (1d4+1, 20/x2 and trip) or 2 claws +3 (1d2+1, 20/x2)

Ranged nil

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +7; **CMD** 18

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities link, share spells

♀ **Male Human Monk 1**

NE Medium Humanoid

Init +5; **Senses Low light vision** (60 feet);

Perception +4 (untrained)

AC 15, touch 15, flat-footed 14 (+1 Dex +4 Wis)

hp 20 (2d8+4)

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

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

Melee unarmed strike +1 (1d6+1, 20/x2) or kama +1 (1d6+1, 20/x2)

Full Atk unarmed strike +1 (1d6+1, 20/x2) or flurry of blows -1/-1 (1d6+1, 20/x2) or kama +1 (1d6+1, 20/x2)

Ranged/Full Atk sling +0 (1d4, 20/x2)

Special Attacks flurry of blows -1/-1, stunning fist ((1/day) (DC 15)), scorpion style (DC 14)

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

Base Atk +0; **CMB** +1; **CMD** 12

Feats Improved Initiative, Improved Unarmed Strike

Skills acrobatics +5, climb +5, escape artist +5, intimidate +2, perception +4 (untrained), stealth +5

Languages common, orc

SQ Fast Movement (+10'), Maneuver Training, , Still Mind, Unarmed Strike (1d6),

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

⚔ Male Human Ranger 1

NE Medium Humanoid (Human)

Init +2; **Senses** Perception +6

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

hp 26 (2d10+6)

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

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

Melee/Full Atk Longsword +4 (1d8+3, 20/x2)

Ranged/Full Atk Longbow +3 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Quick Draw,

Skills Climb +6, Handle Animal +4, Heal +6, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +7

Languages Common, orc

SQ Favored Enemy (Humanoids (Human) (+2 bonus)), Track +1, Wild Empathy +1

Gear longsword, longbow w 10 arrows, chain shirt

Special Abilities nil

ATL 3

⚔ Human sorcerer 3 (elemental bloodline)

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +9

AC 17, touch 16, flat-footed 14 (+2 Dex, +4 *mage armor*)

hp 25 (3d6+9)

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

Defense Abilities resist electricity 5; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

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

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

Ranged/Full Atk light crossbow +3 (1d8, 19-20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14 (15 vs evocation (+) +spell level) 0

level – *acid splash, bleed, prestidigitation, resistance, touch of fatigue*; **1st level (5/day)** – *mage armor, magic missile, shocking grasp*

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 18

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

Feats Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+,

Skills Knowledge (arcana) +7, perception +9, spellcraft +10

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spell (*mage armor*), can grow claws as a free action and use them for 7 rounds

⚔ Male Human Rogue 3

CE Medium Humanoid

Init +8; **Senses** Low-light vision; Perception +5
AC 17, touch 14, flat-footed 13 (+4 Dex, +3 leather armor)
hp 31 (3d8+9)
Fort +3, **Ref** +7, **Will** +1(+3)
Defensive Abilities evasion; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee/Full Atk Shortsword +6 (1d6+1, 19-20/x2)
Ranged/Full Atk Shortbow +6 (1d6/, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attack sneak attack (2d6), rogue talent (minor magic)
Spell-Like Abilities *acid splash* 3x/day (as 3rd level caster)
Spells Nil
Str 13, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** 17
Feats Weapon Finesse, Improved Initiative
Skills Acrobatics +10, Appraise +6, Diplomacy +5, Disable Device +9, Escape Artist +10, Intimidate +2, Perception +5, Sense Motive +6, Sleight of Hand +10, Stealth +10, Use Magic Device +6
Languages Common, Elf
SQ trap sense +1
Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;
Special Abilities Trapfinding

⚔ Male Human fighter 3

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)
AC 20, touch 12, flat-footed 18 (+2 Dex, +7 chainmail armor, +1 light steel shield)
hp 36 (3d10+9)
Fort +5, **Ref** +3, **Will** +2 (3)
Defensive Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee/Full Atk longsword +9 (1d8+5, 19-20/x2)
Ranged/Full Atk longbow +5 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells **Known** none

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** +7; **CMD** +19

Feats Weapon focus (longsword) power attack, deadly aim, cleave
Skills Climb +1; Handle Animal +4, Ride +7;
Languages common, Elf,
SQ nil
Gear chainmail armor, longsword, longbow, light steel shield, holy symbol of Mordana (a skull in a black circle)
Special Abilities bravery +1; armor training 1

⚔ female Human druid of briana 3

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 29 (3d8+6+3)
Fort +5, **Ref** +3, **Will** +7
Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.
Melee scimitar +2 (1d6, 18-20/x2)
Ranged sling +4 (1d4, 20/x2)
Full Atk scimitar +2 (1d6, 18-20/x2) or sling +4 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 14+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level - *cure light wounds, magic fang, shillelagh*; 2nd level - *flame blade, flaming sphere*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 14
Base Atk +2; **CMB** +2; **CMD** +14
Feats combat casting, skill focus (spellcraft), toughness
Skills Handle animal +8, heal +10, knowledge (nature) +6, knowledge (religion) +2, spellcraft +5, survival +9
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities trackless step, wild empathy, woodland stride

🐾 Cheetah

N Small Animal

Init +6; **Senses** lowlight vision; Perception +2
AC 20, touch 17, flat-footed 13 (+3 natural armor, +1 dodge, +6 Dex)

hp 16 (3d8+3)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +3 (1d4+1 plus trip) or claw +3 (1d2+1)

Ranged nil

Full Atk bite +3 (1d4+1 plus trip) or 2 claws +3 (1d2+1)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 13, **Dex** 22, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +8; **CMD** 19

Feats Agile maneuvers, dodge

Skills Acrobatics +6, perception +2, stealth +6

Languages nil

SQ low-light vision, scent

Gear nil

Special Abilities evasion, link, share spells

🐾 Male Human Monk 3

LE Medium Humanoid (Orc)

Init +5; **Senses** Low light vision (60 feet); Perception +8

AC 16, touch 16, flat-footed 14 (+1 Dex, +1 dodge, +4 Wis)

hp 28 (3d8+6)

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

Defensive Abilities Evasion; **Immune** nil; **SR** nil
Spd 40 ft.

Melee Unarmed Strike +3 (1d6+1, 20/x2) or Kama +3 (1d6+1, 20/x2)

Full Atk Unarmed Strike +3 (1d6+1, 20/x2) or Kama +3 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +1/+1 (1d6+1, 20/x2) or Kama Flurry of Blows +1/+1 (1d6+1, 20/x2)

Ranged/Full Atk Sling +3 (1d8, 20/x2)

Special Attacks Flurry of Blows, Stunning Fist (3/day (DC 16) stun)

Str 12, **Dex** 13, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 15), Stunning Fist (3/day) (DC 16)

Skills Acrobatics +6, Climb +5, Escape Artist +5, Intimidate +7, Perception +8, Sense Motive +9, Stealth +5, Swim +6

Languages Common, Orc

SQ Fast Movement (+10'), Maneuver Training, , Still Mind, Unarmed Strike (1d6),

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

🐾 Male Human Ranger 3

NE Medium Humanoid (Human)

Init +2; **Senses** Perception +7

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 chain shirt)

hp 36 (3d10+9)

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

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

Melee Longsword +6 (1d8+3/19-20/x2)

Full Atk Longsword +4 (1d8+3/19-20/x2) and short sword +4 (1d6+1/19-20/x2)

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

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

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

Feats Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting,

Skills Climb +8, Handle Animal +6, Heal +7, Perception +7, Ride +7, Stealth +7, Survival +8, Swim +8

Languages Common, orc

SQ Favored Enemy (Humanoids (Human) (+2 bonus)), Track +1, Wild Empathy +1, Favored Terrain (Urban)

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

ATL 5**⚡ Human sorcerer 5 (elemental bloodline)**

N Medium humanoid

Init +2; **Senses** Low light vision; Perception +11
AC 17, touch 12 (+2 Dex), flat-footed 15 (+2 Dex, +4 *mage armor*)**hp** 39 (5d6+15)**Fort** +3, **Ref** +3, **Will** +5**Defense Abilities** resist electricity 5; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +2 (1d4, 19-20/x2) or claw +2 (1d4, 20/x2)**Ranged** light crossbow +4 (1d8, 19-20/x2)**Full Atk** dagger +2 (1d4, 19-20/x2) or 2 claws +2 (1d4, 20/x2) or light crossbow +4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** Nil.**Spells per Day** 6/5 (**DC 14 (15 vs. evocation (+))** + spell level)**0 level** – *acid splash, bleed, daze, prestidigitation, resistance, touch of fatigue;***1st level** – *burning hands+, magic missile+, shocking grasp+, true strike;***2nd level** – *flaming sphere+, scorching ray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19**Base Atk** +2; **CMB** +2; **CMD** +14**Feats** Skill focus (spellcraft), eschew materials, combat casting, spell focus (evocation)+, energy substitution (fire – electricity)**Skills** Knowledge (arcana) +9, perception +11, spellcraft +12**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy*), can grow claws as a free action and use them for 7 rounds, claws considered magic weapons to overcome DR**⚡ Male Human Rogue 5**

CE Medium Humanoid

Init +8; **Senses** Low-light vision; Perception +7**AC** 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)**hp** 49 (5d8+15)**Fort** +3, **Ref** +8, **Will** +1(+3)**Defensive Abilities** evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee/Full Atk** Shortsword +7 (1d6+1, 19-20/x2)**Ranged/Full Atk** Shortbow +7 (1d6/, 20/x3)**Space** 5 ft.; **Reach** 5 ft.**Special Attack** sneak attack (3d6), rogue talent (minor magic, bleeding attack)**Spell-Like Abilities** *acid splash* 3x/day (as 5th level caster)**Spells** Nil**Str** 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10**Base Atk** +3; **CMB** +4; **CMD** 19**Feats** Weapon Finesse, Improved Initiative, Dodge**Skills** Acrobatics +11, Appraise +8, Diplomacy +7, Disable Device +12, Escape Artist +11,

Intimidate +2, Perception +7, Sense Motive +8,

Sleight of Hand +12, Stealth +12, Use Magic Device +8

Languages Common, Elf**SQ** trap sense +1**Gear** leather armor Arrows, Flight (20), Shortbow, Shortsword;**Special Abilities** Trapfinding

⚔ **Human fighter 5**

NE Medium humanoid

Init +2; **Senses** **Low light vision**; Perception +1 (untrained)

AC 18, touch 12, flat-footed 16 (+2 Dex, +5 chainmail armor, +1 light steel shield)

hp 59 (5d10+15)

Fort +7, **Ref** +2, **Will** +2 (3)

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

Melee/Full Atk longsword +11 (1d8+7, 19-20/x2) or shortspear +10 (1d6+5)

Ranged/Full Atk longbow +7 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** +9; **CMD** +21

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword)

Skills Climb +9; Handle animal +5, Ride +7

Languages common,

SQ nil

Gear chainmail armor, longsword, longbow, light steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

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

⚔ **female Human druid of briana 5**

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

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

hp 44 (5d8+15)

Fort +6 , **Ref** +3, **Will** +8

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

Melee scimitar +3 (1d6, 18-20/x2)

Ranged sling +5 (1d4, 20/x2)

Full Atk scimitar +3 (1d6, 18-20/x2) or sling +5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) **0 level** – *guidance*, *resistance*, *stabilize*, *virtue*; **1st level** - *cure light*

wounds, *magic fang*, *magic stone*, *shillelagh*; **2nd level** - *flame blade*, *flaming sphere*, *owl's wisdom*; **3rd level** - *protection from energy*, *sleet storm*

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

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

Feats brew potion, combat casting, skill focus (spellcraft), toughness

Skills Handle animal +9, heal +12, knowledge (nature) +8, knowledge (religion) +4, spellcraft +7, survival +10

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

🐾 Cheetah

N Medium Animal

Init +5; **Senses** lowlight vision; Perception +2
AC 19 (+3 natural armor, +1 dodge, +5 Dex),
touch 16 (+1 dodge, +5 Dex), flat-footed 13 (+3
natural armor)

hp 32 (5d8+10)

Fort +6, **Ref** +9 **Will** +2

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

Spd 50 ft

Melee bite +6 (1d6+3 plus trip) or claw +6
(1d3+3)

Ranged nil

Full Atk bite +6 (1d6+3 plus trip) or 2 claws +6
(1d3+3)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +7

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities evasion, link, share spells

🐾 Male Human Monk 5

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);
Perception +10

AC 18, touch 18, flat-footed 15 (+2 Dex, +1
dodge, +4 Wis)

hp 44 (5d8+10)

Fort +5, **Ref** +6, **Will** +8 (+10)

Defensive Abilities Evasion; **Immune** disease; **SR**
nil

Spd 40 ft.

Melee Unarmed Strike +4 (1d8+1, 20/x2) or Kama
+4 (1d6+1, 20/x2)

Full Atk Unarmed Strike +4 (1d8+1, 20/x2) or
Kama +4 (1d6+1, 20/x2) or Unarmed Strike Flurry
of Blows +3/+3 (1d8+1, 20/x2) or Kama Flurry of
Blows +3/+3 (1d6+1, 20/x2)

Ranged/Full Atk Sling +4 (1d4+1, 20/x2)

Special Attacks Flurry of Blows, Stunning Fist
(5/day (DC 16) stun, fatigue)

Str 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 22

Feats Blind-Fight, Dodge, Improved Initiative,
Improved Unarmed Strike, Mobility, Monk
Weapon Proficiencies, Scorpion Style (DC 16),
Stunning Fist (5/day) (DC 17)

Skills Acrobatics +9, Climb +7, Escape Artist +8,
Intimidate +7, Perception +10, Sense Motive +10,
Stealth +9, Swim +7

Languages Common, Orc

SQ Fast Movement (+10'), High Jump (+5), Ki
Defense Ki Pool (6), Maneuver Training, Purity
of Body, Slow Fall 20', Still Mind, Stunning Fist
(Stun, Fatigue), Unarmed Strike (1d8)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

🐾 Male Human Ranger 5

NE Medium Humanoid (Human)

Init +2; **Senses** Perception +9

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 chain
shirt, +1 dodge)

hp 56 (5d10+15)

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

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

Melee Longsword +8 (1d8+3/19-20/x2)

Full Atk Longsword +6 (1d8+3/19-20/x2) and
short sword +6 (1d6+1/19-20/x2)

Ranged/Full Atk Longbow +7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2 (DC 12+ spell level)

Spells Known 1st level *entangle*, *magic fang*

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 21

Feats Dodge, Quick Draw, Endurance, Point
Blank Shot, Quick Draw, Two-weapon Fighting,
Skills Climb +9, Handle Animal +7, Heal +9,
Perception +8, Ride +8, Stealth +9, Survival +10,
Swim +10

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2)),
Favored Terrain (Urban +2), Animal Companion
Link, Share Spells with Companion, Track +2,
Wild Empathy +5,

Gear longsword, longbow w 10 arrows, chain
shirt, short sword

Special Abilities nil

Male Cheetah

N Small Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 19, touch 17, flat-footed 14 (+5 Dex, +1 size, +3 natural)

hp 15 (3d8+3)

Fort +4, **Ref** +8, **Will** +2

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil; **Spd** 50 ft.

Melee Bite +4 (1d4+1, 20/x2)

Full Atk Bite +4 (1d4+1, 20/x2) and Claw +4 (x2) (1d2+1, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +2; **CMD** 17 (21 vs. Trip)

Feats Improved Natural Armor x2

Skills Acrobatics +9, Climb +5, Fly +7, Stealth +13
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities +4 Stealth in Tall Grass (Ex) You gain a bonus to Stealth Checks under the listed conditions.

ATL 7

⚡ **Human sorcerer 7 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +13

AC 16, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)

hp 53 (5d6+15)

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

Defense Abilities resist electricity 5; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee dagger +3 (1d4, 19-20/x2) or claw +3 (1d6, 20/x2)

Ranged light crossbow +5 (1d8, 19-20/x2)

Full Atk dagger +3 (1d4, 19-20/x2) or 2 claws +3 (1d6, 20/x2) or light crossbow +5 (1d8, 19-20/x2)

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

Special Attacks nil

Spell-Like Abilities Nil.

Spells 7/7/5 (DC 14 (16 vs. *evocation* (+)) +**spell level**)

0 level – *acid splash*, *bleed*, *daze*, *flare*, *prestidigitation*, *resistance*, *touch of fatigue*;

1st level - *burning hands*+, *magic missile*+, *shocking grasp*+, *summon monster I*, *true strike*;

2nd level - *flaming sphere*+, *mirror image*, *scorching ray*+;

3rd level - *fireball*+; *lightning bolt*+

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 19

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

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

Skills Knowledge (arcana) +11, perception +13, spellcraft +14

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline *arcana* (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor*, *resist energy*, *fly*), can grow claws as a free action and use them for 7 rounds, claws considered magic weapons to overcome DR

⚔ Male Human fighter 7

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 20, touch 12, flat footed 18

hp 81 (7d10+21)

Fort +8, **Ref** +4, **Will** +3 (5)

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

Melee longsword +13 (1d8+7, 19-20/x2) or shortspear +12 (1d6+5)

Full Atk longsword +13/+8 (1d8+7, 19-20/x2) or shortspear +12/+7 (1d6+5)

Ranged longbow +9 (1d6)

Full Atk longbow +9/+4 (1d6)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 19, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +7/+2; **CMB** +11; **CMD** +23

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot

Skills Climb +11; Handle animal +7, Ride +9

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

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

⚔ Male Human Rogue 7

CE Medium Humanoid

Init +8; **Senses** Low-light vision; Perception +8

AC 18, touch 15, flat-footed 13 (+4 Dex, +3 leather armor, +1 dodge)

hp 67 (7d8+21)

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

Defensive Abilities evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee/Full Atk Shortsword +9 (1d6+1, 19-20/x2)

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

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

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

Spell-Like Abilities *acid splash* 3x/day (as 5th level caster)

Spells Nil

Str 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 21

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack

Skills Acrobatics +13, Appraise +10, Diplomacy +10, Disable Device +15, Escape Artist +13, Intimidate +2, Perception +8, Sense Motive +9, Sleight of Hand +14, Stealth +14, Use Magic Device +9

Languages Common, Elf

SQ trap sense +2

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♀ **female Human druid of briana 7**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 59 (7d8+21)

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

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

Melee scimitar +5 (1d6, 18-20/x2)

Ranged sling +7 (1d4, 20/x2)

Full Atk scimitar +5 (1d6, 18-20/x2) or sling +7 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 14+spell level) **0 level** – *guidance, resistance, stabilize, virtue*; **1st level** – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; **2nd level** – *barkskin, flame blade, flaming sphere, owl's wisdom*; **3rd level** – *call lightning, protection from energy, sleet storm*; **4th level** – *cure serious wounds, flame strike*

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

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

Feats brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +11, heal +14, knowledge (nature) +9, knowledge (religion) +6, spellcraft +8, survival +12

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (2/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +5; Senses lowlight vision; Perception +2

AC 21 (+5 natural armor, +1 dodge, +5 Dex), touch 16 (+1 dodge, +5 Dex), flat-footed 15 (+5 natural armor)

hp 39 (6d8+12)

Fort +7, **Ref** +10 **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +8 (1d6+4 plus trip) or claw +8 (1d3+4)

Ranged nil

Full Atk bite +8 (1d6+4 plus trip) or 2 claws +8 (1d3+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Agile maneuvers, dodge, mobility

Skills Acrobatics +7, perception +2, stealth +8

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, share spells

⚔ Male Human Monk 7

LE Medium Humanoid (Orc)

Init +6; **Senses** **Low light vision** (60 feet); Perception +10

AC 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +4 Wis)

hp 60 (7d8+14)

Fort +6, **Ref** +7, **Will** +9 (+11)

Defensive Abilities Evasion; **Immune** disease; **SR** nil

Spd 50 ft.

Melee Unarmed Strike +6 (1d8+1, 20/x2) or Kama +5 (1d6+1, 20/x2)

Full Atk Unarmed Strike +6 (1d8+1, 20/x2) or Kama +5 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +5/+5/+0 (1d8+1, 20/x2) or Kama Flurry of Blows +5/+5/+0 (1d6+1, 20/x2)

Ranged/Full Atk Sling +5 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (7/day (DC 16) stun, fatigue)

Str 12, **Dex** 14, **Con** 13, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 24

Feats Blind-Fight, Dodge, Gorgon's Fist, (DC 17) Improved Initiative, Improved Unarmed Strike, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 17), Stunning Fist (7/day) (DC 18)

Skills Acrobatics +9, Climb +8, Escape Artist +9, Intimidate +9, Perception +10, Sense Motive +11, Stealth +9, Swim +8

Languages Common, Orc

SQ Fast Movement (+20'), High Jump (+7), Ki Defense Ki Pool (7), Maneuver Training, Purity of Body, Slow Fall 30', Still Mind, Stunning Fist (Stun, Fatigue), Unarmed Strike (1d8), Wholeness of Body (7hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

⚔ Male Human Ranger 7

NE Medium Humanoid (Human)

Init +2; **Senses** Perception +10

AC 17, touch 13, flat-footed 10 (+2 Dex, +4 chain shirt, +1 dodge)

hp 76 (7d10+21)

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

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

Spd 30 ft.

Melee Longsword +10 (1d8+3, 19-20/x2)

Full Atk Longsword +8/+3 (1d8+3, 19-20/x2) and short sword +8/+3 (1d6+1, 19-20/x2)

Ranged Longbow +9/+4 (1d8, 20/x3)

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

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2/1 (DC 12+ spell level)

Spells Known 1st level *entangle*, *magic fang*, 2nd level - *barkskin*

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +7/+2; **CMB** +10; **CMD** 23

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting

Skills Acrobatics +5, Climb +10, Handle Animal +8, Heal +10, Intimidate +6, Perception +9, Ride +9, Stealth +9, Survival +11, Swim +10

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2)), Favored Terrain (Urban +2), Animal Companion Link, Share Spells with Companion, Track +3, Wild Empathy +7, Woodland Stride

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural)

hp 24 (4d8+8)

Fort +6, **Ref** +9, **Will** +2

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +6 (1d6+3, 20/x2)

Full Atk Bite +6 (1d6+3 /20/x2) and Claw +6 (x2) 1d3+3 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 17, **Dex** 20, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +6; **CMD** 21 (25 vs. Trip)

Feats Improved Natural Armor x2

Skills Acrobatics +9, Climb +7, Stealth +10

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities nil

hp 67 (9d6+27)

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

Defense Abilities resist electricity 10; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee dagger +4 (1d4, 19-20/x2) or claw +4 (1d6, 20/x2)

Ranged light crossbow +6 (1d8, 19-20/x2)

Full Atk dagger +4 (1d4, 19-20/x2) or 2 claws +4 (1d6, 20/x2) or light crossbow +6 (1d8, 19-20/x2)

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

Special Attacks breath weapon (60' line of electricity (dmg 9d6 - reflex DC19)) 1/day

Spell-Like Abilities Nil.

Spells Per Day 7/7/7/5 (**DC** 15(17 vs. evocation (+)) + spell level)

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

1st level – *burning hands*+, *magic missile*+, *shocking grasp*+, *summon monster I*, *true strike*;

2nd level – *eagle's splendor*, *flaming sphere*+, *mirror image*, *scorching ray*+

3rd level – *flame arrow*, *fireball*+, *lightning bolt*+

4th level – *enervation*, *wall of fire*+

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21

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

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

Skills Knowledge (arcana) +13, perception +15, spellcraft +16

Languages common, elven

SQ nil

Gear dagger, light crossbow, quiver with 10 crossbow bolts

Special Abilities bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor*, *resist energy*, *fly*, *fear*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

ATL 9

⚔ **Human sorcerer 9 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +15

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

⚔ **Male Human fighter 9**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 21, touch 12, flat-footed 19 (+2 Dex, +7 splint mail armor, +2 heavy steel shield)

hp 103 (9d10+27)

Fort +9, **Ref** +5, **Will** +4 (6)

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

Melee longsword +17 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)

Full Atk longsword +17/+12 (1d8+8, 17-20/x2) or shortspear +15/+10 (1d6+6, 19-20/x2)

Ranged longbow +12 (1d6+1)

Full Atk longbow +12/+7 (1d6+1)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +9/+4; **CMB** +14; **CMD** +26

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear)

Skills Climb +13; Handle animal +9, Ride +11

Languages common,

SQ nil

Gear splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)

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

⚔ **Male Human Rogue 9**

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +10

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 94 (9d8+36)

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

Defensive Abilities evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +11 (1d6+1, 19-20/x2)

Full Atk Shortsword +11/+6 (1d6+1, 19-20/x2)

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

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

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

Special Attack sneak attack (5d6), rogue talent (minor magic, bleeding attack, major magic)

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

Spells Nil

Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

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

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness

Skills Acrobatics +15, Appraise +11, Diplomacy +12, Disable Device +19, Escape Artist +15, Intimidate +2, Perception +10, Sense Motive +12, Sleight of Hand +17, Stealth +17, Use Magic Device +11

Languages Common, Elf

SQ trap sense +3

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♀ **female Human druid of briana 9**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)

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

hp 74 (9d8+27)

Fort +8, **Ref** +5, **Will** +11

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

Spd 30 ft.

Melee scimitar +6 (1d6, 18-20/x2)

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

Ranged sling +8 (1d4, 20/x2)

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike*; 5th level – *animal growth, cure critical wounds*

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

Base Atk +6/+1; **CMB** +6; **CMD** +18

Feats antipsionic magic, brew potion, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +13, heal +16, knowledge (nature) +10, knowledge (religion) +7, spellcraft +10, survival +14

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (3/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 22 (+5 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 15 (+5 natural armor)

hp 52 (8d8+16)

Fort +8, **Ref** +12 **Will** +3

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

Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack

Skills Acrobatics +9, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

♣ **Male Human Monk 9**

LE Medium Humanoid (Orc)

Init +6; **Senses** **Low light vision** (60 feet);

Perception +12

AC 19, touch 19, flat-footed 16 (+2 Dex, +1 dodge, +4 Wis, +2 class)

hp 85 (9d8+18)

Fort +8 **Ref** +8, **Will** +10 (+12)

Defensive Abilities Evasion, Improved Evasion;

Immune disease; **SR** nil

Spd 60 ft.

Melee Unarmed Strike +7 (1d8+1, 20/x2) or Kama +7 (1d6+1, 20/x2)

Full Atk Unarmed Strike +7/+2 (1d8+1, 20/x2) or

Kama +7/+2 (1d6+1, 20/x2) or Unarmed Strike

Flurry of Blows +7/+7/+2/+2 (1d8+1, 20/x2) or

Kama Flurry of Blows +7/+7/+2/+2 (1d6+1, 20/x2)

Ranged Sling +6 (1d8/19-20/x2)

Ranged/Full Atk Sling +6/+1 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (9/day (DC 19) stun, fatigue, sicken)

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

Base Atk +6; **CMB** +10; **CMD** 26

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 18), Improved Initiative, Improved

Unarmed Strike, Mobility, Monk Weapon

Proficiencies, Scorpion Style (DC 18), Spring

Attack, Stunning Fist (9/day) (DC 19)

Skills Acrobatics +13, Climb +10, Escape Artist

+11, Fly +4, Intimidate +9, Perception +12, Sense

Motive +11, Stealth +11, Swim +8

Languages Common, Orc

SQ Fast Movement (+30'), High Jump (+9), Ki

Defense Ki Pool (8 magic), Maneuver Training, ,

Purity of Body, Slow Fall 40', Still Mind, Stunning

Fist (Stun, Fatigue, Sicken), Unarmed Strike (1d8),

Wholeness of Body (8hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities nil

♣ **Male Human Ranger 9**

NE Medium Humanoid (Human)

Init +7; **b Perception** +11

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 96 (9d10+27)

Fort +8, **Ref** +9, **Will** +5

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

Spd 30 ft.

Melee Longsword +12 (1d8+3, 19-20/x2)

Full Atk Longsword +10/+5 (1d8+3, 19-20/x2) and short sword +10/+5 (1d6+1, 19-20/x2)

Ranged Longbow +12 (1d8, 20/x3)

Full Atk Longbow +12/+7 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 2/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang*, 2nd level – *barkskin, bears endurance*

Str 16, **Dex** 14, **b** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +12; **CMD** 26

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative

Skills Acrobatics +7, Climb +12, Handle Animal +10, Heal +11, Intimidate +8, Perception +10, Ride +10, Stealth +11, Survival +12, Swim +11

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2)), Favored Terrain ((Urban +4), (Plains +2)), Animal Companion Link, Share Spells with Companion, Track +4, Wild Empathy +9, Woodland Stride, Swift Tracker

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 36 (6d8+12)

Fort +7, **Ref** +10, **Will** +3

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +8 (1d6+4, 20/x2)

Full Atk Bite +8 (1d6+4, 20/x2) and Claws +8 (x2) (1d4+4, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 18, **Dex** 21, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 23 (27 vs. Trip)

Feats Improved Natural Armor x2, Improved Natural Attack: (Claw)

Skills Acrobatics +10, Climb +9, Stealth +10
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent

Special Abilities nil

ATL 11**⚡ Human sorcerer 11 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +15
AC 16, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)**hp** 92 (11d6+44)**Fort** +5, **Ref** +5, **Will** +8**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +5 (1d4, 19-20/x2) or claw +5 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +5 (1d4, 19-20/x2) or 2 claws +5 (1d6+1d6 electricity, 20/x2)**Ranged/Full Atk** light crossbow +7 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (damage 11d6 - reflex DC20)) 1/day**Spell-Like Abilities** Nil.**Spells Per Day** 7/7/7/7/5 (**DC 15 (17 vs. evocation (+)) + spell level**)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level** - *burning hands+, magic missile+, shocking grasp+, summon monster I, true strike;***2nd level** - *cat's grace, eagle's splendor, flaming sphere+, mirror image, scorching ray+;***3rd level** - *flame arrow, fireball+; lightning bolt+, rage;***4th level** - *enervation, wall of ice+; wall of fire+;***5th level** - *cone of cold+, wall of force+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +5; **CMB** +5; **CMD** +17**Feats** Skill focus (spellcraft), eschew materials, improved initiative, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness**Skills** Knowledge (arcana) +13, perception +15, spellcraft +21**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air- change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR**⚡ Male Human fighter 11**

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)**AC** 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)**hp** 125 (11d10+33)**Fort** +10, **Ref** +5, **Will** +4 (7)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** longsword +19 (1d8+8, 17-20/x2-) or shortspear +15 (1d6+6, 19-20/x2)**Full Atk** longsword +19/+14/+9 (1d8+8, 17-20/x2) or shortspear +17/+12/+7 (1d6+6, 19-20/x2)**Full Atk** longbow +14/+9/+4 (1d6+1)**Space** 5 ft.; **Reach** 5 ft .**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** none**Str** 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9**Base Atk** +11/+6/+1; **CMB** +16; **CMD** +28**Feats** Weapon focus (longsword) power attack, deadly aim, Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus**Skills** Climb +17; Handle animal +13, Ride +15**Languages** common,**SQ** nil**Gear** splint mail armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle)**Special Abilities** bravery +3; armor training 3; weapon training (spears); weapon training (bows)

⚔ Male Human Rogue 11

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +13

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 114 (11d8+44)

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

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +13 (1d6+1, 19-20/x2)

Full Atk Shortsword +13/+8 (1d6+1, 19-20/x2)

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

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

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

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

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

Spells Nil

Str 13, **Dex** 20, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +8/+3; **CMB** +13; **CMD** 25

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers

Skills Acrobatics +18, Appraise +14, Diplomacy +12, Disable Device +21, Escape Artist +18, Intimidate +2, Perception +13, Sense Motive +13, Sleight of Hand +18, Stealth +18, Use Magic Device +13

Languages Common, Elf

SQ trap sense +3

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ female Human druid of briana 11

NE Medium humanoid

Init +2; **Senses** Perception +4 (untrained)

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

hp 89 (11d8+22+11)

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

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

Spd 30 ft.

Melee scimitar +8 (1d6, 18-20/x2)

Ranged sling +10 (1d4, 20/x2)

Full Atk scimitar +8/+3 (1d6, 18-20/x2) or sling +10/+5 (1d4, 20/x2)

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

Special Attacks Nil

Spell-Like Abilities Nil.

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

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), toughness

Skills Handle animal +15, heal +18, knowledge (nature) +10, knowledge (religion) +9, spellcraft +15, survival +16

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities resist nature's lure, trackless step, wild empathy, wild shape (4/day), woodland stride

🐾 Cheetah

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2

AC 24 (+7 natural armor, +1 dodge, +6 Dex), touch 17 (+1 dodge, +6 Dex), flat-footed 17 (+7 natural armor)

hp 58 (9d8+18)

Fort +8, **Ref** +12 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+4 plus trip) or claw +10 (1d4+4)

Ranged nil

Full Atk bite +10 (1d8+4 plus trip) and 2 claws +8 (1d4+4)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 19, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +12; **CMD** 26

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack

Skills Acrobatics +10, perception +2, stealth +10

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

🐾 Male Human Monk 11

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);

Perception +13

AC 19, touch 19, flat-footed 16 (+2 Dex, +1 dodge, +4 Wis, +2 class)

hp 103 (11d8+33)

Fort +9 **Ref** +9, **Will** +11 (+13)

Defensive Abilities Evasion, Improved Evasion;

Immune disease, poison; **SR** nil

Spd 60 ft.

Melee Unarmed Strike +9 (1d10+1, 19-20/x2) or Kama +9 (1d6+1, 20/x2)

Full Atk Unarmed Strike +9/+4 (1d10+1, 19-20/x2) or Kama +9/+4 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows +9/+9/+4/+4/+1 (1d10+1, 20/x2) or Kama Flurry of Blows +9/+9/+4/+4/+1 (1d6+1, 20/x2)

Ranged Sling +8 (1d8/19-20/x2)

Full Atk Sling +8/+3 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (11/day (DC 20) stun, fatigue, sicken)

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

Base Atk +8; **CMB** +12; **CMD** 28

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 19), Improved Critical (Unarmed Strike), Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 19), Spring Attack, Stunning Fist (11/day) (DC 20)

Skills Acrobatics +13, Climb +10, Escape Artist +11, Fly +4, Intimidate +9, Perception +12, Sense Motive +11, Stealth +11, Swim +8

Languages Common, Orc

SQ Fast Movement (+30'), High Jump (+11), Ki Defense Ki Pool (9 lawful, magic), Maneuver Training, , Purity of Body, Slow Fall 50', Still Mind, Stunning Fist (Stun, Fatigue, Sicken), Unarmed Strike (1d10), Wholeness of Body (10hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

♣ **Male Human Ranger 11**

NE Medium Humanoid (Human)

Init +7; **Senses** Perception +11

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 116 (11d10+33)

Fort +9, **Ref** +10, **Will** +5

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

Spd 30 ft.

Melee Longsword +14 (1d8+3, 19-20/x2)

Full Atk Longsword +12/+7/+2 (1d8+3, 19-20/x2) and short sword +12/+7/+2 (1d6+1, 19-20/x2)

Ranged Longbow +14 (1d8, 20/x3)

Full Atk Longbow +14/+9/+4 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 3/2/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang*, 2nd level – *barkskin, bears endurance*, 3rd level *greater magic fang*

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

Base Atk +11/+6/+1; **CMB** +14; **CMD** 28

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword)

Skills Acrobatics +9, Climb +12, Handle Animal +10, Heal +11, Intimidate +9, Perception +12, Ride +11, Stealth +13, Survival +14, Swim +15

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2) (Dwarf +2)), Favored Terrain ((Urban +4), (Plains +2)), Animal Companion Link, Share Spells with Companion, Track +5, Wild Empathy +11, Woodland Stride, Swift Tracker, Quarry,

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +5; **Senses** Low-Light Vision, Scent; Perception +1

AC 21, touch 15, flat-footed 16 (+5 Dex, +6 natural)

hp 49 (7d8+21)

Fort +8, **Ref** +10, **Will** +3

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +9 (1d6+4, 20/x2)

Full Atk Bite +9 (1d6+4, 20/x2) and Claws +9 (x2) (1d4+4, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 18, **Dex** 21, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 24 (28 vs. Trip)

Feats Improved Natural Armor x2, Improved Natural Attack: (Claw), Improved Natural Attack (Bite)

Skills Acrobatics +10, Climb +9, Stealth +11
Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

ATL 13**⚡ Human sorcerer 13 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +17**AC** 18, touch 12, flat footed 14 (+2 Dex, +4 *mage armor*)**hp** 108 (13d6+52)**Fort** +8, **Ref** +6, **Will** +11**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft.**Melee** dagger +6 (1d4, 19-20/x2) or claw +6

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

Full Atk dagger +6/+1 (1d4, 19-20/x2) or 2 claws

+6 (1d6+1d6 electricity, 20/x2)

Ranged light crossbow +8 (1d8, 19-20/x2)**Full Atk** light crossbow +8/+3 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 13d6 - reflex DC 21)) 1/day**Spell-Like Abilities** Nil.**Spells** 7/7/7/7/7/4/(DC 15 (17 vs. evocation (+)) + spell level)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level (7/day)** – *burning hands+, magic missile+, shocking grasp+, summon monster I, true strike;* **2nd level (7/day)** – *cat's grace, eagle's splendor, flaming sphere+, mirror image, scorching ray+;***3rd level (7/day)** – *flame arrow, fireball+; lightning bolt+, rage;***4th level (7/day)** – *enervation, ice storm+, wall of ice+; wall of fire+;***5th level (7/day)** – *cone of cold+, feebleshield, wall of force+;***6th level (4/day)** – *bull's strength – mass, chain lightning+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +6/+1; **CMB** +6; **CMD** +18**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation) +; combat casting, spell penetration, toughness, iron will**Skills** Knowledge (arcana) +15, perception +17, spellcraft +23**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR

⚔ **Male Human fighter 13** (2)

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 147 (13d10+39)

Fort +11, **Ref** +6, **Will** +5 (8)

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

Melee longsword +22 (1d8+10, 17-20/x2-) or shortspear +21 (1d6+8, 19-20/x2) or unarmed strike +19 (1d3+6, 20/x2)

Full Atk longsword +22/+17/+12 (1d8+10, 17-20/x2) or shortspear +21/+16/+11 (1d6+8, 19-20/x2)

Ranged longbow +17 (1d6+2)

Full Atk longbow +17/+12 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +13/+8/+3; **CMB** +18; **CMD** +30

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack)

Skills Climb +15; Handle animal +11, Ride +13

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

Special Abilities bravery +3; armor training 3; weapon training (spears) ; weapon training (bows) ; weapon training (natural)

⚔ **Male Human Rogue 13**

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +15

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 134 (13d8+52)

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

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +14 (1d6+1, 19-20/x2)

Full Atk Shortsword +14/+9 (1d6+1, 19-20/x2)

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

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

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

Special Attack sneak attack (7d6), rogue talent (minor magic, bleeding attack, major magic), crippling strike

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

Spells Nil

Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +9/+4; **CMB** +14; **CMD** 26

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot

Skills Acrobatics +20, Appraise +16, Diplomacy +12, Disable Device +24, Escape Artist +20, Intimidate +2, Perception +15, Sense Motive +15, Sleight of Hand +20, Stealth +20, Use Magic Device +15

Languages Common, Elf

SQ trap sense +4, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♀ **female Human druid of briana 13**

NE Medium humanoid

Init +2; Senses Perception +4 (untrained)
AC 16 (+2 Dex, +4 hide armor), touch 12 (+2 Dex), flat-footed 14 (+4 hide armor)
hp 104 (13d8+26+13)
Fort +10, **Ref** +6, **Will** +13
Defense Abilities nil; **DR** nil; **Immune** venom immunity; **SR** nil
Spd 30 ft.
Melee scimitar +9 (1d6, 18-20/x2)
Full Atk scimitar +9/+4 (1d6, 18-20/x2)
Ranged sling +11 (1d4, 20/x2)
Full Atk sling +11/+6 (1d4, 20/x2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Nil
Spell-Like Abilities Nil.
Spells (DC 15+spell level) 0 level – *guidance, resistance, stabilize, virtue*; 1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh*; 2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom*; 3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm*; 4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm*; 5th level – *animal growth, cure critical wounds, stonewood, stonewood*; 6th level – *bears endurance – mass, wall of stone*; 7th level – *fire storm*
Str 10, **Dex** 14, **Con** 14, **Int** 10, **Wis** 21, **Cha** 14
Base Atk +9/+4; **CMB** +9; **CMD** +21
Feats antipsionic magic, brew potion, closed mind, combat casting, scribe scroll, skill focus (spellcraft), spell penetration, toughness
Skills Handle animal +17 heal +20, knowledge (nature) +10, knowledge (religion) +11, spellcraft +17, survival +18
Languages common
SQ nil
Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)
Special Abilities a thousand faces, resist nature's lure, trackless step, wild empathy, wild shape (5/day), woodland stride

♀ **Cheetah**

N Medium Animal

Init +6; **Senses** lowlight vision; Perception +2
AC 26 (+9 natural armor, +1 dodge, +6 Dex),

touch 17 (+1 dodge, +6 Dex), flat-footed 19 (+9 natural armor)

hp 82 (11d8+22+11)

Fort +9, **Ref** +13 **Will** +4

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

Spd 50 ft

Melee bite +10 (1d8+5 plus trip) or claw +10 (1d4+5)

Ranged nil

Full Atk bite +10 (1d8+5 plus trip) and 2 claws +8 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 20, **Dex** 23, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +13; **CMD** 28

Feats Agile maneuvers, dodge, mobility, improved natural attack, spring attack, toughness

Skills Acrobatics +11, perception +2, stealth +11

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, link, multi-attack, share spells

♣ Male Human Monk 13

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet); Perception +14

AC 20, touch 20 flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +3 class)

hp 121 (13d8+39)

Fort +10 **Ref** +10, **Will** +12 (+14)

Defensive Abilities Evasion, Improved Evasion;

Immune disease, poison; **SR** 23

Spd 70 ft.

Melee Unarmed Strike +10 (2d6+1, 19-20/x2) or Kama +10 (1d6+1, 20/x2)

Full Atk Unarmed Strike +10/+5 (2d6+1, 19-20/x2) or Kama +10/+5 (1d6+1, 20/x2) or Unarmed Strike Flurry of Blows

+11/+11/+6/+6/+1 (2d6+1, 20/x2) or Kama Flurry of Blows +11/+11/+6/+6/+1 (1d6+1, 20/x2)

Ranged Sling +9 (1d8/19-20/x2)

Full Atk Sling +9/+4 (1d8/19-20/x2)

Special Attacks Flurry of Blows, Stunning Fist (11/day (DC 20) stun, fatigue, sicken, stagger)

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

Base Atk +9/+4; **CMB** +14; **CMD** 30

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 20), Improved Critical (Unarmed Strike), Improved Critical (Kama), Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 20), Spring Attack, Stunning Fist (13/day) (DC 21)

Skills Acrobatics +20, Climb +11, Escape Artist +12, Fly +4, Intimidate +11, Perception +14, Sense Motive +14, Stealth +14, Swim +8

Languages Common, Orc

SQ Abundant Step, Fast Movement (+40'), High Jump (+13), Ki Defense Ki Pool (10 lawful, magic), Maneuver Training, , Purity of Body, Slow Fall 60', Still Mind, Stunning Fist (Stun, Fatigue, Sicken, Stagger), Unarmed Strike (2d6), Wholeness of Body (13hp/use)

Gear monk robes, kama, sling with 10 stones

Special Abilities: nil

♣ Male Human Ranger 13

NE Medium Humanoid (Human)

Init +7; **Senses** Perception +13

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 136 (13d10+26)

Fort +10, **Ref** +11, **Will** +6

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

Spd 30 ft.

Melee Longsword +16 (1d8+3, 17-20/x2)

Full Atk Longsword +14/+9/+4 (1d8+3, 17-20/x2) and short sword +14/+9/+4 (1d6+1, 17-20/x2)

Ranged Longbow +16 (1d8, 20/x3)

Full Atk Longbow +16/+11/+6 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 4/3/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang, summon nature's ally I*, 2nd level – *barkskin, bears endurance, cat's grace*, 3rd level *greater magic fang*

Str 16, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +13/+8/+3; **CMB** +16; **CMD** 30

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword)

Skills Acrobatics +10, Climb +13, Handle Animal +12, Heal +13, Intimidate +10, Perception +13, Ride +12, Stealth +14, Survival +15, Swim +16

Languages Common, orc

SQ Favored Enemy ((Human +4), (Elf +2) (Dwarf +2)), Favored Terrain ((Urban +4), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +6, Wild Empathy +13, Woodland Stride, Swift Tracker, Quarry, Camouflage

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1

AC 25, touch 16, flat-footed 19 (+6 Dex, +10 natural)

hp 63 (9d8+27)

Fort +9, **Ref** +12, **Will** +4

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +13 (1d6+4, 20/x2)

Full Atk Bite +11 (1d8+5, 20/x2) and Claws +11 (x2) (1d4+5, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 20, **Dex** 22, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 27 (31 vs. Trip)

Feats Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)

Skills Acrobatics +12, Climb +10, Stealth +13

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

ATL 15**Human sorcerer 15 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +19**AC** 16, touch 12, flat footed 14 (+2 Dex, +4 natural armor, +4 *mage armor*)**hp** 124 (15d6+45)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** resist electricity10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2)**Ranged** light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells Per Day** 7/7/7/7/7/6/4 (**DC 15 (17 vs. evocation (+)) + spell level**)**0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level** – *burning hands+, magic missile+, shocking grasp+, summon monster I, true strike***2nd level** – *cat's grace, eagle's splendor, flaming sphere+, mirror image, scorching ray+;***3rd level** – *flame arrow, fireball+; lightning bolt+, rage;***4th level** – *enervation, ice storm+, wall of ice+; wall of fire+;***5th level** – *cone of cold+, feblemind, wall of force+;***6th level** – *bull's strength – mass, chain lightning+;***7th level** – *delayed blast fireball+, prismatic spray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration**Skills** Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

♣ Male Human fighter 15

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield),

hp 168 (15d10+45)

Fort +12, **Ref** +7, **Will** +6 (10)

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

Melee longsword +24 (1d8+10, 17-20/x2-) or shortspear +23 (1d6+8, 19-20/x2) or unarmed strike +21 (1d3+6, 20/x2)

Full Atk longsword +24/+19/+14 (1d8+10, 17-20/x2) or shortspear +23/+18/+13 (1d6+8, 19-20/x2) **Ranged** longbow +19 (1d6+2)

Full Atk longbow +19/+14/+9 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 21, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +15/+10/+5; **CMB** +20; **CMD** +32

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical
Skills Climb +17; Handle animal +13, Ride +15

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

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

♣ Male Human Rogue 15

CE Medium Humanoid

Init +9; **Senses** Low-light vision; Perception +17

AC 19, touch 16, flat-footed 19 (+5 Dex, +3 leather armor, +1 dodge)

hp 154 (13d8+52)

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

Defensive Abilities evasion, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +16 (1d6+1, 19-20/x2)

Full Atk Shortsword +16/+11/+6 (1d6+1, 19-20/x2)

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

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

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

Special Attack sneak attack (8d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike

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

Spells Nil

Str 13, **Dex** 21, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +11/+6/+1; **CMB** +16; **CMD** 28

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy

Skills Acrobatics +22, Appraise +18, Diplomacy +14, Disable Device +26, Escape Artist +25, Intimidate +2, Perception +17, Sense Motive +17, Sleight of Hand +22, Stealth +26, Use Magic Device +17

Languages Common, Elf

SQ trap sense +5, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

⚔ Male Human Monk 15

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet);

Perception +15

AC 20, touch 20 flat-footed 17 (+2 Dex, +1 dodge, +4 Wis, +3 class)

hp 154 (15d8+45)

Fort +11, **Ref** +11, **Will** +13 (+15)

Defensive Abilities Evasion, Improved Evasion;

Immune disease, poison; **SR** 25

Spd 80 ft.

Melee Unarmed Strike +12 (2d6+1, 19-20/x2) or Kama +12 (1d6+1, 19-20/x2)

Full Atk Unarmed Strike +12/+7/+2 (2d6+1, 19-20/x2) or Kama +12/+7/+2 (1d6+1, 19-20/x2) or Unarmed Strike Flurry of Blows +13/+13/+8/+8/+3/+3 (2d6+1, 19-20/x2) or Kama Flurry of Blows +13/+13/+8/+8/+3/+3 (1d6+1, 19-20/x2)

Ranged Sling +11 (1d8/19-20/x2)

Full Atk Sling +11/+6/+1 (1d8/19-20/x2)

Special Attacks Flurry of Blows, , Quivering Palm (DC 21, 1/week), Stunning Fist (DC 25, 19/day Fatigue, Sickened, Staggered)

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

Base Atk +11/+6; **CMB** +16; **CMD** 32

Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist, (DC 21), Improved Critical (Unarmed Strike), Improved Critical (Kama), Improved Critical (sling) Improved Initiative, Improved Unarmed Strike, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 21), Spring Attack, Stunning Fist (15/day) (DC 22), Toughness
Skills Acrobatics +20, Climb +12, Escape Artist +14, Fly +4, Intimidate +11, Perception +15, Sense Motive +16, Stealth +15 Swim +9

Languages Common, Orc

SQ Abundant Step, Fast Movement (+50'), High Jump (+15), Ki Defense Ki Pool (11 lawful, magic), Maneuver Training, , Purity of Body, Slow Fall 60', Still Mind, Stunning Fist (Stun, Fatigue, Sicken, Stagger), Unarmed Strike (2d6), Wholeness of Body (15hp/use)

Special Abilities nil

⚔ Male Human Ranger 15

NE Medium Humanoid (Human)

Init +7; **Senses** Perception +14

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)

hp 171 (15d10+45)

Fort +11, **Ref** +12, **Will** +7

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

Spd 30 ft.

Melee Longsword +18 (1d8+3, 17-20/x2)

Full Atk Longsword +16/+11/+6 (1d8+3, 17-20/x2) and short sword +16/+11/+6 (1d6+1, 17-20/x2)

Ranged Longbow +18 (1d8, 20/x3)

Full Atk Longbow +18/+13/+8 (1d8, 20/x3)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Per Day 4/3/1 (DC 12+ spell level)

Spells Known 1st level *charm animal, entangle, magic fang, summon nature's ally I*, 2nd level – *barkskin, bears endurance, cat's grace*, 3rd level *greater magic fang x2*, 4th level *summon nature's ally IV*

Str 16, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +15/+10/+5; **CMB** +18; **CMD** 32

Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword), Precise Shot, Greater Two-weapon Fighting, Toughness

Skills Acrobatics +12, Climb +14, Handle Animal +13, Heal +14, Intimidate +11, Perception +14, Ride +13, Stealth +15, Survival +16, Swim +17

Languages Common, orc

SQ Favored Enemy ((Human +6), (Elf +4) (Dwarf +2)), Favored Terrain ((Urban +6), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +7, Wild Empathy +15, Woodland Stride, Swift Tracker, Quarry, Camouflage

Gear longsword, longbow w 10 arrows, chain shirt, short sword

Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1

AC 28, touch 17, flat-footed 22 (+6 Dex, +12 natural)

hp 70 (10d8+30)

Fort +10, **Ref** +13, **Will** +4 (+8 vs. enchantments)

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

Spd 50 ft., Sprint x10 (1/hour)

Melee Bite +13 (1d6+4, 20/x2)

Full Atk Bite +12/+7 (1d8+5, 20/x2) and Claws +12 (x2) (1d4+5, 20/x2)

Ranged nil

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

Special Attacks Trip

Spell-Like Abilities nil

Spells Known nil

Special Attacks Trip

Str 21, **Dex** 23, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7/+2; **CMB** +12; **CMD** 28 (32 vs. Trip)

Feats Improved Natural Armor x3, Improved Natural Attack: (Claw), Improved Natural Attack (Bite), Multiattack (Multiattack, Extra attack)

Skills Acrobatics +12, Climb +10, Stealth +14

Modifiers +4 Stealth in Tall Grass

Languages

SQ scent, devotion

Special Abilities nil

ATL 17**Human sorcerer 17 (elemental bloodline)**

NE Medium humanoid

Init +6; **Senses** Low light vision; Perception +19
AC 16, touch 12, flat-footed 14 (+2 Dex, +4 *mage armor*),**hp** 140 (15d6+60)**Fort** +9, **Ref** +7, **Will** +12**Defense Abilities** resist electricity 10; **DR** nil; **Immune** nil; **SR** nil**Spd** 30 ft., 60' fly (average)**Melee** dagger +7 (1d4, 19-20/x2) or claw +7 (1d6+1d6 electricity, 20/x2)**Full Atk** dagger +7/+2 (1d4, 19-20/x2) or 2 claws +7 (1d6+1d6 electricity, 20/x2) or**Ranged** light crossbow +9 (1d8, 19-20/x2)**Full Atk** light crossbow +9/+4 (1d8, 19-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (60' line of electricity (dmg 15d6 - reflex DC 22)) 1/day**Spell-Like Abilities** Nil.**Spells (DC 15 (17 vs. evocation (+)) + spell level)****0 level** – *acid splash, bleed, daze, flare, ghost sound, prestidigitation, ray of frost, resistance, touch of fatigue;***1st level (7/day)** – *burning hands+*, *magic missile+*, *shocking grasp+*, *summon monster I, true strike*; **2nd level (7/day)** – *cat's grace, eagle's splendor, flaming sphere+*, *mirror image, scorching ray+*;**3rd level (7/day)** – *flame arrow, fireball+*; *lightning bolt+*, *rage*;**4th level (7/day)** – *enervation, ice storm+*, *wall of ice+*; *wall of fire+*;**5th level (7/day)** – *cone of cold+*, *feeblemind, wall of force+*;**6th level (6/day)** – *bull's strength – mass, chain lightning+*;**7th level (4/day)** – *delayed blast fireball+*, *prismatic spray+***Str** 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 21**Base Atk** +7/+2; **CMB** +7; **CMD** +19**Feats** Skill focus (spellcraft), eschew materials, improved initiative, great fortitude, spell focus (evocation)+, energy substitution (fire – electricity), greater spell focus (evocation)+; combat casting, spell penetration, toughness, iron will, greater spell penetration**Skills** Knowledge (arcana) +17, perception +19, spellcraft +25**Languages** common, elven**SQ** nil**Gear** dagger, light crossbow, quiver with 10 crossbow bolts**Special Abilities** bloodline arcana (elemental - air - change other types of energy damage to be electricity); bloodline spells (*mage armor, resist energy, fly, fear, spell resistance, form of the dragon I, form of the dragon II*), can grow claws as a free action and use them for 8 rounds, claws considered magic weapons to overcome DR, can grow wings as a standard action and gain ability to fly (dismissing them is a free action)

⚔ Male Human fighter 17

NE Medium humanoid

Init +2; **Senses** Low light vision; Perception +1 (untrained)

AC 22, touch 12, flat-footed 20 (+2 Dex, +8 half plate armor, +2 heavy steel shield)

hp 189 (17d10+51)

Fort +13, **Ref** +7, **Will** +6 (10)

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

Melee longsword +28 (1d8+11, 17-20/x2-) or shortspear +27 (1d6+9, 19-20/x2) or unarmed strike +25 (1d3+7, 20/x2)

Full Atk longsword +28/+23/+18/+13 (1d8+11, 17-20/x2) or shortspear +27/+22/+17/+12 (1d6+8, 19-20/x2)

Ranged longbow +22 (1d6+2)

Full Atk longbow +22/+17/+12/+7 (1d6+2)

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

Special Attacks nil

Spell-Like Abilities nil

Spells Known none

Str 22, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 9

Base Atk +17/+12/+7/+2; **CMB** +23; **CMD** +33

Feats Weapon focus (longsword) power attack, deadly aim , Skill Focus (Climb); cleave; point blank shot; weapon specialization (longsword); great cleave; rapid shot; improved critical (longsword); improved critical (shortspear); mounted combat; critical focus ;vital strike (deals 2x normal damage on a single attack); improved vital strike (deals 3x normal damage on a single attack); bleeding critical; sickening critical; critical mastery; staggering critical

Skills Climb +21; Handle animal +15, Ride +17

Languages common,

SQ nil

Gear half plate armor, longsword, longbow, heavy steel shield; shortspear, holy symbol of Mordana (a skull in a black circle),

Special Abilities bravery +4; armor training 4; weapon training (spears) ; weapon training (bows) ; weapon training (natural) ; weapon training (flail)

⚔ Male Human Rogue 17

CE Medium Humanoid

Init +10; **Senses** Low-light vision; Perception +19
AC 20, touch 17, flat-footed 20 (+6 Dex, +3 leather armor, +1 dodge)

hp 174 (17d8+68)

Fort +7, **Ref** +16, **Will** +5(+7)

Defensive Abilities evasion, improved uncanny dodge, defensive roll (1x/day); **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee Shortsword +18 (1d6+1, 19-20/x2)

Full Atk Shortsword +18/+13/+8 (1d6+1, 19-20/x2)

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

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

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

Special Attack sneak attack (9d6), rogue talent (minor magic, bleeding attack, major magic, dispelling attack), crippling strike

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

Spells Nil

Str 13, **Dex** 22, **Con** 14, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +12/+7/+2; **CMB** +18; **CMD** 30

Feats Weapon Finesse, Improved Initiative, Dodge, Mobility, Spring Attack, Toughness, Agile Maneuvers, Point Blank Shot, Precise Shot, Stealthy, Critical Focus

Skills Acrobatics +23, Appraise +19, Diplomacy +17, Disable Device +29, Escape Artist +27, Intimidate +2, Perception +19, Sense Motive +19, Sleight of Hand +24, Stealth +27, Use Magic Device +19

Languages Common, Elf

SQ trap sense +5, rogue talent (combat trick)

Gear leather armor Arrows, Flight (20), Shortbow, Shortsword;

Special Abilities Trapfinding

♀ female Human druid of briana 17

NE Medium humanoid

Init +6; Senses Perception +4 (untrained)

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

hp 134 (17d8+51)

Fort +12, **Ref** +7, **Will** +16

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

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

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

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

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

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

Special Attacks Nil

Spell-Like Abilities Nil.

Spells (DC 15+spell level)

0 level – *guidance, resistance, stabilize, virtue;*

1st level – *cure light wounds, magic fang, magic stone, obscuring mist, shillelagh;*

2nd level – *barkskin, flame blade, flaming sphere, heat metal, owl's wisdom;*

3rd level – *call lightning, cure moderate wounds, poison, protection from energy, sleet storm;*

4th level – *cure serious wounds, flame strike, flame strike, freedom of movement, ice storm;*

5th level – *animal growth, cure critical wounds, insect plague, stoneskin, stoneskin;*

6th level – *bears endurance – mass, bull's strength – mass, cat's grace – mass, cure light wounds – mass, wall of stone;*

7th level – *creeping doom, fire storm, sunbeam;*

8th level – *finger of death, sunburst;*

9th level – *storm of vengeance*

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

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

Feats antipsionic magic, brew potion, closed mind, combat casting, greater spell penetration, improved initiative, scribe scroll, skill focus (spellcraft), spell penetration, toughness

Skills Handle animal +21, heal +24, knowledge (nature) +13, knowledge (religion) +12, spellcraft +21, survival +22

Languages common

SQ nil

Gear hide armor, scimitar, sling with 10 stones, holy symbol of Briana (deer's head with antlers)

Special Abilities a thousand faces, resist nature's

lure, timeless body, trackless step, wild empathy, wild shape (7/day), woodland stride

♀ Cheetah

N Medium Animal

Init +7; **Senses** lowlight vision; Perception +2

AC 30 (+12 natural armor, +1 dodge, +7 Dex), touch 18 (+1 dodge, +7 Dex), flat-footed 22 (+12 natural armor)

hp 104 (14d8+28+14)

Fort +11, **Ref** +16 **Will** +5

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 50 ft

Melee bite +15 (1d8+5 plus trip) or claw +15 (1d4+5)

Ranged nil

Full Atk bite +15 (1d8+5 plus trip) and 2 claws +13 (1d4+5)

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

Special Attacks trip

Spell-Like Abilities none

Spells Known none

Str 21, **Dex** 24, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 32

Feats Agile maneuvers, dodge, mobility, improved natural armor, improved natural attack, spring attack, toughness

Skills Acrobatics +12, perception +2, stealth +12

Languages nil

SQ low-light vision, scent, sprint

Gear nil

Special Abilities devotion, evasion, improved evasion, link, multi-attack, share spells

⚔ Male Human Monk 17

LE Medium Humanoid (Orc)

Init +6; **Senses** Low light vision (60 feet); Perception +18
AC 22, touch 22, flat-footed 19 (+2 Dex, +1 dodge, +9 class)
hp 157 (17d8+51)
Fort +12, **Ref** +12, **Will** +17 (+19)
Defensive Abilities Evasion, Improved Evasion;
Immune disease, poison; **SR** 27
Spd 80 ft.
Melee Unarmed Strike +13 (2d8+1, 19-20/x2) or Kama +13 (1d6+1, 19-20/x2)
Full Atk Unarmed Strike +18/+18/+3 (2d8+1, 19-20/x2) or Kama +13/+8/+3 (1d6+1, 19-20/x2) or Unarmed Strike Flurry of Blows +15/+15/+10/+10/+5/+5/+0 (2d8+1, 19-20/x2) or Kama Flurry of Blows +15/+15/+10/+10/+5/+5/+0 (1d6+1, 19-20/x2)
Special Attacks Flurry of Blows, Ki Strike (Adamantine, Lawful, Magic), Quivering Palm (DC 24, 1/week), Stunning Fist (DC 25, 19/day Fatigue, Sickened, Staggered, Blinded or Deafened)
Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 20, **Cha** 10
Base Atk +12; **CMB** +18; **CMD** 35
Feats Acrobatic, Blind-Fight, Dodge, Gorgon's Fist (DC 23), Improved Critical: Kama, Improved Critical: Unarmed Strike, Improved Initiative, Improved Unarmed Strike, Iron Will, Ki Throw, Medusa's Wrath, Mobility, Monk Weapon Proficiencies, Scorpion Style (DC 23), Snatch Arrows, Spring Attack, Stunning Fist (17/day) (DC 24)
Skills Acrobatics +19, Climb +14, Escape Artist +15, Fly +13, Intimidate +14, Perception +18, Sense Motive +17, Stealth +14, Swim +13
Languages Common, Orc
SQ Abundant Step, Empty Body, Fast Movement (+50'), High Jump (+17), Ki Defense, Ki Pool (13 points), Maneuver Training, Purity of Body, Slow Fall 80, Still Mind, Timeless Body, Tongue of the Sun and Moon, Unarmed Strike (2d8), Wholeness of Body (17 HP/use)
Gear monk robes, kama, sling with 10 stones
Special Abilities: nil

⚔ Male Human Ranger 17

NE Medium Humanoid (Human)

Init +7; **Senses** Perception +15
AC 18, touch 14, flat-footed 15 (+3 Dex, +4 chain shirt, +1 dodge)
hp 210 (17d10+68)
Fort +13, **Ref** +13, **Will** +7
Defense Abilities Evasion, Improved Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 30 ft.
Melee Longsword +20 (1d8+3, 17-20/x2)
Full Atk Longsword +18/+13/+8/+3 (1d8+3, 17-20/x2) and short sword +18/+13/+8 (1d6+1, 17-20/x2)
Ranged Longbow +20 (1d8, 20/x3)
Full Atk Longbow +20/+15/+10/+5 (1d8, 20/x3)
Space 5 ft.; **Reach** 5 ft.
Special Attacks nil
Spell-Like Abilities nil
Spells Per Day 4/3/2/1 (DC 12+ spell level)
Spells Known
1st level *charm animal* x2, *entangle*, *magic fang*, *summon nature's ally I*,
2nd level – *barkskin* x2, *bears endurance*, *cat's grace*,
3rd level *greater magic fang* x2,
4th level *summon nature's ally IV*
Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +17/+12/+7/+2; **CMB** +20; **CMD** 34
Feats Dodge, Quick Draw, Endurance, Point Blank Shot, Quick Draw, Two-weapon Fighting, Improved Two-weapon Fighting, Improved Initiative, Improved Critical (Longsword), Improved Critical (short sword), Precise Shot, Greater Two-weapon Fighting, Toughness, Two Weapon Defense, Mobility
Skills Acrobatics +13, Climb +15, Handle Animal +14, Heal +15, Intimidate +13, Perception +15, Ride +14, Stealth +17, Survival +17, Swim +18
Languages Common, orc
SQ Favored Enemy ((Human +6), (Elf +4) (Dwarf +2), (Gnome +2)), Favored Terrain ((Urban +6), (Plains +2), (Forest +2)), Animal Companion Link, Share Spells with Companion, Track +8, Wild Empathy +17, Woodland Stride, Swift Tracker, Quarry, Camouflage, hide in Plain Sight
Gear longsword, longbow w 10 arrows, chain shirt, short sword
Special Abilities nil

Male Cheetah

N Medium Animal

Init +6; **Senses** Low-Light Vision, Scent; Perception +1
AC 30, touch 18, flat-footed 22 (+7 Dex, +12 natural, +1 dodge)
hp 84 (12d8+36)
Fort +11, **Ref** +15, **Will** +5 (+9 vs. enchantments)
Defense Abilities Evasion; **DR** nil; **Immune** nil; **SR** nil;
Spd 50 ft., Sprint x10 (1/hour)
Melee Bite +15 (1d6+4, 20/x2)
Full Atk Bite +14/+9 (1d8+5, 20/x2) and Claws +14 (x2) (1d4+5, 20/x2)
Ranged nil
Space 5 ft.; **Reach** 5 ft.
Special Attacks Trip
Spell-Like Abilities nil

After the 3rd wave of villains the PCs can question the survivors.

☛ **Who sent you to kill us? / Why did you try to kill us?:**

“A Lieutenant from the Diamond Legion promised us a lot of money if we killed you. In fact, he wanted you dead so bad that he supplied us with the equipment that we were using from the Legion Armory.”

☛ **What is his name?:**

“He never gave us his name, although he did tell us that he is usually assigned to a Diamond Legion safehouse to make sure that the guests of the safehouse remain alive.”

(if the PCS stayed at the safehouse add)

He’s the one in charge of this safehouse. He had a plan that we would wait a few days until the cook was able to slip you the individual ingredients to make a poison to weaken you. We were originally planning on waiting a few days but sitting around doing nothing until the right opportunity presented itself isn’t something that we’re good at so we waited until you toured the house to attack you.”

☛ **Were all of the Legionnaires at the safehouse in on this?:**

“No just the Lt. the cook and the housekeeper. The other legionnaires were taken out by the cook, so it seemed a shame to waster a good opportunity”

☛ **What else do you know about the Lt. and the household staff?:**

“They rotate between the safehouses and know where several of them are located. The Lt. on the other hand is something of an enigma. From what we’ve heard about him, he only works at the safehouses and doesn’t go to any Legion branch to report in.” The Lt. did say that something in the past changed his attitude towards the Legion and that working within it he should be able to discredit it and dismantle it.

If the PCS were having problems with the combat, go to Conclusion A

- If this was the last hostage that the PCs needed to rescue, **GO TO the Conclusion (page 19).**
- If the PCs go to the Amthydoran Opera house **GO TO Encounter IV (page 16).**
- If the PCs go to the Golden Ticket **GO TO Encounter V (page 17).**
-

CONCLUSION A

As the battle starts getting away from you, Captain Piecepennis shows up with an army of legionnaires to lend support. With their help you find the strength to defeat that last foe.

“Thank goodness we found you, please return to Diamond Legion HQ so that we can properly debrief you” the captain says ordering her men to take charge of this situation before she disappears.

If the PCs return to Legion HQ please read the following

You arrive back at Legion HQ and are quickly ushered in to meet with Commander Vestra. While it definitely wasn't what I expected, the fact that you uncovered who was behind the bounty on your heads is something to be proud of. At the very least the knowledge that this traitor operated within the Legion is a cause for concern. I have a feeling that the Legion will be calling on you in the future as we start the process of cleaning house.

Now because you exposed the traitor's presence, and recovered the items that were stolen we've arranged a reward for you. You would be able to trade in a single weapon, shield, suit of armor, cloak of resistance, ring of protection, amulet of natural armor or stat boost item, through the Diamond Legion Armory Quartermaster, for an improved item of the same type within limits.

THUS ENDS "SETTLING THE SCORE"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
Module Experience	600	850	1200	1800	2900	4500	7000	10500	17000
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500
Maximum Possible XP	700	900	1300	1900	3000	4700	7200	11000	17500

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

TREASURE SUMMARY

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

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

Conclusion

➤ **500 gold**

➤ **Gratitude of the Diamond Legion**

In appreciation for your help in uncovering a traitor within the Diamond Legion, the Legion is offering you the following reward. You may trade one of the following: single weapon, shield, suit of armor, cloak of resistance, ring of protection, amulet of natural armor or stat boost item, through the Diamond Legion Armory Quartermaster, for an improved item

of the same type. The new items total enhancement may be no more than 2 greater than that of the original item, and must be legal within the confines of the LSJ Campaign.

In addition, any wondrous item not included on the list within this module, may only be obtained at a Mystical Marketplace or by contacting campaign staff

Item traded in

_____ Original
 Log sheet entry # _____
 Item obtained _____
 _____ Current
 Log sheet entry # _____

PC Level	Maximum	PC	Maximum
1-4	4,000	5-8	16,000
9-12	36,000	13+	No limit

CRITICAL EVENT SUMMARY: SETTLING THE SCORE

Convention: _____ Date: _____

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

1. How many waves of villains did the PCS defeat on their own (Circle all that apply)

1

2

3

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

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



ROSTER OF HEROES: SETTLING THE SCORE

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

OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open

Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

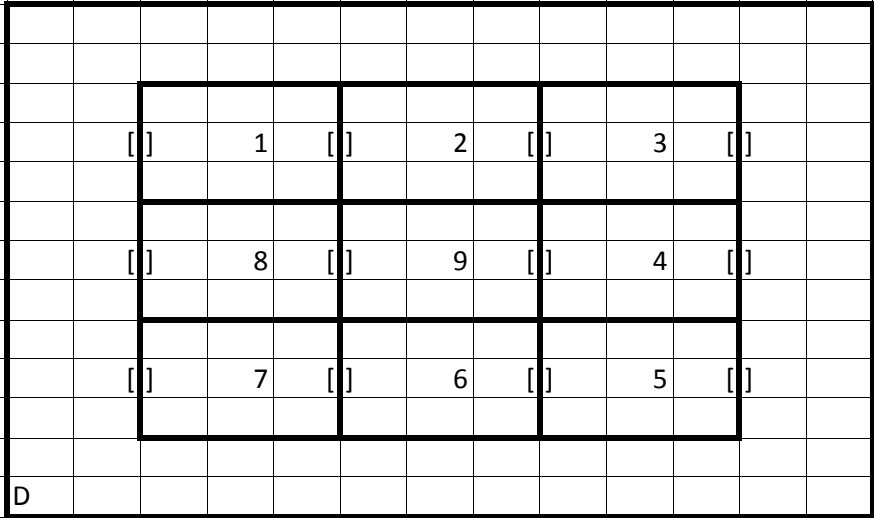
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Settling the score, Copyright 2011, The Shining Jewel, LLC, Author David Samuels.

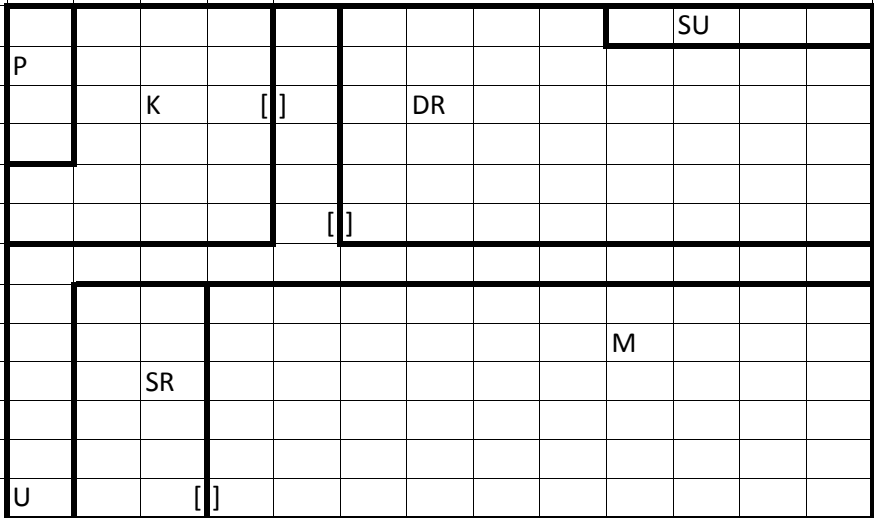
UPPER LEVEL



KEY

Rooms 1-8 are bedrooms. PCs in even number rooms
 [] is the door to the room
 Room 9 is linen closet

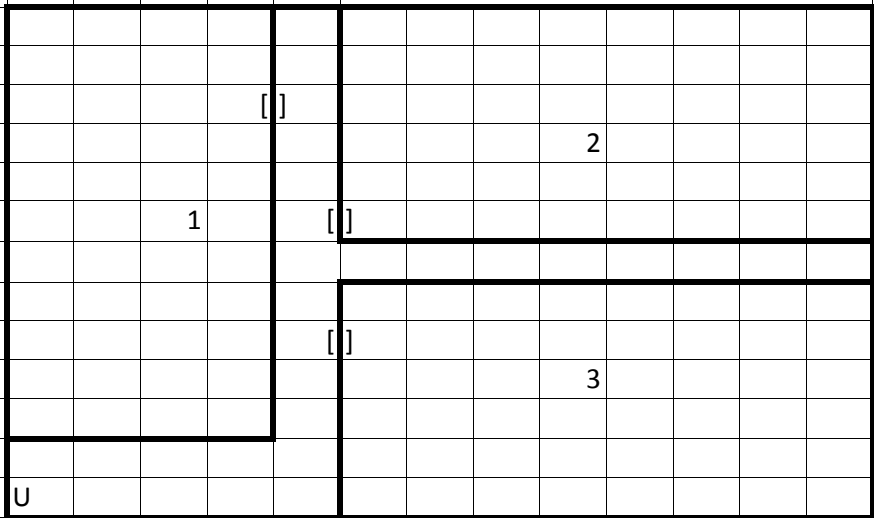
MAIN LEVEL



KEY

K is the Kitchen and P the pantry.
 [] is the door to the room
 DR is the dining room
 SU shelving unit
 SR storage room
 M is the meeting room

Cellar



KEY

1 and 2 are sleeping quarters
 3 is training room