Shards of the



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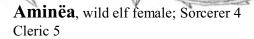
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Introduction: Aminëa is a nature priestess and wielder of magic who protects the wilderness from those who want only to take and give nothing back. She is one of the most respected members of her small community.

Wild Elves: Primitive doesn't mean timid; hidden doesn't imply shy! The wild elves practice the elven lifestyle on a totally different level. Not only do they love nature, they live it. They are not in it; they consider themselves part of it. That being the case, any adventurers penetrating into their territory had better be treating nature with great respect.

Narrative: You see a wild elf with dark brown hair, dved in various places with patches of green. Her hair is roughly cut, as if it were done with a dagger, and lays unevenly around her face. Her hair is braided in places with feathers and beads carved of wood and horn. Her eyes are watching you and you see that they are a deep brown, almost black, and very expressive of her feelings. You see some curiosity, but no fear in them as they watch you. She is dressed in a bodice and skirt of fine-quality deerskin leather, with knee-high boots of a similar material. [She acts as if she were impervious to the weather, though in the winter she will wear a fur cloak.]

Quote: "You walk like a pregnant moose [ox]. Must you make so much noise? I would expect someone who looks as good as you to carry themself better." [She says this with a teasing smile.]

Personality: Aminëa is often very serious, but does have a sense of humor. Seeing an intruder caught in a snare and hanging from a tree by a foot, or tripping and falling into a

patch of briars, would seem very funny to her. She is totally at home even in deep wilderness. When she is comfortable, she can be chatty, tending to tell about small details from the lives of the plants or

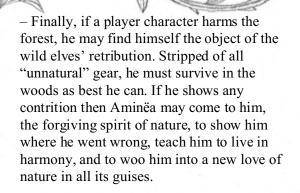
animals she sees, or from the lives of the wild elves in her community. Aminëa serves a deity of elves, nature or plants.

Scenarios: Aminëa could come into contact with a player character in several ways, such as the following:

- A ranger or druid in the forest could show himself to be so in tune with nature that Aminëa, observing him, can't help but feel in harmony with him as well. She would approach him as a

welcome guest and want to get to know him better. Since this approach is based on actions and attitudes rather than looks, it could be good for a character with a lower Charisma or described as homely.

– Someone at risk of offending the forest could find himself warned by Aminëa. She may even find the culprit attractive, but will not let that stand in the way of threatening him if his behavior does not change. If the adventurer shows himself willing to learn, she may become persuasive, or cajole him instead of being stern. If he changes his ways, she will express her pleasure at his repentance and assist him in making amends for his previous errors or redressing any harm he had caused.



Aminëa: Female wild elf: Sor 4/Clr 5; Str 10; Dex 14 Con 12; Int 12; Wis 16; Cha 16; AL CG; Saves: Fort +6, Ref +4, Will +11

Skills and Feats: Hide 2 (+4), Knowledge (nature) 2 (+3), Knowledge (religion) 6 (+8), Listen 1 (+6), Spellcraft 4 (+5), Spot 1 (+6), Survival 4 (+7). Alertness, Combat Casting, Scribe Scroll, Track.

Sorcerer Spells Known: 0 – detect poison, detect magic, daze, light, mending, message; 1st – sleep, magic missile, expeditious retreat; 2nd – summon monster II

Sorcerer Spells Per Day: 0-6, $1^{st}-6$, $2^{nd}-3$. DC 13 + spell level.

Cleric Spells Prepared: (5/4+1/3+1/2+1) 0 – cure minor wounds (2), detect poison, resistance, virtue; 1st – bane (2), bless, shield of faith, entangle*; 2nd – aid, augury, hold person, fog cloud*; 3rd – dispel magic, prayer, plant growth*. DC 13 + spell level.

*Domain Spells. Domains: Plant: Rebuke or command undead creatures as an evil cleric rebukes or commands undead (Su), 6/day. Water: Turn or destroy fire creatures as a good cleric turns undead (Su), 6/day.

Possessions: +1 spear, mwk javelins (5), ring of protection +1, bracers of armor +2; Scrolls: expeditious retreat, barkskin (2), resist energy (2), remove curse, remove disease (2), summon monster III (2); Potion: owl's wisdom.

Combat: CR 9; HD 4d4+5d8+9; hp 47; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed

13; Base Atk: +5; Grp +5; Atk +6 melee (1d8+1 +1 spear), or Atk +8 ranged (1d6 mwk javelin); Space/Reach: 5 ft./5 ft.; SQ: wild elf racial traits, summon familiar, turn undead (6/day)

Aminëa: Sor 4/Clr 3; Make the following changes from Sor4/Clr5: Wis 15; Saves: Fort +5, Ref +4, Will +9

Skills and Feats: Knowledge (nature) 1 (+2), Knowledge (religion) 3 (+5), Listen 1 (+5), Spellcraft 3 (+4), Spot 1 (+5), Survival 4 (+6). Feats – subtract Track.

Cleric Spells Prepared: (4/3+1/2+1) 0 – cure minor wounds (1 only), 1st – bane (1 only), 2nd – subtract hold person. DC 12 + spell level.

Possessions: Add Scrolls: summon monster II (2). Subtract: ring of protection +1, scrolls: remove curse, remove disease (2), summon monster III (2); potion: owl's wisdom.

Combat: CR 7; HD 4d4+3d8+7; hp 32 each; AC 14, touch 12, flat-footed 12; Base Atk: +4; Grp +4; Atk +4 melee (1d8+1 +1 spear), or Atk +7 ranged (1d6 mwk javelin)

Aminëa: Sor 6/Clr 5; Make the following changes from Sor4/Clr5: Saves: Fort +8, Ref +6, Will +13

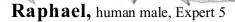
Skills and Feats: Knowledge (nature) 3 (+6), Move Silently 0 (+7), Spellcraft 6 (+7), Survival 5 (+8).

Sorcerer Spells Known: 0 – add: arcane mark; 1st – add: cause fear; 2nd – add: blur; 3rd – add: rage

Sorcerer Spells Per Day: 0-6, $1^{st}-7$, $2^{nd}-6$, $3^{rd}-4$. DC 13 + spell level.

Possessions: Subtract +1 spear; Add +1 aberration bane spear, cloak of resistance +1, boots of elvenkind.

CR 11; HD 6d4+5d8+11; hp 51; Base Atk: +6; Grp +6; Atk +7 melee (1d8+1 +1 spear), or Atk +9 ranged (1d6 mwk javelin)



Introduction: Raphael is an artist and inventor.

Narrative: There seems to be a man following your party. [If the party stops:] The man is moving around through the crowd so he can better watch your party. He seems to be concentrating upon [pick a female of the party. The man will watch but pretty much ignore other members of the party if they begin approaching him, and concentrate on the object of his obsession. If the party moves on he will follow; if the party circles around to get him, he will not run or try to stop them. Once he is cornered or challenged he will respond with:]
"What? I did not mean anything. I

"What? I did not mean anything ... I just... I just... "the man stammers, and focuses upon the one he has been watching. "You are a goddess! I must sculpt you! Someone such as yourself must be immortalized in marble."

Quote: 1.) You have a quality about you that must be preserved for all generations.

- 2.) The great mysteries of life are deep, like the beauty of your eyes.
- 3.) That does not matter; only the art [or whatever he is obsessed with at the time] matters.

Personality: Raphael is a brilliant engineer, inventor, sculptor, and artist. People love his art and appreciate his engineering skills but they think his inventions are crazy. This perception is not helped by the fact that his mind is so active that it wanders from subject to subject and will sometimes start down a completely different path, spurred on by a new idea. Similarly, he has been known to fall deeply and madly in love with someone and then just as rapidly fall out of love again once he has painted or sculpted the person. This is not intentional. He just buries himself so deeply in his projects he



forgets all else, like food, sleep, and those he loves. Also, shortly after he has finished a brilliant project, he sees flaws in it and then either dismisses it or tries to destroy it so he can do it again. People who have commissioned art from him are quick to gather it up before he falls 'out

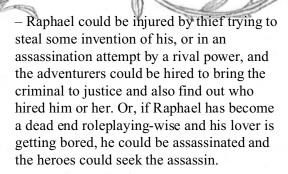
of love' with it. Fortunately, he has shown no inclination toward violence against people in whom he discovers flaws; he just focuses on something else. Raphael can be very stubborn and the rulers of the land know that he cannot be forced...but he can be enticed.

Motivation and Goals: Raphael wants to complete the perfect work of divine beauty, the perfect work of architecture, the perfect invention.

Background: No one knows where Raphael came from and he will not speak of it or his family. If anyone shows an interest in this he will tend to dismiss it with a comment like Quote 3 above.

Plot hooks:

- Raphael could desire to make a statue of a party member, either for himself or as part of a commission by a temple to sculpt a deity. Raphael is convinced he has found the perfect person to be his model.
- Everyone knows Raphael and they know that he is under the protection of the most powerful families of the land/city. It is possible that other powers would want to kidnap Raphael for access to his military and alchemical inventions, and the party could be hired to prevent it or to rescue him.



 Raphael could be hired to design and build a stronghold for the players. He might include some of his amazing inventions (just to try them out in a real-life setting), which could be great – if they work.

Raphael, human male; Expert 5; Str 10; Dex 12; Con 12; Int 16; Wis 16; Cha 12; AL CN; Saves: Fort + 2, Ref +2, Will +7

Skills and Feats: Appraise 5 (+8), Bluff 5 (+6), Craft (art) 7 (+13), Craft (sculpture) 7 (+13), Decipher Script 5 (+8), Diplomacy 3 (+6), Gather information 3 (+4), Intimidate 1 (+4), Knowledge (arcana) 3 (+6), Knowledge (architecture/engineering) 7 (+13), Knowledge (art) 5 (+8), Profession (engineer) 9 (+12), Sense motive 2 (+5); Skill Focus (Craft [art]), Skill Focus (Craft [sculpture]).

Possessions: masterwork dagger; wand: detect magic (38 charges); goggles of minute seeing; water clock; masterwork artisan's tools (3 different sets); courtier's outfit (3); gear including: block and tackle (2), canvas (30 sq yds), scroll cases (47), glass mirrors, complex locks, hourglass, merchant's scale, magnifying glass; lodging: one large room in a loft area, for the good light.

Combat: CR: 4; HD 5d6; hp 26; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk: +3; Grp +3; Atk +4 melee (1d4 mwk dagger); Space/Reach: 5 ft./5 ft.

Raphael, Expert 3; Make the following changes from Expert 5: Wis 15; Saves: Fort + 2, Ref + 2, Will + 5

Skills and Feats: Bluff 3 (+4), Craft (art) 6 (+12), Craft (sculpture) 6 (+12), Diplomacy 2 (+3), Gather information 1 (+2), Knowledge (arcana) 2 (+5), Profession (engineer) 6 (+8), Sense motive 1 (+3); Skill Focus (Craft [art]), Skill Focus (Knowledge [arch./eng.]); Skill Focus (Craft [sculpture]).

Possessions: dagger, masterwork artisan's tools (3 different sets), courtier's outfit (1 only), gear as above.

Combat: CR: 2; HD 3d6; hp 16; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk: +2; Grp +2; Atk +3 melee (1d4 dagger).

Raphael, Expert 7; Make the following changes from Expert 5: Saves: Fort + 3, Ref +3, Will +8

Skills and Feats: Appraise 6 (+9), Craft (art) 9 (+15), Craft (sculpture) 9 (+15), Diplomacy 4 (+7), Knowledge (arcana) 4 (+7), Knowledge (architecture/engineering) 9 (+15), Knowledge (art) 8 (+11), Profession (engineer) 11 (+14), Sense motive 3 (+6); Feats: add Skill Focus (Profession [engineer]).

Possessions: masterwork dagger; masterwork silvered dagger; bracers of armor +1; gloves of dexterity +2 (worn when working); wand: detect magic (38 charges); goggles of minute seeing; tools and gear as above; lodging in excellent location for work with public, 2 rooms plus sleeping chamber, with a servant to look after him.

Combat: CR: 6 HD 7d6; hp 36; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk: +3; Grp +3; Atk +4 melee (1d4 mwk dagger).

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	PP			3 RD	C2	C1	16	- 1 st Level Sleep			
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+1 Spear 5 Mwk Javelins		Scrolls	s retreat	6 TH				Cleric Spells Prepared: 0 Level			
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acers of Arm. +2		Remove Co	ırse	8 TH				Resistance Virtue			
		Summon N	Ionster III		SPECIAL	ABILITIE	ES	l st Level Bane 2			
		Potion – O	wl's Wisdom	Alertness Combat C			Bless Shield of Faith				
				Scribe Scr Track	oll			Entangle 2 nd Level			
				Wild Elf 7	P:4			Aid Augury			
				Summon			Hold Person				
				Turn Und	ead 6/day		Fog Cloud 3 rd Level				
								Dispel Magic			
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								QUOTE "You walk like a pregnant moo			
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SEARCH	OTT : =		INT					+	-	TUMBLE	10		DE					+
SENSE M	OTIVE		WIS	+5					-	USE MAG	HC DE	VICE	СН	Α				+
SPOT SURVIVA	J.		WIS WIS			<u>5</u> +		_+ _+	-	Craft (Scu	lpture)		IN'	т —			+ <u>+3</u>	+ +3
SWIM	_		STR					_+	_	Crare (Dea	-p-urc)		111					_+
USE ROP	Е		DEX					+	_									+
					=_			_+							=		·	
								_+								·		
					=_	+		+	-						=	·	r	+

EXPERIENCE		TRE	ASURE			ELLS		SPELLS KNOWN/NOTES
	COIN		GEMS & JEWELRY	LEVEL	SPELLS /DAY	BONUS SPELLS	SPELL SAVE	
	СР			0				
	SP			1 ST				
NEXT LEVEL	GP			2 ND				
INDAT BEVEE	PP			3 RD				
	G	EAR	<u> </u>	4 TH				
ITEM LO	CATION WT	ITEM	LOCATION WT	5 TH				
Block and tackle 2 Canvas - lots		Water Clo Mwk Tool		6 TH				
Scroll cases - 30 Ink and Pens		More Fanc		7 TH				
Lanterns/ Candles Glass mirrors -5			Minute Seeing	8 TH				
Locks -5 paper - 20					SPECIAL	ABILITIE	S	
Mwk Artist tools hourglass Magnifying Glass Merchants Scale	Artist tools lass fying Glass ants Scale				ıs: Craft (Arı ıs: Knowledş ıs: Craft (Scu	ge (Arch/ En	gineer)	
Fancy Outfit Mwk Dagger								
Dagger								
								QUOTE "You have a quality about you that must be preserved for all generations." "The great mysteries of life are deep, like the beauty of your eyes." "That does not matter; only the art [or whatever he is obsessed with at the time] matters."
PERSONALITY A	ND GOALS							
								Calain V. Carap 2000
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