

INITIATIVE CARDS: TEMPLE OF THE DEATH GODDESS

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Introduction

Keeping track of initiative in games using the d20 System can get complicated. Every GM has a method that he or she favors, but which sometimes lacks versatility or utility. Initiative Cards provide GMs with an easy way to keep track of initiative and a handy reference for all the sorts of information a GM sometimes needs during a game session.

There are two different types of Initiative Cards: character cards and monster cards. Character cards contain information about the player characters and the occasional non-player character. You can use these cards for familiars as well. Monster cards contain information about monsters (though it's best to use character cards for monsters that have class levels). You can use these cards for most animal companions as well.

The monster cards in this publication provide GMs with preprinted monster cards for Bleeding Edge Adventure #5, *Temple of the Death Goddess*, from Green Ronin Publishing. All of the necessary information has already been filled in—all the GM needs to do is print and cut the cards he or she needs, and perhaps complete blank character cards if the players are not using the pre-generated PCs from the adventure.

Initiative Cards in Play

Before beginning play, print out the cards, including as many blank character pages as you might require. Fill out any character cards you need. If you have modified the adventure and have added or modified encounters, blank monster cards are also provided for your use.

When combat begins, ask the players to roll initiative while you roll initiative for any opponents and non-player characters. Set aside any cards for characters or creatures that are surprised. One by one, go around the table and ask each player for his or her character's initiative result. Write their initiative numbers down in the space marked "INIT" on the cards. Then do the same for all the initiative rolls you make. Use a pencil—you'll be erasing and rewriting these numbers fairly often.

Then simply begin at the top of the stack, moving each card to the bottom when that character or creature has concluded its turn.

When you once again reach the first card in the initiative order, if anyone has not yet rolled initiative, ask them to roll for initiative now. Then jot down their initiative numbers, and place their cards in the proper place in the initiative order.

If a character or creature delays, or readies an action, turn that Initiative Card sideways, with the "Delay/Ready" box showing. If a character or creature falls unconscious, simply turn the card sideways facing the other direction, with the word "Unconscious" visible.

Monster Cards

Use monster cards for any character you, the GM, control during combat. You can use one card to represent multiple monsters of the same type (one card to stand for three ogres, for example), or you can use individual cards for individual monsters. A sheet of blank monster

cards is included at the end of the set for your convenience.

NAME: This is the monster's name. You can use one card to represent a number of identical monsters, or use separate cards for each according to your own preferences.

ALIGN: This is the monster's alignment. Knowing the monster's alignment could be important for spells that key off of a character's alignment, such as *protection from evil*.


INIT: Leave this space blank at first. When combat begins, use it to record the character's initiative roll.

Delay or Ready: Turning the card so this space is showing indicates the character is delaying or has readied an action.

AC: This is the monster's armor class, including base AC, AC for touch attacks (TCH)—attacks that disregard armor—and AC for attacks when the character is flatfooted (FLT). There is also a box in which you can mark any temporary changes to the monster's AC (TMP) that occur during the course of the game.

FORT, REF, and WILL: This is where you can find the monster's Fortitude, Reflex, and Will saving throws.

SPD: The monster's base movement is indicated here. Alternate movement modes, such as flying speed or swimming speed, are recorded here as well.

DELAY or READY	NAME _____										ALIGN/RACE _____		INIT _____
	AC (BASE TCH FLT TMP) _____										CLASS/LEVEL _____		
	STR _____	INT _____	FORT _____		SPD _____								
	DEX _____	WIS _____	REF _____		GRAP _____		VIS _____						
	CON _____	CHA _____	WILL _____		GAMEMECHANICS								
	Skills _____												
	Attack (#) _____ Bonus _____ Type _____ Damage _____												
	HP _____												
	Special/Notes _____												
													

The Monster Card

VIS: This area notes any special vision modes the character might have, such as low-light vision, darkvision, or blindsight, as well as the vision mode's range, if applicable.

GRAP: The monster's grapple bonus appears here.

Skills: The monster's skills and total skill modifiers (skill rank + ability modifier + miscellaneous modifiers) are listed here. Unlike those on Character Cards, the skills listed here vary from monster to monster.

Attacks: The monster's attacks appear here. The information listed includes Attack (#) (the method of attack, such as "Bite," "Claw (2)," or "Sword"); Bonus (the attack modifier); Type (the type of damage: "P" for piercing, "B" for bludgeoning, and "S" for slashing); and Damage (the damage caused by the attack). On these pre-filled cards, attack entries that are not indented are primary attacks, while indented entries are secondary attacks used with the primary attack above.

HP: Use this space to keep track of the monster's hit points.

Special/Notes: Use this space to record any temporary effects on the monster, such as spells or the special attacks of other monsters, and to keep track of the duration of such effects.

The information in these fields can be highly condensed—please refer to "Reading the Cards," below, for more information on this space.

Unconscious: Turning the card so this space is showing indicates the monster is unconscious.

Character Cards

Use character cards for characters you do not directly control during combat. A sheet of blank character cards is included at the end of the set for your convenience.

NAME: Record the character's name here.

ALIGN/RACE: Record the character's alignment and race here. The former may be useful for spells that work off of a character's alignment, such as *protection from good*; the latter is useful for spells, effects, and situations that take the character's race into consideration. If you're using the character card to represent a familiar, record the animal's species (cat, hawk, rat, weasel, etc.) here.

INIT: Leave this space blank at first. When combat begins, use it to record the character's initiative roll.

AC: Record the character's base armor class here, including AC for touch attacks (TCH)—attacks that disregard armor—and for attacks when the character is flatfooted (FLT). There is also a box in which you can mark any temporary changes to the character's AC (TMP) that occur during the course of the game.

CLS/LVL: Record the character's classes and levels here. If the character has several classes, you might want to use abbreviations: Brb for Barbarian, Clr for Cleric, or Wiz for Wizard, for example.

Delay or Ready: Turning the card so this space is showing indicates the character is delaying or has readied an action.

STR, DEX, CON, INT, WIS, and CHA: Record the character's ability scores and ability modifiers here.

FORT, REF, and WILL: Record the character's Fortitude, Reflex, and Will saving throws here.

SPD: Record the character's base movement here.

VIS: Record any special vision modes the character might have, such as low-light vision, darkvision, or blindsight. If the vision mode has a range, make sure you note that, such as "Dark 60."

Skills: Record the total skill modifiers (skill rank + ability modifier + miscellaneous modifiers) here. This area lists only those skills for which the GM should regularly make skill checks on the player's behalf (see *DMG* v3.5, Chapter 1, Determining Outcomes). In addition to their use for recording skills that are not already included, the blank skill spaces can be used to record other score-based information, such as Spell Resistance.

Languages: Record the languages the character knows here. This could come in handy when the characters encounter speech or writing in a language other than Common. (You can check which of the characters might understand without having to ask the players which languages each character knows.)

Special/Notes: Use this space to record any temporary effects on the character, such as spells or the special attacks of monsters, and to keep track of the duration of such effects.

Unconscious: Turning the card so this space is showing indicates that the character is unconscious.

NAME		ALIGN/RACE		INIT	
AC		TCH		FLT	
STR		INT		FORT	
DEX		WIS		REF	
CON		CHA		WILL	
SPD		VIS		CLS/LVL	
Skills: Bluff Move Silently Diplomacy Search Hide Sense Motive Listen Spot Languages					
Special/Notes					

The Character Card

First, remember that Initiative Cards are not supposed to replace the *MM* or any other sourcebook. They are meant to organize combat and reduce the need to refer to check sourcebooks during play, but are not meant for independent use.

The Special/Notes field on the card contains shorthand for the skills and abilities most commonly used during combat, and are not a complete record of the monster. For example, consider the night hag (from *Initiative Cards: Monster Set 1*). This monster's Special/Notes field has the following:

Evil, extraplanar traits; nat wpns mag for DR; DR 10/cold iron & mag; imm fire, cold, charm, sleep, fear; SR 25.

Feat: Mount Cbt.

Disease (Ex): See MM.

Spell-Like Abilities: At will—*det chaos*, *det evil*, *det good*, *det law*, *det magic*, *mag missile*, *pmorph* (self only), *ray enfeeble* (DC 12), *sleep* (DC 12). CL 8. At will—*etherealness* (w/ *heartstone*). CL 16.

Possessions: *Heartstone* (auto cure disease, +2 on all saves, see MM).

The night hag’s “evil traits” note indicates that it has the evil subtype. While this means the creature overcomes damage reduction as if its natural weapons and any weapons it wields were evil-aligned, the full details are not spelled out in the limited space of the card. Damage resistance, spell resistance, and a number of other common d20 System terms are also

abbreviated in
this summary
of creature's
traits.

The night hag also has the Alertness feat, but it is

unnecessary to list it since the creature's scores are adjusted accordingly and Alertness does not otherwise affect combat.

The night hag's disease has an incubation period of one day. It's noted so the GM can track characters who have become diseased, but the details of the disease are unimportant during a standard combat, so they are not included.

The creature's spell-like abilities are all abbreviated as well. The spell and ability abbreviations match those used in Wizards of the Coast products and are usually obvious, but the *MM* can be referenced if there is any confusion. Limits or changes to a common spell are detailed parenthetically, as are save DCs for resisting the effects of the ability.

The only possessions listed are those with stats or effects not included elsewhere on the card. Magic armor would be included in AC calculations, for example. The night hag's *heartstone* is listed because it has abilities that may affect combat.


In some cases, a complex creature (such as a dragon) will require additional card space to detail all of its abilities. Such creatures are noted by the presence of "MORE>>" in the lower right corner of the Special/Notes field. The remaining information is contained in a special card near the end of the set.


This generic example was written long before any Bleeding Edge Adventure, and does not include characters and creatures from this set.

A combat begins in Rich's game—the characters encounter a group of five orcs led by an ogre, who also has a black bear for a pet. Rich tells the players to roll initiative for their characters, while he rolls for the monsters. Since Rich has already printed out the monster cards for the orcs, ogre, and bear in advance, all he has to do is pull out the cards, check the initiative modifiers, and roll 1d20 each for each. For convenience, Rich is using a single

initiative roll for all five orcs. This also lets him track them using just one card. The orcs get a total of 14, the ogre gets a 19, and the bear gets only a 2. Rich puts these in order, from highest to lowest: the ogre, the orcs, and the bear.

The players tell Rich what they rolled for initiative: Wendy, playing Kessa, gets a 9; Joanna, playing Alwyn, gets a 23; Alex, playing Tyrian, gets a 24; and JD, playing Cromagh, gets a 13. As the players tell Rich their initiatives, he puts them in place, so the final initiative order looks like this: Tyrian (24), Alwyn (23), the ogre (19), the

DELAY or READY	NAME Bear, Black (CR 2)				ALIGN/RACE N				+1		
	BASE		TCH		FLT		TMP		CLASS/LEVEL		
	AC	13	11	12							
	STR	19	INT	2	FORT	+5	SPD	40 ft			
	DEX	13	WIS	12	REF	+4	GRAP	+6	VIS low-light		
	CON	15	CHA	6	WILL	+2					
Skills											
	Climb	+4		Spot	+4						
	Lis	+4		Swim	+8						
Attach (#)											
	Claw (2)	+6		PS	1d4+4						
	Bite	+1		BPS	1d6+2						
HP											
19 hp (3d8+6)											
Special/Notes											
Scent:											
Feats: Endur, Run.											



UNCONSCIOUS



Initiative Cards in play

orcs (14), Cromagh (13), Kessa (9), and finally the bear (2).

Tyrian, the monk, doesn't want to charge into the midst of the enemy, so he delays. Rich turns Tyrian's card 90 degrees to the right, leaving the "Delay or Ready" indicator showing. He then moves Tyrian's card to the back, behind the card for the bear. A character can't delay past the end of the round, so this reminds Rich to make sure that Tyrian takes his action before the end of the round.

Next up is Alwyn, the rogue, who attacks with her bow, but misses. Rich moves her card to the back of the stack, after Tyrian's. Then comes the ogre, who charges Cromagh, the barbarian. The ogre's attack only has to beat Cromagh's flat-footed Armor Class, since Cromagh hasn't acted yet.

The orcs attack next, and Rich decides that the three in front wade into battle, while the two in the back ready actions to fire arrows at anyone who starts casting spells. Since Rich is only using one card for all of the orcs, he resolves the attacks for the three who entered melee, then pencils in a "2" on their card, and turns it to the right—indicating that two of the orcs have readied actions. Then he puts it at the bottom of the stack, after Alwyn. Although they're technically no longer acting on the same initiative, Rich decides that, in the next round, the three orcs in melee will simply delay until the other two orcs act, thus putting them back on the same initiative.

Next, Cromagh attacks the ogre, and deals 12 points of damage. Rich records this on the ogre's card, under "Hit Points." Then Kessa acts, casting a spell, and the two orcs use their readied actions to fire arrows at her. Rich moves the orcs' card back up front, on top of Kessa's card. After they're done with their attacks, he moves them back to the back of the stack, facing the right way up again.. This is their new place in the initiative order. Then Kessa resolves her action, and goes to the back of the stack.

Now Alex decides that Tyrian will act, and so Rich moves Tyrian's card back up to the front. Tyrian runs to where the two orc archers are standing and uses his unarmed attack to inflict a stunning 14 points of damage! This is 5 more hit points than this particular orc has, so Rich just puts an X through that orc's hit point column on the card.

Then the bear attacks and absolutely savages Alwyn, dealing 30 points of damage. Alwyn only has 25 hit points, so she's at -5 hit points. Rich turns Alwyn's card 90 degrees to the left, showing the part of the card that reads "Unconscious." Since the bear was the last to act, and Tyrian's card has moved again, the next card up is Alwyn. Since she's unconscious, Alwyn has to check to see if she stabilizes. Once that's done, Rich proceeds to the ogre's next action.

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MONSTER CARDS

These cards represent
the characters and
monsters from each
encounter in the
adventure.

NAME		ALIGN/RACE		INIT	
Adren (CR 3)		NE/Elf		+8	
AC		BASE	TCH	FLT	TMP
18		14	14		
CLASS/LEVEL		Rog 3			
STR	13	INT	12	FORT	+2
SPD	30 ft				
DEX	19	WIS	8	REF	+7
GRAP	+3	VIS low-light			
CON	12	CHA	12	WILL	+0*
THE GAME MECHANICS					
Skills					
Bluff	+7	Intim	+3	M Sil	+10
Hide	+10	Lis	+1	Spot	+1
Attack (#) Bonus Type Damage					
Mw longsword	+4	S	1d8+1/19-20		
Mw c longbow (Str +1)	+7	P	1d8+1/x3		
HP					
16 hp (3d6+3)					
Special/Notes					
Imm sleep; passing w/in 5 ft of secret or concealed door grants Srch check; resist evasion; sneak atk +2d6; trap sense +1, trapfinding.					
Feat: Pt Blk Sht.					
Combat Gear: pot blur, pot c lt (oo), ffoot bag (oo), tstone (oo).					
Lang: Common, Elven, Thieves' Cant.					
* +2 on saves v ench spells or effects.					

NAME		ALIGN/RACE		INIT	
Arneus Ferg (CR 7)		NE/Hum		+2	
AC		BASE	TCH	FLT	TMP
14		12	12		
CLASS/LEVEL		Wiz 7			
STR	8	INT	21	FORT	+2
SPD	30 ft				
DEX	15	WIS	12	REF	+4
GRAP	+2	VIS low-light			
CON	11	CHA	9	WILL	+8
THE GAME MECHANICS					
Skills					
Conc	+10	Lis	+1	Spot	+1
Heal	+8	Spell	+12		
Attack (#) Bonus Type Damage					
Dagger	+2	P	1d4-1/19-20		
Lt crossbow	+5	P	1d8/19-20		
Melee touch	+2		shock grp		
HP					
19 hp (7d4)					
Special/Notes					
Feat: Max Spell.					
Wizard Spells Prepared (save DC 15+lvl): 0—det mag, mag hand, mend, r mag; 1st—exp retreat, grease, shld, shock grp (x2), uns serv; 2nd—alt self, mirr image, scare, spider climb; 3rd—blink, lgt bolt (x2); 4th—ill wall, max shock grp. CL 7.					
Combat Gear: wand shock grp (oooooooooooooooooooooooooooo), silver bolts (oooooooooooo).					
Lang: Abyssal, Common, Draconic, Elven, Gnome.					


NAME		ALIGN/RACE		INIT	
Animated Shelf (CR 3)		N		+0	
AC		BASE	TCH	FLT	TMP
14		9	14		
CLASS/LEVEL					
STR	16	INT	—	FORT	+1
SPD	20 ft				
DEX	10	WIS	1	REF	+1
GRAP	+10	VIS dark 60, low-light			
CON	—	CHA	1	WILL	-4
THE GAME MECHANICS					
Skills					
Lis	-5				
Spot	-5				
Attack (#) Bonus Type Damage					
Slam	+5	B	1d8+4		
HP					
52 hp (4d10+30)					
Special/Notes					
Construct traits; hard 5.					


NAME		ALIGN/RACE		INIT	
Animated Spellbook (CR1)		N		+2	
AC		BASE	TCH	FLT	TMP
14		14	12		
CLASS/LEVEL					
STR	8	INT	—	FORT	+0
SPD	fly 20 ft (clumsy)				
DEX	14	WIS	1	REF	+2
GRAP	-9	VIS dark 60, low-light			
CON	—	CHA	1	WILL	-5
THE GAME MECHANICS					
Skills					
Lis	-5				
Spot	-5				
Attack (#) Bonus Type Damage					
Slam	+1	B	1d3-1		
HP					
2 hp (1/2d10)					
Special/Notes					
Construct traits; hard 3.					
Spell Discharge (Sp): Contains 1d2+1 1st-lvl & 1d2 2nd-lvl spells. On slam, releases one spell (50% chance of 1st- or 2nd-level) at CL 3. Target of slam is target of spell. Save DC 11 + lvl. Once released, spell erased from book.					
Spells contained: 1st—b hands, cause fear, chill tch, clr spy, mag missile, ray enfeeble, shock grp, sleep; 2nd—acid arrow, blind/deaf, dark, daze mon, hid laugh, scare, scorch ray, tch idiocy.					


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DELAY or READY	NAME				ALIGN/RACE				INIT
	Assassin Vine, Old (CR 6)				N				-1
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	16	7	16			Bar 1			
	STR	28	INT	—	FORT	+11	SPD	5 ft	
	DEX	8	WIS	14	REF	+2	GRAP	+23	VIS <small>blist 30, low-light</small>
	CON	20	CHA	9	WILL	+4			
Skills									
	Lis	+2							
	Spot	+2							
Attack (#) Bonus Type Damage									
	Slam	+13		B		2d6+13			
HP									
85 hp (9d8+45)									
Special/Notes									
Plant traits; imm electric; resist cold 10, fire 10. Constrict (Ex): Auto slam dmg w/ grap. Improved Grab (Ex): Slam; grap as free act w/o AoO; constrict. Entangle (Su): Free act— as entangle (30 ft, Ref DC 16 part, end as free act). Camouflage (Ex): Spot, Surv, or Know (nature) DC 20 to notice it is not normal plant.									
UNCONSCIOUS									

DELAY or READY	NAME				ALIGN/RACE				INIT
	Aulk (Rage)				CE/Trl				+3
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	10	12			Bar 1			
	STR	31	INT	10	FORT	+15	SPD	40 ft	
	DEX	17	WIS	10	REF	+5	GRAP	+19	VIS <small>dark 60, low-light</small>
	CON	27	CHA	4	WILL	+6			
Skills									
	Climb	+11		Spot		+11			
	Lis	+12							
Attack (#) Bonus Type Damage									
	Claw (2)	+14		PS		1d6+10			
	Bite	+9		BPS		1d6+5			
HP									
83 hp (6d8+1d12+50)									
Special/Notes									
Rage (1/day); scent; regen 5 (except fire, acid dmg; regrow limb in 3d6 min). Feat: Track. Rend (Ex): Both claws; auto 2d6+12 dmg. Combat Gear: pot cure lt (ooo), pot gr mag fang +1. Lang: Giant.									
UNCONSCIOUS									

DELAY or READY	NAME				ALIGN/RACE				INIT
	Aulk (CR 6)				CE/Trl				+3
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	17	12	14			Bar 1			
	STR	27	INT	10	FORT	+13	SPD	40 ft	
	DEX	17	WIS	10	REF	+5	GRAP	+17	VIS <small>dark 60, low-light</small>
	CON	23	CHA	4	WILL	+4			
Skills									
	Climb	+9		Spot		+11			
	Lis	+12							
Attack (#) Bonus Type Damage									
	Claw (2)	+12		PS		1d6+8			
	Bite	+7		BPS		1d6+4			
HP									
69 hp (6d8+1d12+36)									
Special/Notes									
Rage (1/day); scent; regen 5 (except fire, acid dmg; regrow limb in 3d6 min). Feat: Track. Rend (Ex): Both claws; auto 2d6+12 dmg. Combat Gear: pot cure lt (ooo), pot gr mag fang +1. Lang: Giant.									
UNCONSCIOUS									

DELAY or READY	NAME				ALIGN/RACE				INIT
	Black Arrow Bandit (CR 1)				NE/Hum				+5
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	14	11	13			Exp1/War1			
	STR	12	INT	9	FORT	+2	SPD	30 ft	
	DEX	13	WIS	10	REF	+1	GRAP	+2	VIS <small>low-light</small>
	CON	11	CHA	8	WILL	+2			
Skills									
	Climb	+2		Intim		+4		M Sil +7	
	Hide	+7		Lis		+4		Spot +4	
Attack (#) Bonus Type Damage									
	Longsword	+2		S		1d8+1/19-20			
	Mw c longbow	+3		P		1d8/x3			
HP									
8 hp (1d6+1d8)									
Special/Notes									
Combat Gear: elix hid, pot c lt, tfoot bag, arrow (ooooooooo). Lang: Common.									
UNCONSCIOUS									

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DELAY or READY	NAME Flesh Golem (CR 7)				ALIGN/RACE N	INIT -1
	AC	BASE 18	TCH 8	FLT 18	TMP	CLASS/LEVEL
	STR	21	INT	—	FORT +3	SPD 30 ft
	DEX	9	WIS	11	REF +2	GRAP +15 VIS dark 60, low-light
	CON	—	CHA	1	WILL +3	
Skills Lis +10 Spot +9						
Attack (#) Bonus Type Damage Slam (2) +10 B 2d8+5						
HP 79 hp (9d10+30)						
Special/Notes Construct traits; DR 5/adamantine. Berserk (Ex): 1%/rd, cumulative; see MM. Immunity to Magic (Ex): Imm to any spell or spell-like ability allowing SR; mag fire or cold dmg as slow for 2d6 rds (no save); mag electric dmg breaks slow & heals 1hp/3dmg, excess as tmp hp (no save).						
						UNCONSCIOUS

DELAY or READY	NAME Iron Zombie Guard A (CR 2)				ALIGN/RACE N	INIT +1
	AC	BASE 18	TCH 11	FLT 17	TMP	CLASS/LEVEL War1
	STR	19	INT	—	FORT +0	SPD 30 ft
	DEX	12	WIS	10	REF +1	GRAP +4 VIS dark 60, low-light
	CON	—	CHA	1	WILL +0	
Skills Lis +0 Spot +0						
Attack (#) Bonus Type Damage Mw glaive +5 S 1d10+6/x3 Slam +4 B 1d6+6						
HP 25 hp (1d10+20)						
Special/Notes Construct traits; DR 5/adamantine; nat atks magic for DR. Lang: Creator commands only.						
						UNCONSCIOUS

DELAY or READY	NAME Iron Zombie Guard B (CR 2)				ALIGN/RACE N	INIT +1
	AC	BASE 18	TCH 11	FLT 17	TMP	CLASS/LEVEL War1
	STR	19	INT	—	FORT +0	SPD 30 ft
	DEX	12	WIS	10	REF +1	GRAP +4 VIS dark 60, low-light
	CON	—	CHA	1	WILL +0	
Skills Lis +0 Spot +0						
Attack (#) Bonus Type Damage +1 glaive +5 S 1d10+7/x3 Slam +4 B 1d6+6						
HP 25 hp (1d10+20)						
Special/Notes Construct traits; DR 5/adamantine; nat atks magic for DR. Lang: Creator commands only.						
						UNCONSCIOUS

DELAY or READY	NAME Iron Zombie Human (CR 2)				ALIGN/RACE N	INIT +1
	AC	BASE 14	TCH 11	FLT 13	TMP	CLASS/LEVEL War1
	STR	19	INT	—	FORT +0	SPD 30 ft
	DEX	12	WIS	10	REF +1	GRAP +4 VIS dark 60, low-light
	CON	—	CHA	1	WILL +0	
Skills Lis +0 Spot +0						
Attack (#) Bonus Type Damage Slam +4 B 1d6+6						
HP 25 hp (1d10+20)						
Special/Notes Construct traits; DR 5/adamantine; nat atks magic for DR. Lang: Creator commands only.						
						UNCONSCIOUS

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DELAY or READY	NAME		ALIGN/RACE		INIT
	Iron Zombie Human, Wk (CR 2)		N		+1
	AC	BASE	TCH	FLT	TMP
	14	11	13		
CLASS/LEVEL					
War1					
STR	19	INT	—	FORT	+0*
SPD	30 ft				
DEX	12	WIS	10	REF	+1*
GRAP	+4				
VIS	dark 60, low-light				
CON	—	CHA	1	WILL	+0*
THE GAME MECHANICS					
Skills					
Lis	+0*				
Spot	+0*				
Attack (#)					
Slam	Bonus	Type	Damage		
	+2	B	1d6+4		
HP					
21 hp (1d10+20)					
Special/Notes					
Construct traits; DR 5/adamantine; nat atks magic for DR.					
Lang: Creator commands only.					
*Weakened: -2 on atk, dmg, save, chk (inc in slam atk above).					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Iron Zombie War Dog (CR 3)		N		+2
	AC	BASE	TCH	FLT	TMP
	19	12	17		
CLASS/LEVEL					
STR	21	INT	—	FORT	+0
SPD	40 ft				
DEX	15	WIS	10	REF	+2
GRAP	+6				
VIS	dark 60, low-light				
CON	—	CHA	1	WILL	+0
THE GAME MECHANICS					
Skills					
Lis	+0				
Spot	+0				
Attack (#)					
Bite	Bonus	Type	Damage		
	+6	BPS	1d6+7		
Slam	+6	B	1d6+7		
HP					
31 hp (2d10+20)					
Special/Notes					
Construct traits; DR 5/adamantine; nat atks magic for DR, scent.					
Lang: Creator commands only.					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Iron Zombie Hg Mon Hunting Spider				+3
	AC	BASE	TCH	FLT	TMP
	19	11	16		
CLASS/LEVEL					
STR	25	INT	—	FORT	+2
SPD	30 ft, climb 20 ft				
DEX	17	WIS	10	REF	+5
GRAP	+19				
VIS	dark 60, low-light				
CON	—	CHA	1	WILL	+2
THE GAME MECHANICS					
Skills					
Climb	+15				
Spot	+0				
Lis	+0				
Attack (#)					
Bite	Bonus	Type	Damage		
	+9	BPS	2d6+10		
Slam	+9	B	2d6+10		
HP					
84 hp (8d10+40)					
Special/Notes					
Construct traits; DR 5/adamantine; nat atks magic for DR.					
Lang: Creator commands only.					
UNCONSCIOUS					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Jemine (CR 7)		LG/Hum		+3
	AC	BASE	TCH	FLT	TMP
	18	14	15		
CLASS/LEVEL					
Exp 8					
STR	8	INT	12	FORT	+2
SPD	40 ft				
DEX	16	WIS	14	REF	+5
GRAP	+5				
VIS	dark 60, low-light				
CON	10	CHA	14	WILL	+8
THE GAME MECHANICS					
Skills					
Jump	+8				
Srch	+12				
Surv*	+13				
Lis	+15				
Spot	+15				
Attack (#)					
Mw spear	Bonus	Type	Damage		
	+6/+1	P	1d8-1/x3		
Mw lt crossbow	+10	P	1d8/19-20		
HP					
28 hp (8d6)					
Special/Notes					
Feats: Dodge, Run, Track.					
Combat Gear: pot cure lt, bolt (oooooooooooooooooooo).					
Lang: Common, Goblin.					
* +15 avoid haz/lost, abvgnd nat, fol track.					
UNCONSCIOUS					

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DELAY or READY	NAME Kemahyr-Eral				ALIGN/RACE CN/HOR		INIT +2
	AC	BASE 11	TCH 9	FLT 11	CLASS/LEVEL Bar 1/Dru avenger 8		
	STR	21	INT	10	FORT	+11*	SPD 50 ft
	DEX	9	WIS	18	REF	+4*	GRAP +16 VIS dark 60
	CON	14	CHA	8	WILL	+11*	
Skills Climb +9 Lis +12 Intim +11 Spot +8							
Attack (#) Unarmed Bonus +13/+8 Type Damage 1d3+6							
HP 60 hp (1d12+8d8+18)							
Special/Notes Rage (2/day): trackless step; wild empathy +3 (-1 mag beast); wild shape (3/day; dire ape); woodland stride. Feats: Imp Grap, Pow Atk. Orc Blood: Considered an orc for all effects related to race. Druid Spells Prepared (save DC 14+lvl): 0—create water, cur min (ooo), r mag, resist; 1st—charm ani, cure lt, entang, faerie fire, obsc mist; 2nd—bark, b's str, soft earth, sum n's ally II; 3rd—cure mod, poison, spk plant, spike growth; 4th—disp mag, sum n's ally IV (oo) CL 8. *+4 against fey spell-like abilities. Lang: Common, Orc.							

DELAY or READY	NAME Kemahyr (Rage)				ALIGN/RACE CN/HOR		INIT +2
	AC	BASE 11	TCH 9	FLT 11	CLASS/LEVEL Bar 1/Dru avenger 8		
	STR	25	INT	10	FORT	+13*	SPD 50 ft
	DEX	9	WIS	18	REF	+4*	GRAP +16 VIS dark 60
	CON	18	CHA	8	WILL	+13*	
Skills Climb +9 Lis +12 Intim +11 Spot +8							
Attack (#) Unarmed Bonus +13/+8 Type Damage 1d3+6							
HP 78 hp (1d12+8d8+36)							
Special/Notes Rage (2/day): trackless step; wild empathy +3 (-1 mag beast); wild shape (3/day; dire ape); woodland stride. Feats: Imp Grap, Pow Atk. Orc Blood: Considered an orc for all effects related to race. Druid Spells Prepared (save DC 14+lvl): 0—create water, cur min (ooo), r mag, resist; 1st—charm ani, cure lt, entang, faerie fire, obsc mist; 2nd—bark, b's str, soft earth, sum n's ally II; 3rd—cure mod, poison, spk plant, spike growth; 4th—disp mag, sum n's ally IV (oo) CL 8. *+4 against fey spell-like abilities. Lang: Common, Orc.							

DELAY or READY	NAME Kemahyr (Dire Ape, Rage)				ALIGN/RACE CN/HOR		INIT +2
	AC	BASE 13	TCH 9	FLT 11	CLASS/LEVEL Bar 1/Dru avenger 8		
	STR	26	INT	10	FORT	+13*	SPD 50 ft, climb 15 ft
	DEX	15	WIS	18	REF	+4*	GRAP +19 VIS dark 60
	CON	18	CHA	8	WILL	+13*	
Skills Climb +12 Lis +12 Intim +11 Spot +8							
Attack (#) Claw (2) Bonus +14 PS Damage 1d6+8 Bite +9 BPS 1d8+4							
HP 78 hp (1d12+8d8+36)							
Special/Notes Rage (2/day): trackless step; wild empathy +3 (-1 mag beast); wild shape (3/day; dire ape); woodland stride. Feats: Imp Grap, Pow Atk. Rend (Ex): Both claws; auto 2d6+12 dmg. Orc Blood: Considered an orc for all effects related to race. Lang: Common, Orc. *+4 against fey spell-like abilities.							

DELAY or READY	NAME Liare Irnya (CR 7)				ALIGN/RACE CE		INIT +6
	AC	BASE 18	TCH 18	FLT 16	CLASS/LEVEL Clr 4		
	STR	—	INT	12	FORT	+4	SPD fly 30 ft (perf)
	DEX	15	WIS	16	REF	+3	GRAP — VIS dark 60
	CON	—	CHA	22	WILL	+7	
Skills Conc +2 Lis +5 Dipl +15 Spot +5							
Attack (#) Incorp touch Bonus +5 Type — Damage 1d6 Wis drain							
HP 29 (4d12+3)							
Special/Notes Incorp, undead traits; +4 turn resist. Feat: Cbt Reflex. Babble (Su): Const—sane creatures w/in 60 ft; as hypno for 2d4 rds; Will DC 18 neg; sonic mind-affecting compulsion effect. Save grants imm 24 hrs. Free act to suppress 1 rnd (cast spells); resumes start of next turn. Command Allips (Su): Auto cinnd normal allips w/in 30 ft as free act. Create Spawn (Su): Any humanoid reduced to Wis 0 w/in 30 ft or killed while dominated; become allip under control of killer in 1d6 rds. Madness (Su): Anyone targeting allip with thought detection, mind control, or telepathic ability; 1d6 Wis dmg.							

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DELAY or READY	NAME Libramite (CR 5)				ALIGN/RACE LN		INIT +4
	AC	BASE 12	TCH 9	FLT 12	TMP	CLASS/LEVEL War1	
	STR	13	INT	18	FORT +5	SPD fly 20 ft (perf)	
	DEX	10	WIS	12	REF +2	GRAP +10	VIS dark 60
	CON	17	CHA	11	WILL +6		
Skills Lis +1 Spot +1 Spell +16 Use Mag +13*							
Attack (#) Bonus Type Damage Tentacle rake (4) +5 S 1d4+1							
HP 52 hp (7d8+21)							
Special/Notes Extraplanar traits; imm crit; tpathy 100 ft. Regeneration (Ex): 1 hp/rd except cold iron; lost tentacle regrows in 3d6 min, or reattach inst. Improved Grab (Ex): Tentacle; grap as free act w/o AoO; 1d4+1 dmg. Ethereal Jaunt (Su): As spell (shift from Ethereal Plane to Material Plane as swift act, shift back as mv act). CL 15. Combat Gear: scroll cure mod, wand hold per (oooooooooooo), wand mag missile (oooooooooooooooooooo). Lang: Abyssal, Common, Celestial, Draconic, Infernal. *+17 scrolls.							


DELAY or READY	NAME Mephit, Dust (CR 3)				ALIGN/RACE N		INIT +7
	AC	BASE 17	TCH 14	FLT 14	TMP	CLASS/LEVEL	
	STR	10	INT	6	FORT +3	SPD 30 ft, fly 50 ft (prf)	
	DEX	17	WIS	11	REF +6	GRAP -1	VIS dark 60
	CON	10	CHA	15	WILL +3		
Skills Bluff +8 Hide +13 M Sil +9 Esc +9 Lis +6 Spot +6							
Attack (#) Bonus Type Damage Claw (2) +4 PS 1d3							
HP 13 hp (3d8)							
Special/Notes Air, extraplanar traits; nat wpns mag for DR; DR 5/mag, fast heal 2 (arid & dusty environment). Feat: Dodge. Breath Weapon (Su): 10-ft cone; 1d4 dmg; Ref DC 12 half; living creatures failing save receive -4 AC, -2 atk for 3 rds. Spell-Like Abilities: 1/hr—blur; CL 3. 1/day—wind wall (DC 15); CL 6. Summon Mephit (Sp): 1/day; summ mon (dust mephit only; 25%; as 2nd-lvl spell).							


DELAY or READY	NAME Pordrus (CR 1)				ALIGN/RACE LN/Hum		INIT +2
	AC	BASE 12	TCH 12	FLT 10	TMP	CLASS/LEVEL Clr 1	
	STR	9	INT	14	FORT +4	SPD 30 ft	
	DEX	14	WIS	16	REF +2	GRAP -1	VIS dark 60
	CON	11	CHA	8	WILL +5		
Skills Conc +4 List +3 Spot +3 Heal +7 Spell +6							
Attack (#) Bonus Type Damage Mwk qtrstaff +0 B 1d6-1 Dagger (R) +2 P 1d4-1/19-20							
HP 4 hp (1d6+1)							
Special/Notes Death touch (1/day, 1d6); turn undead (2/day, -1, 2d6, 1st). Cleric Spells Prepared (save DC 13+lvl): 0—det mag, guid, resist; 1st—cause fear, hide undead, sanct, CL 1. Combat Gear: scroll mag armor, mag missile, & shield; oil of invis; wand shock grp (oooooooooooooooooooo). Languages: Celestial, Common, Draconic.							



DELAY or READY	NAME Sarios Dorma (CR 9)				ALIGN/RACE LE/Hum		INIT +0
	AC	BASE 23	TCH 11	FLT 23	TMP	CLASS/LEVEL Clr 9	
	STR	14	INT	14	FORT +9	SPD 30 ft, plate 20 ft	
	DEX	10	WIS	17	REF +5	GRAP +8	VIS blst 30, low-light
	CON	13	CHA	18	WILL +9		
Skills Conc +13 Lis +3 Spell +14 Dipl +16 Srch +2 Spot +3							
Attack (#) Bonus Type Damage +1 morningstar +9/+4 B 1d8+2 Melee touch +6							
HP 49 hp (9d6+9)							
Special/Notes Death touch (1/day, 9d6); rebuke undead (7/day, +6, 2d6+9, 9th). Feat: Cbt Expert. Cleric Spells Prepared (save DC 13+lvl): 0—cure min (oo), guid, read mag, resist, virtue; 1st—bless, cause fear (oo), doom, end elements, prot chaos; 2nd—aug, calm emot, cure mod, death knell (oo), und align; 3rd—anim dead, bestow curse, cure ser, mag circ chaos, pray; 4th—div pow, o's wrath (CL 10), restor; 5th—disp chaos (CL 10), fl strike. Lang: Auran, Common, Infernal.							



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DELAY or READY	NAME		ALIGN/RACE		INIT
	Spider, Horrid Monst Lg (CR 4)		N		+3
	AC	BASE	TCH	FLT	TMP
	14	12	11		
	CLASS/LEVEL				
STR	15	INT	—	FORT	+6
DEX	17	WIS	10	REF	+5
CON	12	CHA	2	WILL	+2
<div>  </div>					
Skills					
Climb	+11	Jump	+2*	Lis	+0
Hide	+3*	M Sil	+3*	Spot	+4*
Attack (#)					
Bite	+6	BPS	1d8+3	+poison	
Ranged touch	+8				
HP					
38 hp (7d8+7)					
Special/Notes					
<p>Vermin traits; imm mind-affecting effects.</p> <p>Poison (Ex): Fort DC 14; init & sec dmg 1d6 Str.</p> <p>Web (Ex): 8/day—throw as net (<=Huge, 50 ft, rng inc 10 ft). Escape w/ Esc DC 14, Str 18. See MM.</p> <p>* +10 on Jump & +8 on Spot when hunting; +8 on Hide & M Sil when using webs.</p>					

DELAY or READY	NAME		ALIGN/RACE		INIT
	Troblin (CR 2)		CE		+1
	AC	BASE	TCH	FLT	TMP
	15	11	14		
	CLASS/LEVEL				
STR	16	INT	8	FORT	+5
DEX	12	WIS	11	REF	+4
CON	15	CHA	7	WILL	+3
<div>  </div>					
Skills					
Hide	+3	Mv Sil	+3		
Listen	+0	Spot	+2		
Attack (#)					
Claw (2)	+6	PS	1d4+3		
Bite	+1	BPS	1d6+1		
Club	+6	B	1d6+3		
Bite	+1	BPS	1d6+1		
HP					
22 hp (3d8+9)					
Special/Notes					
<p>Regen 2 (except fire, acid dmg; regrow limb in 3d6 min).</p> <p>Mutation (Ex): 25% new mutation on crit. See rules.</p>					

DELAY or READY	NAME		ALIGN/RACE		INIT
	AC	BASE	TCH	FLT	TMP
	CLASS/LEVEL				
STR		INT		FORT	
DEX		WIS		REF	
CON		CHA		WILL	
<div>  </div>					
Skills					
Attack (#)					
HP					
Special/Notes					
<div>  </div>					

DELAY or READY	NAME		ALIGN/RACE		INIT
	AC	BASE	TCH	FLT	TMP
	CLASS/LEVEL				
STR		INT		FORT	
DEX		WIS		REF	
CON		CHA		WILL	
<div>  </div>					
Skills					
Attack (#)					
HP					
Special/Notes					
<div>  </div>					

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CONTINUED CARDS

These cards continue notes from any creature or character with a large number of combat abilities.

Liare Irnya (con't)

Wisdom Drain (Su): Incorp touch atk; 1d4 Wis drain & +5 temp hp.
Druid Spells Prepared (save DC 14+lvl): 0—create water, cur min (ooo), r mag, resist; 1st—charm ani, cure lt, entang, faerie fire, obsc mist; 2nd—bark, b's str, soft earth, sum n's ally II; 3rd—cure mod, poison, spk plant, spike growth; 4th—disp mag, sum n's ally IV (oo) CL 8.
Cleric Spells Prepared (save DC 13+lvl): 0—det magic, guid, inf lt (oo), resist; 1st—bane, cause fear, cmd, doom, obs mist; 2nd—dark, death knell, e's splendor, hold per. CL 4.
Dominating Trample (Su): 1/1d4 rds—see rules.
Lang: Common, Elven.



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CHARACTER CARDS

These cards represent
the pregenerated
characters available
with the adventure.

DELAY or READY	NAME				ALIGN/RACE				INIT
	Angrist the Cleaver				LG/Dwf				+1
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	23*	11	22			Ftr 5			
	STR	16	INT	10	FORT	+8*	SPD	20 ft	
	DEX	13	WIS	12	REF	+3	VIS	dark 60	
	CON	16	CHA	6	WILL	+3*			
Skills									
	Bluff	-2			Move Silently	-5			
	Diplomacy	-2			Search	+0†			
	Hide	-5			Sense Motive	+1			
	Listen	+2			Spot	+2			
Languages									
Common, Dwarven									
Special/Notes									
+4 AC v giants. +4 v bull rush/trip. *Fort +10 v poison; Will +5 v spells & spell-like effects. †+2 stonework.									
UNCONSCIOUS									

DELAY or READY	NAME				ALIGN/RACE				INIT
	Elothín				CG/Elf				+3
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	15	13	12			Wiz 5			
	STR	10	INT	16	FORT	+1	SPD	30 ft	
	DEX	16	WIS	13	REF	+4	VIS	low-light	
	CON	10	CHA	8	WILL	+7*			
Skills									
	Bluff	-1			Move Silently	+3			
	Diplomacy	-1			Search	+5			
	Hide	+3			Sense Motive	+1			
	Listen	+5			Spot	+5†			
Languages									
Common, Draconic, Elven, Sylvan									
Special/Notes									
Imm sleep; notice secret/conc doors. *+7 v ench. † +8 bright light									
UNCONSCIOUS									



DELAY or READY	NAME				ALIGN/RACE				INIT
	Dierdra				NG/Hum				-1
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	21	9	21			Clr 5			
	STR	14	INT	10	FORT	+5	SPD	30 ft, plate 20 ft	
	DEX	8	WIS	16	REF	+0	VIS	dark 60	
	CON	12	CHA	13	WILL	+7			
Skills									
	Bluff	+1			Move Silently	-8			
	Diplomacy	+6			Search	+3			
	Hide	-8			Sense Motive	+1			
	Listen	+3			Spot	+3			
Languages									
Common									
Special/Notes									
Strong aura good.									
UNCONSCIOUS									

DELAY or READY	NAME				ALIGN/RACE				INIT
	Strife (Hawk Familiar)				CG/Elf				+3
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	20	15	17			Ftr 5			
	STR	6	INT	8	FORT	+2	SPD	10 ft, fly 60 ft (avg)	
	DEX	17	WIS	14	REF	+5	VIS	low-light	
	CON	10	CHA	6	WILL	+6			
Skills									
	Bluff				Move Silently				
	Diplomacy				Search				
	Hide				Sense Motive				
	Listen	+4			Spot	+16			
Languages									
Special/Notes									
UNCONSCIOUS									



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NAME		ALIGN/RACE		INIT	
Ferra		N/Hif		+4	
AC		BASE	TCH	FLT	TMP
23*		16	23		
CLASS/LEVEL		Rog 5			
STR	12	INT	12	FORT	+3
SPD	20 ft.				
DEX	18	WIS	8	REF	+9*
VIS	dark 60				
CON	13	CHA	10	WILL	+1†
					
Skills					
Bluff	+6		Move Silently	+12	
Diplomacy	+2		Search	+8	
Hide	+16		Sense Motive	-1	
Listen	+9		Spot	+7	
Languages					
Common, Elven, Halfling					
Special/Notes					
*+1 v traps.					
†+3 v fear.					
					
UNCONSCIOUS					



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NAME		ALIGN/RACE		INIT	
Helen		NG/HEf		+3	
AC		BASE	TCH	FLT	TMP
17		13	14		
CLASS/LEVEL		Rng 3/Rog 2			
STR	13	INT	10	FORT	+3
SPD	30 ft				
DEX	16	WIS	14	REF	+9
VIS	low-light				
CON	10	CHA	12	WILL	+3*
					
Skills					
Bluff	+1†		Move Silently	+9	
Diplomacy	+1		Search	+4	
Hide	+10		Sense Motive	+2†	
Listen	+8†		Spot	+8†	
Languages					
Common, Elven					
Special/Notes					
Imm sleep.					
*+5 v ench.					
†+2 v evil outsiders.					
					
UNCONSCIOUS					

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NAME		ALIGN/RACE		INIT	
Gerald		CG/Gnm		+5	
AC		BASE	TCH	FLT	TMP
16*		12	15		
CLASS/LEVEL		Brd 5			
STR	8	INT	14	FORT	+3
SPD	20 ft.				
DEX	13	WIS	8	REF	+5
VIS	low-light				
CON	14	CHA	18	WILL	+3†
					
Skills					
Bluff	+10		Move Silently	+1	
Diplomacy	+14		Search	+2	
Hide	+8		Sense Motive	+5	
Listen	+6		Spot	+0	
Languages					
Common, Draconic, Dwarven, Gnome					
Special/Notes					
*+4 v giants.					
†+5 v illusions.					
					
UNCONSCIOUS					

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NAME		ALIGN/RACE		INIT	
Joline		LG/Hum		+1	
AC		BASE	TCH	FLT	TMP
23		11	22		
CLASS/LEVEL		Avatar 2/Pal 3			
STR	13	INT	8	FORT	+11
SPD	30 ft, plate 20 ft				
DEX	12	WIS	12	REF	+5
VIS	low-light				
CON	14	CHA	16	WILL	+8
					
Skills					
Bluff	+3		Move Silently	-5	
Diplomacy	+4		Search	-1	
Hide	-5		Sense Motive	+3	
Listen	+1		Spot	+1	
Languages					
Common					
Special/Notes					
Immune disease, fear; mod aura law, good.					
					
UNCONSCIOUS					

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DELAY or READY	NAME Zed		ALIGN/RACE N/Hum		INIT +1	
	AC	BASE 16	TCH 11	FLT 15	TMP	CLASS/LEVEL Thanemage 4/Brb 1
	STR	14	INT	15	FORT +6	SPD 40 ft.
	DEX	12	WIS	10	REF +6	VIS dark 60
	CON	14	CHA	8	WILL +5	
						
Skills						
Bluff		-1	Move Silently		+1	
Diplomacy		-1	Search		+2	
Hide		+1	Sense Motive		+0	
Listen		+4	Spot		+1	
Languages						
Common, Draconic, Elven						
Special/Notes						
						
UNCONSCIOUS						



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DELAY or READY	NAME		ALIGN/RACE		INIT	
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL
	STR		INT		FORT	SPD
	DEX		WIS		REF	VIS
	CON		CHA		WILL	
						
Skills						
Bluff			Move Silently			
Diplomacy			Search			
Hide			Sense Motive			
Listen			Spot			
Languages						
Special/Notes						
						
UNCONSCIOUS						

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DELAY or READY	NAME Zed (Rage)		ALIGN/RACE N/Hum		INIT +1	
	AC	BASE 14	TCH 9	FLT 13	TMP	CLASS/LEVEL Thanemage 4/Brb 1
	STR	18	INT	15	FORT +8	SPD 40 ft.
	DEX	12	WIS	10	REF +6	VIS dark 60
	CON	18	CHA	8	WILL +7	
						
Skills						
Bluff		-1	Move Silently		+1	
Diplomacy		-1	Search		+2	
Hide		+1	Sense Motive		+0	
Listen		+4	Spot		+1	
Languages						
Common, Draconic, Elven						
Special/Notes						
						
UNCONSCIOUS						

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DELAY or READY	NAME		ALIGN/RACE		INIT	
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL
	STR		INT		FORT	SPD
	DEX		WIS		REF	VIS
	CON		CHA		WILL	
						
Skills						
Bluff			Move Silently			
Diplomacy			Search			
Hide			Sense Motive			
Listen			Spot			
Languages						
Special/Notes						
						
UNCONSCIOUS						



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INITIATIVE CARDS



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BLANK CARDS

These cards are provided for your convenience, in case you have chosen not to use the pregenerated characters or have modified the encounters for your home campaign.

DELAY or READY	NAME _____				ALIGN/RACE _____				INIT _____
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL _____			
	STR		INT		FORT		SPD		
	DEX		WIS		REF		GRAP	VIS	
	CON		CHA		WILL				
Skills									
.....									
.....									
Attack (#) Bonus Type Damage									
.....									
.....									
.....									
HP									
Special/Notes									
									
UNCONSCIOUS									



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DELAY or READY	NAME _____				ALIGN/RACE _____				INIT _____
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL _____			
	STR		INT		FORT		SPD		
	DEX		WIS		REF		GRAP	VIS	
	CON		CHA		WILL				
Skills									
.....									
.....									
Attack (#) Bonus Type Damage									
.....									
.....									
.....									
HP									
Special/Notes									
									
UNCONSCIOUS									



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INITIATIVE CARDS



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DELAY or READY	NAME				ALIGN/RACE				INIT
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	STR		INT		FORT		SPD		
	DEX		WIS		REF		VIS		
	CON		CHA		WILL				
Skills									
Bluff			Move Silently..						
Diplomacy...			Search.....						
Hide			Sense Motive...						
Listen			Spot.....						
Languages									
Special/Notes									
									
UNCONSCIOUS									



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DELAY or READY	NAME				ALIGN/RACE				INIT
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	STR		INT		FORT		SPD		
	DEX		WIS		REF		VIS		
	CON		CHA		WILL				
Skills									
Bluff			Move Silently..						
Diplomacy...			Search.....						
Hide			Sense Motive...						
Listen			Spot.....						
Languages									
Special/Notes									
									
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DELAY or READY	NAME				ALIGN/RACE				INIT
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	STR		INT		FORT		SPD		
	DEX		WIS		REF		VIS		
	CON		CHA		WILL				
Skills									
Bluff			Move Silently..						
Diplomacy...			Search.....						
Hide			Sense Motive...						
Listen			Spot.....						
Languages									
Special/Notes									
									
UNCONSCIOUS									

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DELAY or READY	NAME				ALIGN/RACE				INIT
	AC	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	STR		INT		FORT		SPD		
	DEX		WIS		REF		VIS		
	CON		CHA		WILL				
Skills									
Bluff			Move Silently..						
Diplomacy...			Search.....						
Hide			Sense Motive...						
Listen			Spot.....						
Languages									
Special/Notes									
									
UNCONSCIOUS									

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