



## Spells Prepared

- Cantrips (4): Light, Mending, Prestidigitation, Read Magic
- Level One (5+1): ☐ Expeditious Retreat, ☐ Endure Elements, ☐ Protection from Evil, ☐ Magic Missile
- Level Two (3+1): ☐ Bull's Strength, ☐ Darkvision, ☐ Levitate, ☐ Web
- Level Three (2+1): ☐ Haste, ☐ Tiny Hut

## Spellbook

- Cantrips: Resistance, Acid Splash, Detect Magic, Detect Poison, read Magic, Daze, Dancing Lights, Flare, Light, Ray of Frost, Mage Hand (tr), Mending (tr), Message (tr), Open/Close (tr), Arcane Mark, Prestidigitation
- Level One: Comprehend Languages (ma), Endure Elements, Enlarge Person (tr), Expeditious Retreat (tr), Feather Fall (tr), Magic Weapon (tr, ma), Protection from Evil, Protection from Law, Identify, Magic Missile, Reduce Person (tr)
- Level Two: Arcane Lock, Bull's Strength (tr), Cat's Grace (tr), Darkness, Darkvision (tr), Eagle's Splendor (tr), Elemental Speech, Knock, Levitate (tr), Protection from Arrows, Scorching Ray, Spider Climb (tr, ma), Web (ma)
- Level Three: Haste (tr), Tiny Hut

## Random Items

Map of Brinestump Marsh (showing two shipwrecks and a dangerous cave)  
 Rubbing of the nameplate from the *Kaijitsu Star* (Tien characters)

## Equipment

Item	Location	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Belt Pouch	Belt	1	0.5	1	0.5	1		
Cold Iron Dagger	Belt	1	1	4	1	4		1d4, 19-20/x2, rng 10'
Dagger	Belt	1	1	2	2	4		1d4, 19-20/x2, rng 10'
<i>Silver Dagger +1</i>	Belt	1	1		1			1d4, 19-20/x2, rng 10', +1 hit
Masterwork Longsword	Belt	1	2	310	1	310		1d8, +1 to hit
Masterwork Dagger	Belt	2	1	2	2	4		1d4, 19-20/x2, rng 10' +1 to hit
<i>Dancing Wasp</i>	Belt	1						See below
Wand of <i>Magic Missile</i> (CL5)	Pouch	1					29	
Wand of <i>Magic Missile</i> (CL5)	Pouch	1					3	
Wand of <i>Identify</i>	Pouch	1					16	
<i>Pearl of Power</i> (1 <sup>st</sup> level)	Pouch	1					<input type="checkbox"/>	Recover 1 <sup>st</sup> level spell
Scroll of <i>Ghoul Touch</i>	Pouch	1					1	
<i>Magical Wayfinder</i>	Pouch	1						
Vial of Holy Water	Pouch	1					1	
Skyrocket	Pouch	1						Firework
Desnan Candles	Pouch	3					4	Firework
Dice and Cards	Pouch	1						
Waterskin	Belt	1	4	1	4	1		
<i>Headband of Intellect</i> +2	Worn	1						+2 INT
Bonded Amulet	Worn	1	0	0	0	0		
Cold Weather Outfit	Worn	1	7	8				+5 Survival vs. cold
Bright Green Sash	Worn	1	0	4	0	4		

<i>Item</i>	<i>Location</i>	<i>Qty</i>	<i>Unit Wt. (lb)</i>	<i>Unit Cost (gp)</i>	<i>Total Wt. (lb)</i>	<i>Total Cost</i>	<i>Uses</i>	<i>Notes</i>
Elegant Green Robe	Worn	1	8	10	8	10		
Masterwork Shuriken	Worn	1	0					Sewn inside flap of robe, etched w/ group symbol
Backpack	Back	1	2	2	2	2		
Ink (8 oz jar)	Pouch	1	0	8	0	8		
Inkpen	Pouch	1	0	0.1	0	0.1		
Parchment	Scroll Case	10	0	0.2	0	2		
Scroll Case	Backpack	1	0.5	1	0.5	1		
Spellbook	Backpack	1	1	0	1	0		
Bedroll	Wagon	1	5	0.1	5	0.1		weight = 5lb
<b>Totals</b>					<b>26</b>	<b>47.2</b>		(light load to 26 lb) (med load to 53 lb)

### Money

Platinum Coins	
Gold Coins	66
Silver Coins	8
Copper Coins	

### Interesting Documents

Map of Brinestump Marsh  
Rubbing of the *Kaijitsu Star* nameplate (Tien characters)

### Magical Wayfinder

A magical device that provides light and a +2 bonus to Survival to avoid becoming lost. It includes a slot into which an *Ioun Stone* may be placed.

### Dancing Wasp

The *Dancing Wasp* is a unique magical kusari-gama (exotic weapon, light weapon). In addition to its properties as a weapon, once per day it can summon (and control) a giant wasp. The user must whirl the weapon around his head for the summoning, and must continue the action as long as the giant wasp remains, to a maximum of 5 rounds.

<i>Weapon</i>	<i>Dmg</i>	<i>Crit</i>	<i>Wt.</i>	<i>Type</i>	<i>Special</i>
Kusarigama	1d3/1d6	x2	3 lb	S or B	double, monk, reach, trip, grapple

### Giant Wasp CR 3

N Large vermin

**Init** +1; **Senses** darkvision 60 ft.; Perception +9

#### Defense

**AC** 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, -1 size)

**hp** 34 (4d8+16)

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

**Immune** mind-affecting effects

#### Offense

**Speed** 20 ft., fly 60 ft. (good)

**Melee** sting +6 (1d8+6 plus poison)

**Space** 10 ft.; **Reach** 5 ft.

**Statistics****Str** 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11**Base Atk** +3; **CMB** +8; **CMD** 19**Skills** Fly +3, Perception +9; **Racial Modifiers** +8 Perception**Ecology****Environment** temperate forests**Organization** solitary, pair, group (3–6), or nest (7–19)**Treasure** none**Special Abilities****Poison (Ex)** Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.*Life History*

Harwynian Fellingleaf, an elf from the Mierani forest. He was educated as a transmuter by the Green Sash Society, a group of elven magicians dedicated to the reclamation of the ruined city of Celwynvian. But he remains dismayed by the way the Green Sashes have been mired in meaningless ritual and routine, bringing them no closer to unraveling the curses of the city. He has abandoned their forest lodge and taken up with Shalelu Andosana, learning her ways. And now that she has settled on the idea of traveling with a caravan, he is drawn along with her. Perhaps along the way he will learn something useful to the dream of recovering Celwynvian.

*Relationships*

- Ameiko Kaijitsu (friendly) 1
- Koya Mvashti (competitive) 1
- Sandru Vhiski (friendly) 1
- Shalelu Andosana (friendly) 10
- Kelda Oxgutter (competitive) 1
- Spivey (friendly) 1

*Elf Racial Traits***+2 Dexterity, +2 Intelligence, –2 Constitution:** Elves are nimble, both in body and mind, but their form is frail.**Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.**Normal Speed:** Elves have a base speed of 30 feet.**Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light. See Chapter 7.**Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.**Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.**Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.**Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.**Languages:** Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.*Transmutation School*

Transmuters use magic to change the world around them. Forbidden schools: Necromancy, Illusion.

- *Physical Enhancement (Su):* You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

- *Telekinetic Fist (Sp)*: As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
- *Change Shape (Sp)*: At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*.

### Campaign Trait

**Student Survivalist**: Although she is seen as something of a mystery to most of Sandpoint's citizens, Shalelu has never really seemed all that mysterious to you. Of course, that's probably because she helped raise you. You have never quite figured out why Shalelu decided to treat you as a younger sibling, but you certainly appreciated it— and you eagerly absorbed all of the survivalist tricks that she showed you over the years. As a result, you gain a +2 trait bonus on all Survival checks, and Survival is a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your mentor. **NPC**

**Choices**: Shalelu.

### Experience Log

Date	Experience Gain	Experience Total	Notes
11/12/2011	0	0	Character created
11/27/2011	0	3000	Wizard Level 2. +3 hit points, +1 BAB, +1 Will Save, +1 cantrip, +1 L1 spell per day, 6 skill points, +1 relationship with Shalelu Andosana. +1 Appraise, +1 Survival, +1 Spellcraft, +1 Knowledge (geography), +1 Knowledge (arcana), +1 Knowledge (local)
12/11/2011	0	0	Missed session
01/08/2012	0	7500	Wizard Level 3. +6 hit points, +1 Fort save, +1 Ref save, +1 L2 spell/day (+1 for INT, +1 school spell), +1 relationship with Shalelu Andosana. +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge: arcana, +1 Knowledge: geography, +1 Knowledge: history, 2 new spells (Spider Climb, Web), Spell Mastery feat
02/05/2012	0	14,000	Wizard Level 4. +5 hit points, +1 Will save, +1 BAB, +1 DEX. Spells/day to 4/4+1/3+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography); 2 new spells: Darkvision, Bull's Strength
04/01/2012	0	23,000	Wizard Level 5. +3 hit points. +1 L3 spell/day (+1 Transmutation spell). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography), +1 Linguistics (Giantish). Bonus feat: Empower Spell. Feat: Craft Wand. 2 spells: Haste, Tiny Hut