

Lini

Female gnome druid 14 - CR 13

True Neutral Humanoid (Gnome); Deity: **The Green Faith**;
Age: **69**; Height: **3' 5"**; Weight: **37 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	10	0	
WIS WISDOM	17/21	+3/+5	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13	=	+9	+3		+1	

Illusion Resistance: +2 vs. illusions, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+6	=	+4	+2			

Illusion Resistance: +2 vs. illusions, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+14	=	+9	+5			

Illusion Resistance: +2 vs. illusions, **Resist Nature's Lure:** +4 vs. fey and plant-targeted effects

Immunity to Poison

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	29	=	10	+9	+4	+2	+1		+3	

Touch AC	16	Flat-Footed AC	27
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Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc		
CM Bonus	+8	=	+10	-1	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size			
CM Defense	23	=	10	+10	-1	+2	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+10	HP	131
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Damage / Current HP

Initiative	+2
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Speed	20 / 15 ft
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Emberchill

Main hand: **+11/+6, 1d4 plus 1d6 cold** Crit: **x2**

Main w/ offhand: **+5/+0, 1d4 plus 1d6 cold** Light, S, Trip

Main w/ light off: **+7/+2, 1d4 plus 1d6 cold**

Offhand: **+3, 1d4 plus 1d6 cold**

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Speed greater/less than 30 ft.: -8 to jump				
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	-5	STR (-1)	-	
Craft (alchemy)	+2	INT (0)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	-2	DEX (2)	-	
Fly	+7	DEX (2)	4	
Handle Animal	+15	CHA (3)	9	
Animal Companion Link: +4 circumstance bonus to checks made regarding an animal companion				
Heal	+18	WIS (5)	10	
Intimidate	+3	CHA (3)	-	
Knowledge (nature)	+19	INT (0)	14	
Perception	+24	WIS (5)	14	
Ride	+2	DEX (2)	1	
Sense Motive	+5	WIS (5)	-	
Spellcraft	+17	INT (0)	14	
Stealth	+2	DEX (2)	-	
Survival	+11	WIS (5)	1	
Sapling rod: +5 competence to get along in the wild and to keep from getting lost				
Swim	-5	STR (-1)	-	

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Aspect of the Beast (Night Senses - Darkvision 30')

You gain Darkvision 30'

Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

Combat Casting

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

Druid Weapon Proficiencies

You are proficient with the Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortsword, Sling and Spear.

Feats

Mounted Combat (1/round)

Once per round you can attempt to negate a hit to your mount in combat.

Shield Proficiency

You can use a shield and take only the standard penalties.

Spell Focus (Conjuration)

Spells from one school of magic have +1 to their save DC.

Spell Penetration

+2 to caster levels checks to overcome spell resistance.

Superior Summoning

When summoning more than one creature, summon an extra one

Traits

Resilient

+1 Fort saves.

Sacred Touch

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely

Gauntlet (from armor)

Main hand: **+10/+5, 1d2-1**

Crit: **x2**

Main w/ offhand: **+4/-1, 1d2-1**

Light, B

Main w/ light off: **+6/+1, 1d2-1**

Offhand: **+2, 1d2-1**

Hated +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Unarmed strike

Main hand: **+10/+5, 1d2-1**

Crit: **x2**

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+4/-1, 1d2-1**

nonlethal

Main w/ light off: **+6/+1, 1d2-1**

nonlethal

Offhand: **+2, 1d2-1 nonlethal**

Hated +1: +1 vs. humanoids with the goblinoid or reptilian subtype

+3 wild ironwood buckler

+4

Max Dex: -, Armor Check: -

Spell Fail: 5%, Shield

+3 wild ironwood chainmail

+9

Max Dex: +2, Armor Check: -4

Spell Fail: 30%, Medium, Slows

Gear

Total Weight Carried: 26.5/60 lbs, Medium Load

(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)

+3 wild ironwood buckler 2.5 lbs

+3 wild ironwood chainmail 20 lbs

Artisan's outfit (Free) -

Emberchill 1 lb

Headband of inspired wisdom +4 0.5 lbs

Holly and mistletoe <In: Dropped to ground (3 @ 4.44 lbs)> -

Money <In: Dropped to ground (3 @ 4.44 lbs)> 2.44 lbs

Ring of protection +3 -

Sapling rod (1/week) 2.5 lbs

Experience & Wealth

Experience Points: **450000/635,000**

Current Cash: **122 gp**

Gear

**Total Weight Carried: 26.5/60 lbs, Medium Load
(Light: 19.5 lbs, Medium: 39.75 lbs, Heavy: 60 lbs)**

Spell component pouch <In: Dropped to ground (3 @ 2 lbs)
Weirding watch -

Special Abilities

A Thousand Faces (At will) (Su)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Animal Companion Link (Ex)

Masters can handle their animal companion as a free action, or push it as a move action, even if they doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle

Darkvision (30 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Hated +1

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

Illusion Resistance

+2 racial bonus to saves against illusion spells or effects.

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Resist Nature's Lure (Ex)

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Share Spells with Companion (Ex)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the

Spontaneous Casting

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the

Wild

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the

Wild Empathy +17 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild

Wild Shape (14 hours, 6/day) (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell,

Wild Shape (Beast Shape III: Diminutive - Huge animal)

You may use your Wild Shape ability to become an animal.

Lini – Abilities & Gear

Aspect of the Beast (Night Senses - Darkvision 30') Feat

Whether by magic or a curse of your blood, some part of you is more beast than man.

Prerequisite: Wild shape class feature, see Special.

Benefit: Your bestial nature manifests itself in one of the following ways. You choose the manifestation when you choose the feat, and then you cannot change it.

Night Senses (Ex): If your base race has normal vision, you gain low-light vision. If your base race has low-light vision, you gain darkvision out to a range of 30 feet. If your base race has darkvision, the range of your darkvision increases by 30 feet.

Special: A character that has contracted lycanthropy can take this feat without having to meet the prerequisites. A ranger who selects the natural weapon combat style can take this feat without having to meet the prerequisites (even if he does not select Aspect of the Beast as a bonus feat).

Appears In: Advanced Player's Guide

Augment Summoning Feat

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Combat Casting Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Mounted Combat (1/round) Feat

You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Spell Focus (Conjuration) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Superior Summoning Feat

You can summon more creatures.

Prerequisites: Augment Summoning, caster level 3rd.

Benefit: Each time you cast a summoning spell that conjures more than one creature, add one to the total number of creatures summoned.

Appears In: Ultimate Magic

Resilient Trait

Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Sacred Touch Trait

You were exposed to a potent source of positive energy as a child, perhaps by being born under the right cosmic sign, or maybe because one of your parents was a gifted healer. As a standard action, you may automatically stabilize a dying creature merely by touching it.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Darkvision (30 feet) Racial Ability, Senses (Feat)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Defensive Training +4 Racial Ability (Gnome)

+4 dodge bonus to AC against monsters of the Giant subtype.

Hatred +1 Racial Ability (Gnome)

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

Illusion Resistance Racial Ability (Gnome)

+2 racial bonus to saves against illusion spells or effects.

Immunity to Poison Unknown

You are immune to poison.

Low-Light Vision Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

A Thousand Faces (At will) (Su) Class Ability (Druid)

At 13th level, a druid gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her normal form.

Animal Companion Link (Ex) Class Ability (Aerie Protector, D)

Masters can handle their animal companion as a free action, or push it as a move action, even if they doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Lini – Abilities & Gear

Resist Nature's Lure (Ex) Class Ability (Druid)

Starting at 4th level, a druid gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Share Spells with Companion (Ex) Class Ability (Aerie Protector, D

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Spontaneous Casting Class Ability (Druid)

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex) Class Ability (Druid)

Starting at 3rd level, a druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Wild Empathy +17 (Ex) Class Ability (Druid)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Wild Shape (14 hours, 6/day) (Su) Class Ability (Druid)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains in levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a druid can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as *beast shape II*. When taking the form of an elemental, the druid's wild shape functions as *elemental body I*.

At 8th level, a druid can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as *beast shape III*. When taking the form of an elemental, the druid's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the druid's wild shape functions as *plant shape I*.

At 10th level, a druid can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body III*. When taking the form of a plant, the druid's wild shape now functions as *plant shape II*.

At 12th level, a druid can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as *elemental body IV*. When taking the form of a plant, the druid's wild shape now functions as *plant shape III*.

Wild Shape (Beast Shape III: Diminutive - Huge) Class Ability (Druid)

You may use your Wild Shape ability to become an animal.

Wild Shape (Elemental Body IV: Small - Huge) Class Ability (Druid)

You may use your Wild Shape ability to become an elemental.

Wild Shape (Plant Shape III: Small - Huge) Class Ability (Druid)

You may use your Wild Shape ability to become a plant creature.

Woodland Stride (Ex) Class Ability (Druid)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Lini – Abilities & Gear

Wild (+3 wild ironwood chainmail)

Armor Power

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Construction

Requirements: Craft Magic Arms and Armor, *baleful polymorph*; **Cost** +3 Bonus

Wild (+3 wild ironwood buckler)

Armor Power

The wearer of a suit of armor or a shield with this ability preserves his armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Construction

Requirements: Craft Magic Arms and Armor, *baleful polymorph*; **Cost** +3 Bonus

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Sapling rod (1/week)

Rod

This rod appears to be the limbless trunk and branching roots of a miniature tree. It grants its wielder a +5 competence bonus on Survival checks to get along in the wild and to keep from getting lost. Additionally the wielder and any allies within a 20-foot radius of the wielder gain the benefits of the ranger's woodland stride class feature.

If thrust into any natural ground or earth and allowed to stand for 1 hour, the rod grows and blooms into a large tree bearing edible fruit. A sapling rod produces 2d4 pieces of fruit. A creature that consumes an entire piece of fruit gains the benefits of either a *cure moderate wounds* or *lesser restoration* spell (recipient's choice). Consuming a piece of fruit from a sapling rod is a full-round action that provokes attacks of opportunity, and no single creature can benefit from more than two pieces of fruit from a single blooming. A sapling rod can bloom once per week and after doing so reverts to its original state after all the fruit is picked, or after 24 hours, whichever comes first. Fruit harvested from the tree lasts for 24 hours before shriveling into useless husks.

Construction

Requirements: Craft Rod, *cure moderate wounds*, *grove of respite* (Advanced Player's Guide), *lesser restoration*; **Cost** 8,325 gp

Appears In: Ultimate Equipment

Headband of inspired wisdom +4 Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +4. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*; **Cost** 8,000 gp

Weirding watch

Wondrous Item

This gold-plated watch is divided into five pieces. The *weirding watch* keeps flawless time without ever needing to be wound or repaired. In addition, the bearer of any piece of the watch can activate it to exercise power over time for herself and her allies. Once a watch piece is activated, the bearer gains the benefits of *haste* and *lesser age resistance*^{UM} for 3 rounds. Anyone bearing a piece from the same *weirding watch* within 30 feet receives the same effect. Each piece of the watch can be activated once per day. The price of a *weirding watch* includes all five pieces. Pieces are rarely sold separately.

Construction

Requirements Craft Wondrous Item, *haste*, *lesser age resistance*^{UM}
Cost 11,000 gp

Appears In: Tears at Bitter Manor, Tears at Bitter Manor GM Content

Special Abilities

Wild Shape (Elemental Body IV: Small - Huge elemental)

You may use your Wild Shape ability to become an elemental.

Wild Shape (Plant Shape III: Small - Huge plant creature)

You may use your Wild Shape ability to become a plant creature.

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Ghost Sound (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>

Tracked Resources

Mounted Combat (1/round)	<input type="checkbox"/>
Sapling rod (1/week)	<input type="checkbox"/>
Wild Shape (14 hours, 6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnome
Druidic	Sylvan

Spells & Powers

Druid spells memorized (CL 14th; concentration +19)

Melee Touch +10 **Ranged Touch** +13

Companions

Droogami CR –

Female leopard

N Medium magical beast (augmented animal)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +11

Defense

AC 31, touch 17, flat-footed 24 (+6 Dex, +1 dodge, +14 natural)

hp 105 (14d8+42)

Fort +13, **Ref** +16, **Will** +6 (+4 morale bonus vs. enchantment effects)

Defensive Abilities evasion

Offense

Speed 50 ft.; sprint

Melee unarmed strike +16/+11 (1d3+6 nonlethal) or bite +16 (1d6+6), 2 claws +17 (1d4+6)

Statistics

Str 22, **Dex** 23, **Con** 16, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +10; **CMB** +16; **CMD** 33 (37 vs. trip)

Feats Blind-fight, Dodge, Eldritch Claws^{APG}, Improved Natural Attack (claw), Mobility, Spring Attack, Weapon Focus (claw)

Tricks Attack, Combat Riding, Come, Defend, Down, Fetch, Guard, Heel, Stay, Track

Skills Acrobatics +17 (+25 to jump), Climb +10, Perception +11, Stealth +20 (+24 in undergrowth), Swim +10; **Racial**

Modifiers +4 Stealth in undergrowth

Languages Common

SQ devotion

Combat Gear *cloak of fangs*^{ARG}; **Other Gear** *amulet of natural armor* +5

Tracked Resources

Cloak of fangs (5 rounds/day) - 0/5

Sprint (1/hour) (Ex) - 0/1

Title - Lini (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2010/03/18

XP Reward: 441000 XP; **Net Cash:**

- no notes -