

Paltus "Pal" Flynter (Both) Local DC 8 (Human)

Male Human Expert 4/warrior 1

N Medium humanoid

Init +0; Senses Perception +10

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 23 (5HD; 4d8+1d10)

OFFENSE

Speed 30ft

Melee sap +3 (1d6-1 NL)

STATISTICS

Str 9, Dex 11, Con 10, Int 12, Wis 14, Cha 10

Base Atk +4; CMB +3; CMD 13

Feats Great Fortitude, Quick Draw, Rapid Reload, Skill Focus
(Profession [barkeep])

Skills Bluff +8, Handle Animal +5, Intimidate +5, Knowledge
(local) +9, Linguistics +6, Perception +10, Perform
(comedy) +6, Perform (oratory) +6, Profession (barkeep)
+13, Ride +5, Sense Motive +10, Sleight of Hand +5

Languages Common, Dwarf, Halfling

Gear +1 leather armor, dagger, mwk heavy crossbow with 10
bolts and one +1 human bane bolt, sap

Hit Points		Subdual
23		

<10, grabs Gregon from the kitchen and flees

Rukaina Hasheen (Both) Local DC 6 (Human)

Human bard 2

N Medium humanoid

Init +2; **Senses** Perception +4

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d8+2)

Fort +1, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18-20) or whip +1 (1d3)

Ranged shortbow +3 (1d6/x3)

Space 5 ft.; **Reach** 5 ft. (15 ft. with whip)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspirecourage +1)

Bard Spells Known (CL 2nd; concentration +5)

1st(3/day) - *comprehend languages*, *hideous laughter* (DC 14), *ventriloquism*

0 (at will) - *dancing lights*, *daze* (DC 13), *ghost sound* (DC 13), *message*, *prestidigitation*

Hit Points 11		Subdual
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<4 Surrenders

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 17

Base Atk +1; **CMB** +1; **CMD** 14

Feats Dodge, Skill Focus (Perform [oratory])

Skills Bluff +8, Diplomacy +11, Disguise +10, Intimidate +8, Knowledge (local) +7, Perception +4, Perform (act) +8, Perform (oratory) +11, Sense Motive +11, Sleight of Hand +7, Stealth +6

Languages Common, Elven

SQ bardic knowledge +1, versatile performance (oratory)

Gear mwk studded leather, buckler, rapier, shortbow with 20 arrows, whip, disguise kit, light horse (combat trained) withriding saddle

Sareth Markell (Low)

Local DC 6 (Human)

Human fighter 1/rogue 1

NE Medium humanoid

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

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 16 (2 HD; 1d10+1d8+6)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6+3) or quarterstaff +2/+2
(1d6+3/1d6+1) or dagger +4 (1d4+3/19-20) or sap +4
(1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

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

Feats Skill Focus (Intimidate), Toughness, Two-Weapon
Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception
+5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear mwk studded leather, daggers (2), quarterstaff, sap,
manacles (2)

Hit Points 16	Dagger 2	Subdual
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<6 Surrenders

Sareth Markell (High)

Local DC 8 (Human)

Human expert 1/rogue 3

N Medium humanoid

Init +2; Senses Perception +6

DEFENSE

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

hp 22 (4d8+4)

Fort +2, Ref +5, Will +2

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19-20) or

mwk sap +5 (1d6+1 nonlethal)

Ranged mwk hand crossbow +5 (1d4/19-20)

Special Attacks sneak attack +2d6

Hit Points 22	Bolts 10	Subdual
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<8 surrenders

STATISTICS

Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 14

Base Atk +2; CMB +3; CMD 15

Feats Deceitful, Quick Draw, Skill Focus (Craft [alchemy]),
Weapon Finesse

Skills Appraise +6, Bluff +11, Craft (alchemy) +12, Disable
Device +6, Disguise +12, Escape Artist +9, Intimidate
+9, Knowledge (local) +9, Perception +6, Profession
(herbalist)+6, Sense Motive +6, Sleight of Hand +9,
Stealth +9

Languages Common, Halfling, Orc

SQ rogue talent (finesse rogue), trapfinding +1

Combat Gear black adder venom (2); Other Gear leather
armor, mwk hand crossbow with 10 bolts, mwk dagger
sap, alchemy kit, disguise kit, thieves' tools

SPECIAL ABILITIES

Poison *Black Adder Venom* -injury; save Fort DC 11; frequency
1/round for 6 rounds; effect 1d2 Str; cure 1 save

Galdeph Bellarion (All) Local DC 8 (Human)

Human fighter 2/ranger 2

NE Medium humanoid

Init +2; **Senses** Perception +8

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 30 (4d10+8)

Fort +8, **Ref** +5, **Will** +1 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk heavy flail +9 (1d10+4/x3) or

mwk sap +8 (1d6+3 nonlethal) or

spiked gauntlet +7 (1d4+3)

Ranged bolas +7 (1d4+3)

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

Special Attacks favored enemy (humans +2)

STATISTICS

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 19

Feats Combat Reflexes, Exotic Weapon Proficiency (bolas),
Precise Shot, Step Up, Weapon Focus (bolas), Weapon
Focus (heavy flail)

Skills Climb +12, Handle Animal +3, Knowledge (geography) +4,
Perception +8, Ride +7, Stealth +9, Survival +8 (+9 to
follow tracks), Swim +8

Languages Common

Hit Points 30	Bolas 3	Subdual
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<7 *Surrenders*

SQ track +1, wild empathy +1

Combat Gear *feather token* (whip), tanglefoot bags (2);

Other Gear mwk studded leather, bolas (3), mwk heavy flail,
mwk sap, spiked gauntlet, climber's kit, drow poison (2
doses), manacles

Indara Allencroft (High) Local DC 6 (Human)

Human expert 3

N Medium humanoid

Init +0; **Senses** Perception +8

DEFENSE

AC 10, touch 10, flat-footed 10

hp 13 (3d8)

Fort +1, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4-1/19-20)

Ranged dagger +2 (1d4-1/19-20)

STATISTICS

Str 9, **Dex** 10, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 11

Feats Alertness, Deceitful, Skill Focus (Profession [merchant])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6,
Knowledge (local) +6, Linguistics +6, Perception +8,
Profession (merchant) +10, Sense Motive +9

Languages Common, Dwarven, Gnome, Halfling

Combat Gear smokestick, tanglefoot bag; **Other Gear** dagger,
disguise kit, heavy horse and wagon, 433 gp worth of
trade goods

Hit Points 30	Bolas 3	Subdual
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<6 Surrenders

Flash Beetle

Nature DC 6

N Small vermin

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +3 (1d4+2)

Special Attacks flash of light

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** —, **Wis** 14, **Cha** 11

Base Atk +0; **CMB** +1; **CMD** 11 (21 vs. trip)

Skills Fly +0

SQ luminescence

SPECIAL ABILITIES

Flash of Light (Ex) Once per hour, a flash beetle can create a bright flash of light as a standard action. When a flash beetle does so, all creatures in a 10-foot burst must succeed at a DC 12 Fortitude save or be dazzled for 1d3 rounds. The save DC is Constitution-based.

Luminescence (Ex) A flash beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

Hit Points		Subdual
6		

<3 Flee

Laszo “The Leper”

Local DC 7 (Human)

Male human alchemist 2/expert 1 (*Advanced Player's Guide* 26)

LE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 22 (3d8+5)

Fort +5, **Ref** +6, **Will** +4; +2 bonus vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4/19 – 20)

Ranged bomb +4 (1d6+3 fire)

Special Attacks bomb 5/day (1d6+3 fire, DC 14)

Alchemist Extracts Prepared (CL 2nd; concentration +5)

1st –*cure light wounds, disguise self, stone fist*

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 13, **Cha** 8

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

Hit Points 22	Bombs 5	Subdual
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<3 *Flee*

Feats Alertness, Brew Potion, Improved Initiative, Skill Focus (Craft [alchemy]), Throw Anything

Skills Acrobatics +8, Appraise +9, Bluff +5, Craft (alchemy) +12 (+14 to create alchemical items), Intimidate +5, Perception +9, Profession (herbalist) +7, Sense Motive +8, Spellcraft +9

Languages Common, Dwarven, Elven, Gnome

SQ alchemy (alchemy crafting +2), discovery (precise bombs [3 squares]), mutagen (+4/ – 2, +2 natural armor, 20 minutes), poison use

Combat Gear *potion of cure moderate wounds*, acid (2); **Other Gear** mwk studded leather, daggers (2), *cloak of resistance* +1, alchemy crafting kit, formula book, portable alchemist's lab, vials of whip (2), 10 gp

Careful Initiate—Monk 1

LN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 16, flat-footed 12

hp 9 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee u/s or Kama +3(2/2) (1d6+1)

Ranged light c-bow +3 (1d8/19-20) or
shuriken +3(+2/+2) (1d2+1)

Special Attacks stunning fist (1/day,
DC 12)

STATISTICS

Str 12, **Dex** 16, **Con** 10,

Int 13, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 17

Feats Combat Reflexes, Dodge,
Improved Unarmed Strike,
Stunning Fist, Weapon Finesse

Skills Acr +7, Kn(his, rel) +5, S. Mot
+6, Stealth +7

Combat Gear *pot. CLW(2), pot MA(2),
oils of m. weap(2);*

Cutpurse—Rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20) (5)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** 13,

Int 10, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon
Finesse

Skills Acr +7, Cl, +6, DD +7, EA +7, Kn
(loc) +4, SoH+7, Stl +7, Swm +6

Combat Gear *pot CLW, acid (2),
smokestick, TF bag;*

Supers. Merc.—Fighter 1

N Medium humanoid (human)

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

DEFENSE

AC 20, touch 12, flat-footed 18

hp 14 (1d10+4)

Fort +3, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee lswd +4 (1d8+3/19-20) or
Cl dagger +4 (1d4+3/19-20)

Ranged hvy cbow +3 (1d10/19-20)

STATISTICS

Str 17, **Dex** 14, **Con** 12,

Int 8, **Wis** 13, **Cha** 10

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

Feats Iron Will, Power Attack,
Toughness

Skills Heal +2, Survival +5

Languages Common

Combat Gear *pot CLW, alch fire, holy
water, oil (2), healer's kit (2
uses remaining*

Careful Initiate – Monk 1

LN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 16, flat-footed 12

hp 9 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee u/s or Kama +3(2/2) (1d6+1)

Ranged light c-bow +3 (1d8/19-20) or
shuriken +3(+2/+2) (1d2+1)

Special Attacks stunning fist (1/day,
DC 12)

STATISTICS

Str 12, **Dex** 16, **Con** 10,

Int 13, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 17

Feats Combat Reflexes, Dodge,
Improved Unarmed Strike,
Stunning Fist, Weapon Finesse

Skills Acr +7, Kn(his, rel) +5, S. Mot
+6, Stealth +7

Combat Gear *pot. CLW(2), pot MA(2),
oils of m. weap(2);*

Cutpurse – Rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee s-sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20) (5)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** 13,

Int 10, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon
Finesse

Skills Acr +7, Cl, +6, DD +7, EA +7, Kn
(loc) +4, SoH+7, Stl +7, Swm +6

Combat Gear *pot CLW, acid (2),
smokestick, TF bag;*

Supers. Merc. – Fighter 1

N Medium humanoid (human)

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

DEFENSE

AC 20, touch 12, flat-footed 18

hp 14 (1d10+4)

Fort +3, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee l-swd +4 (1d8+3/19-20) or
Cl dagger +4 (1d4+3/19-20)

Ranged hvy cbow +3 (1d10/19-20)

STATISTICS

Str 17, **Dex** 14, **Con** 12,

Int 8, **Wis** 13, **Cha** 10

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

Feats Iron Will, Power Attack,
Toughness

Skills Heal +2, Survival +5

Languages Common

Combat Gear *pot CLW, alch fire, holy
water, oil (2), healer's kit (2
uses remaining*

Consortium Sorcerer 1

LE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10

hp 12 (1d6+6)

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

OFFENSE – 30FT

Melee dagger -1 (1d4-1/19-20) or
claws -1 (2, 1d4, 6 rounds/day)

Ranged light cbow +1 (1d8/19-20)

Sorcerer Spells Known (CL 1; con +4)

1st (4, DC14) – *cause fear, shocking
grasp (1d6+1)*

0 (0; DC 13) – *daze, msg, op/cl, ROF*

STATISTICS

Str 8, **Dex** 13, **Con** 14,

Int 12, **Wis** 10, **Cha** 17

Base Atk +0; **CMB** –1; **CMD** 10

Feats C. Cast, Esc Mats, Toughness

Skills Apr +5, Int +7, Spcft +5

Combat Gear *pot CLW, pot rem fear,
scr MA (2), scr. shld, wand(11)
grease*

Novice Scout Ranger 1

LN Medium humanoid (elf, human)

Init +3; **Senses** LLV, Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. ench

Immune sleep

OFFENSE – 30FT

Melee l-sword +3 (1d8+3/19-20) or
shortspear +3 (1d6+2)

Ranged longbow +4 (1d8/×3)

Special Attacks fav. enemy (orcs +2)

STATISTICS

Str 14, **Dex** 17, **Con** 12,

Int 10, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16

Feats PB Shot, SF (Perception)

Skills Cl +6, Kn (loc) +1, Kn (nat) +4, Stl
+7, Survival +5

SQ elf blood, track +1, wild empathy
+0

Combat Gear *pot CLW, alchemist's
fire, mwk arrows (3),*

Tavern Singer Bard 1

CN Medium humanoid (elf, human)

Init +2; **Senses** LLV; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +1; +2 vs. ench

Immune sleep

OFFENSE – 30

Melee rapier +2 (1d6/18-20)

Ranged shortbow +2 (1d6/x3)

Special Attacks bardic perf 7/day (CS,
dist, fasc, IC +1)

Bard Spells Known (CL 1st; con +4)

1st (2/ DC14) – *grease, h-laugh*

0 (0/DC13) – *d lts, g. snd, msg, p-dig*

STATISTICS

Str 10, **Dex** 14, **Con** 12,

Int 13, **Wis** 8, **Cha** 17

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

Feats SF(Perf[wind]), WF

Skills Bluff +7, Dipl +7, Perf (wind)
+12, S Mot+3, SoH +6, Stl +5,
UMD +7

Combat Gear *pot CLW (2), alch fire,
sunrod, TF bag, thunderstone;*

Acolyte Cleric 1

LN Medium humanoid

Init +0; **Senses** Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 5 (1d8+1)

Fort +3, **Ref** +0, **Will** +4

OFFENSE – 20 FT

Melee shortspear +1 (1d6+1)

Ranged shortspear +0 (1d6+1)

(Su) channel(+)7/day (DC 12, 1d6)

Domain SLA (CL 1st; conc+3)

5/day—reb, death, touch/law

Cleric Spells(CL 1st; conc +3)

1st—*bles*, *cmd* (DC 13), *CLW*

0 (at will)—*guid*, *resist*, *virtue*

STATISTICS

Str 12, **Dex** 10, **Con** 13,

Int 10, **Wis** 15, **Cha** 14

Base Atk +0; **CMB** +1; **CMD** 11

Feats Extra Ch, Sel. Ch

Skills Dipl +6, Heal +8, Kn(rel) +4,
Sense Motive +6

Combat Gear *scr prot chaos*, *scr sanctuary*

Consortium Druid 1

Human druid 1

NE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +5

OFFENSE – 20FT

Melee quarterstaff +2 (1d6+3)

Domain SLA (CL 1st; conc +4)

6/day—storm burst (1d6 NL)

Druid Spells(CL 1st; conc +4)

1st—*CLW*, *obs mist*, *shill* (DC 14)

0 (at will)—*create water*, *light*,
stabilize

D Domain spell; **Domain** Weather

STATISTICS

Str 14, **Dex** 12, **Con** 13,

Int 10, **Wis** 17, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 13

Feats C Cast, Impr. Init

Skills Acr -1, HA +3, Heal +9,
Spellcraft +4, Survival +9

Combat Gear *Pot CLW* (2)

Mercenary Healer Cleric 1

LE Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +4

OFFENSE – 30 FT

Melee morningstar -1 (1d8 - 1)

Ranged light cbow +2 (1d8/19-20)

(SU) channel (-) 6/day (DC 13, 1d6)

Domain SLA (CL 1st; conc +3)

5/day—inspiring word (1rnd)

Cleric Spells(CL 1st; conc +3)

1st—*CLW*, *longstrider*, *Prot Good*

0 (at will)—*detect magic*, *mending*,
read magic

STATISTICS

Str 8, **Dex** 12, **Con** 13,

Int 10, **Wis** 14, **Cha** 17

Base Atk +0; **CMB** -1; **CMD** 10

Feats Sel Ch, WF(light cbow)

Skills Apr +4, Dipl +7, Kn(rel) +4,
Spellcraft +4

Combat Gear *Pot CLW*, tanglefoot bag

