

MANASTORM



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



NPC CODEx

WORLD OF SHIN'AR

MANASTORM

WORLD OF SHIN'AR

NPC CODEX

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WHAT IS MANASTORM: WORLD OF SHIN'AR?

Manastorm: World of Shin'ar is a new campaign setting that takes place on a planet in the Milky Way galaxy. Crowd funded in 2016, it achieved it's funding goal in less than 6 hours, and made over 600% of that goal when done. At over 500 full-color pages, the book is full of information regarding the 16 new races and classes, new spells, feats, skills, and more. The ten expansive regions of Shin'ar boast some of the most diverse peoples you would ever come across.

Compiled in this Codex are **120 NPCs** created as a stretch goal for Manastorm.

NPCs were created using the *Dungeons & Dragons 5th Edition Player's Handbook*, the *Pathfinder Roleplaying Game Core Rulebook*, and the *Pathfinder's Advanced Player's Guide*.

To gain the full use of this Codex, you will need the afore mentioned rule books, as well as a copy of **Manastorm: World of Shin'ar** (5e or PFRPG).

Some abilities, stats, items, spells, and features detailed in this Codex are based on rules compiled in various rule books. Some of the stats may be unintentionally wrong or missing. We apologize for any error found.

Lists detailing a NPC's spells and items are a sample of what the NPC might have if ever met.

Game Masters are encouraged to change a NPC's statistics and items to fit their campaign and adventures.

A QUICK NOTE ABOUT GENDER:

Terran Empire Publishing prides itself on being inclusive and diverse. Some NPCs within this codex are listed as "NB", or non-binary, in regards to their gender. This is meant to be interpreted by the GM as they see fit, with preferred pronouns used throughout the character's entry.



HAVE FUN AND HAPPY GAMING!

MANASTORM



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HOOTAN ASADI

Medium, Male Humanoid (Aravork), NE

5E

CLASS	ARMOR CLASS
SORCERER 7	14
BACKGROUND	HIT POINTS
FOLK HERO	30 (7D6)
OCCUPATION	SPEED
RADICAL ORATOR	30 FT.; 60 FT. FLYING

STR 10 (+0) DEX 16 (+3) CON 11 (+0) INT 14 (+2) WIS 12 (+1) CHA 17 (+3)

SAVING THROWS CONSTITUTION +3, CHARISMA +6

SKILLS ARCANA +5, ANIMAL HANDLING +4, INSIGHT +4, SURVIVAL +4

SENSES PASSIVE PERCEPTION 14

TOOLS CALLIGRAPHER'S SUPPLIES

LANGUAGES AVAR'URK, CALVISH, GIANT, ALTERIAN, ZAVA

FEATS LINGUIST (GIANT, ALTERIAN, ZAVA)

CHALLENGE 4 (1,100 XP)

PROFICIENCIES DAGGER, DART, SLING, QUARTERSTAFF, LIGHT CROSSBOW, SHORTBOW,

Cold Resistance. Thanks to a thick layer of feathers, Hootan gains resistance to cold damage.

Weapon Familiarity. Hootan is considered proficient with a shortbow and longbow.

Aerial Expertise. Hootan gains *advantage* on Dexterity (Acrobatics) skill checks made while in flight.

Sorcerous Origin - Wild Magic

Wild Magic Surge. After Hootan casts a spell of 1st level or higher, there is a 1 in 20 chance a random magical effect occurs as well.

Tides of Chaos. Hootan gains *advantage* on any one attack roll, ability check, or saving throw once before a long rest.

Bend Luck. Hootan can use his *reaction* to affect the rolls of other creatures by spending 2 sorcery points and rolling a 1d4, then applying the number as a bonus or penalty.

Font of Magic. Hootan has 7 sorcery points.

Metamagic - Distant Spell, Subtle Spell

Spellcasting. Hootan is a 7th level spellcaster. His spellcasting ability is Charisma (save DC 14, +6 to hit with spell attacks).

Cantrips (At will): *blade ward, dancing lights, mage hand, prestidigitation, shocking grasp*

1st (4 slots): *charm person, mage armor, silent image*

2nd (3 slots): *detect thoughts, hold person*

3rd (3 slots): *haste, lighting bolt*

4th (1 slot): *dominate beast*

ACTIONS

Shortbow. Ranged Weapon Attack. +6 to Hit, range 80/120 ft.; One creature. Hit: 6 (1d6+3) piercing damage

Dagger +1. Melee Weapon Attack. +7 to Hit, reach 5 ft., One creature. Hit: 5 (1d4+4) piercing damage

EQUIPMENT

Shortbow, quiver with 20 arrows, component pouch, arcane focus (crystal orb), scroll case, hourglass, belt pouch (25 gp), inkpen, 3 sheets of parchment, common clothes, 1 flask of Alterian fire, 1 jar of Surguano salve, 1 vial of brighteye liquid, 1 flask of ManaBoost **MAGICAL** - *medium rune crystal of see invisibility, medium rune crystal of vampiric touch, minor etched rune crystal, 2 arrow +1, cape of the mountebank, ring of protection, potion of healing, potion of fire resistance, wand of web*

TRAITS

Personality - "I won't just lead them to the path, I'll walk it with them."

Ideal - "If we are pure to our soil, and only our soil, we will prevail."

Bond - "My family has bled for this land, I will not abandon it."

Flaw - "First I will inflame their passions, then I will own their obedience."

Hootan was born in Tor-Aerie and joined the infamous Home Guard as soon as they let him. His two older brothers were also members of the self-appointed Aerie Militia. They both lost their lives to Alterian Legion patrols. Hootan was instrumental in gaining the Home Guard sympathizers with a passionate speech at his brother's funerals that won many Aravork on the fence about the violent group, over to their side. He is now a member of the Home Guard's Security Council, and has been appointed the speaker for the group to the city's government.

CLASS	ARMOR CLASS
AERIALIST 14	17
BACKGROUND	HIT POINTS
SOLDIER	87 (14D8)
OCCUPATION	SPEED
MERCENARY	30 FT.; 60 FT. FLYING
COMPANY	
COMMANDER	

STR 14 (+2) DEX 18 (+4) CON 12 (+1) INT 12 (+1) WIS 11 (+0) CHA 13 (+1)

SAVING THROWS DEXTERITY +9, WISDOM +5

SKILLS ACROBATICS +9, ATHLETICS +7, INTIMIDATION +6, SURVIVAL +5

SENSES PASSIVE PERCEPTION 15

TOOLS TALON DECK (PLAYING CARDS)

LANGUAGES AVAR'URK, CALVISH, TRADESPEECH

FEATS DUAL WIELDER

CHALLENGE 8 (3,900 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS

Cold Resistance. Thanks to a thick layer of feathers, Laleh gains resistance to cold damage.

Weapon Familiarity. Laleh is considered proficient with the shortbow and longbow.

Aerial Expertise. Laleh gains *advantage* on Dexterity (Acrobatics) skill checks made while in flight.

Track. Laleh gains *advantage* on Wisdom (Perception) ability checks to track creatures.

Death from Above. If Laleh can catch her target unaware or unable to defend themselves, she can target and strike a vital spot for extra damage with a ranged weapon if she is airborne and at least 40 feet above, or stationary and at least 40 feet above her target. If Laleh has *advantage* on the ranged attack roll, she can add an additional 5d6 to the damage dealt.

Improved Aerial Evasion. Laleh is able to nimbly dodge out of the way of area effects. If she succeeds in a Dexterity saving throw against an attack that would normally deal ½ damage, she instead takes no damage. She takes ½ damage on a failed save.

Scan Surroundings. Laleh can use her action and double her proficiency bonus for a Wisdom (Perception) ability check to notice Aberrations, Celestials, Demons, Dragons, Elementals, Fiends, and Undead within 100 yards of her position. She can do this once before a long rest.

Combat Style - Two Weapon Fighting

Endurance. Laleh gains +2 on Strength (Athletics) ability checks to resist exhaustion, as well as on Constitution saving throws to continue running or flying, holding her breath, starvation, or thirst.

Expert Tracker. Laleh lowers the DC of any Wisdom (Survival) ability check to track creatures by 10.

Quarry. Laleh gains +2 to attack rolls against a creature she designates as her Quarry. She can also add both her Strength and Dexterity modifiers to the damage total of a critical hit she delivers against her Quarry.

Spellcasting. Laleh is a 11th level spellcaster. Her spellcasting ability is Wisdom (save DC 13, +5 to hit with spell attacks). She knows 11 Ranger spells.

1st (4 slots): *cure wounds, detect magic, fog cloud, speak with animals*

2nd (3 slots): *animal messenger, resist mana, spike growth*

3rd (3 slots): *lightning arrow, protection from energy, sleet storm*

4th (2 slots): *confusion*

ACTIONS

Silver Scimitar of Speed. Melee Weapon Attack. +11 to Hit, reach 5 ft., One creature. Hit 9 (1d6+6) slashing damage or 18 slashing damage to creatures who are vulnerable to silver.

Defender Dagger. Melee Weapon Attack. +12 to Hit, reach 5 ft.; One creature. Hit 9 (1d4+7) piercing damage

Shortbow. Ranged Weapon Attack. +9 to Hit, range 80/120 ft.; One creature. Hit: 7 (1d6+4) piercing damage

Dive Bomb. Laleh can charge a target from the air, gaining *advantage* on a melee roll at the end of the charge and add both Strength and Dexterity modifiers to the damage, if successful. On a failed Dexterity saving throw, the target is *stunned* for 1 round. Laleh can do this twice before a long rest.

EQUIPMENT

Officer badge, vampire fang necklace, talon deck, tailored fine clothes, belt pouch (50 gp, 2 rubies, 8 emeralds), shortbow, quiver with 20 arrows, 1 flask of Alterian fire, 1 vial of antitoxin, 1 hunting trap, hooded lantern, mess kit, 2 flasks of oil, spyglass, waterskin

MAGICAL - *Studded leather armor +2 (exquisite slot: princess cut crystal of mirror image), silver scimitar of speed, defender dagger, elemental gem (yellow diamond), gloves of missile snaring, iron bands of bilarro, periapt of wound closure, ring of spell storing, potion of fire breath, potion of speed, 2 potion of superior healing*

TRAITS

Personality - "I've left too many friends on the battlefield, I am slow to make new ones."

Ideal - "I won't spill blood over a difference of ideals."

Bond - "I'll die for any one of you, as long as you give me your best on the battlefield."

Flaw - "Don't hold your breath for an apology from me."

Laleh has traveled the world as part of dozens of Migration Guard units, and has earned the love and respect of many Aravork for her actions in keeping them safe.

She delights in the accolades and respect she is given by her people, but chose to leave their service to dedicate her life to the eradication of undead beings.

She has spent the last eight years in the employ of the Council of Montero as the leader of a small mercenary group who specializes in combating the undead. When she is not out patrolling with her men, she can be found at her modest manor house, which doubles as her company's barracks as well.

The Cleansing Blade has the distinction of being one of the only mercenary companies in Verigal to have not only faced an Eltra vampire noble, but slain one as well. Her fickle demeanor has earned her a reputation of unpredictability, but she has always delivered on a contract, and her mercenary company is a welcome sight in the City of Stone.

MILAD ZUNDI

Medium, Male Humanoid (Aravork), CG

5E

CLASS	ARMOR CLASS
AERIALIST 1	14
BACKGROUND	HIT POINTS
FOLK HERO	8 (1D8)
OCCUPATION	SPEED
MIGRATORY GUARD	30 FT.; 60 FT FLYING
<hr/>	
STR 12 (+1) DEX 17 (+3) CON 11 (+0) INT 11 (+0) WIS 14 (+2) CHA 12 (+1)	

SAVING THROWS DEXTERITY +5, WISDOM +4

SKILLS ACROBATICS +5, ANIMAL HANDLING +4, PERCEPTION +4, SURVIVAL +4

SENSES PASSIVE PERCEPTION 14

TOOLS WOODCARVER'S TOOLS

LANGUAGES AVAR'URK, CALVISH

FEATS NONE

CHALLENGE ¼ (50 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS

Cold Resistance. Thanks to a thick layer of feathers, Milad gains resistance to cold damage.

Weapon Familiarity. Milad is considered proficient with a shortbow and longbow.

Aerial Expertise. Milad gains *advantage* on Dexterity (Acrobatics) skill checks made while in flight.

Track. Milad gains *advantage* on Wisdom (Perception) ability checks to track creatures.

Death from Above. If Milad can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage with a ranged weapon if he is airborne and at least 40 feet above, or stationary and at least 40 feet above his target. If Milad has *advantage* on the ranged attack roll, he can add an additional 1d6 to the damage dealt.

ACTIONS

Shortbow. Ranged Weapon Attack. +5 to Hit, range 80/120 ft.; One creature. Hit: 6 (1d6+3) piercing damage

Mana Infused Handaxe. Melee Weapon Attack. +3 to Hit, reach 5 ft., One creature. Hit: 4 (1d6+1) slashing damage +1 lightning damage (*octagon cut crystal of voltage*)

Dagger. Melee Weapon Attack. +5 to Hit, reach 5 ft., One creature. Hit: 4 (1d4+3) piercing damage

EQUIPMENT

Leather armor, mana infused handaxe (*simple slot: octagon cut crystal of voltage*), dagger, shortbow, quiver (with 20 arrows), woodcarver's tools, common clothes, guard uniform (vest), belt pouch (10 gp), explorer's pack, 1 flask of grain alcohol **MAGICAL** - *potion of healing*

TRAITS

Personality - "You sit here and think! I'm going to act!"

Ideal - "I must do what I can to ensure the safety of my flock."

Bond - "My aim must be true so others can live another day."

Flaw - "I sneak a sip of hooch on duty sometimes, to keep me calm."

Milad is a new recruit in the famed Migration Guard of Antor-Aerie. The Guard protects migrating Aravork to and from Tor-Aerie, far to the south. Milad was placed in the Sniper Squad when his keen eye and knack for planing ambushes impressed his superiors. He is tasked with his squad mates to fly ahead of the main group and set up sniper positions to cover the non-combatants while they travel.

Milad is most at ease when moving. He finds it difficult to stay in one position for long, and it takes all his will power to lie in wait for an ambush. His excitement to leave Antor-Aerie for the first time was tempered with the loss of his best friend to a dragon's claws just four days into the migration.

He wears a feather from his friend's head on a leather thong around his neck to remind him to always be aware of his surroundings.

AREZOO DAS ESFIR

Medium, Female Humanoid (Arryn), CE

5E

CLASS	ARMOR CLASS
COURTESAN 1	15
BACKGROUND	HIT POINTS
CHARLATAN	9 (1D8)
OCCUPATION	SPEED
PERSONAL SECRETARY	30 FT.

STR 12 (+1) DEX 16 (+3) CON 13 (+1) INT 13 (+1) WIS 10 (+0) CHA 14 (+2)

SAVING THROWS CHARISMA +4, DEXTERITY +5

SKILLS ATHLETICS +3, DECEPTION +4, INSIGHT +2, PERFORMANCE +4, SLIGHT OF HAND +5, STEALTH +5

SENSES DARKVISION 60 FT.; PASSIVE PERCEPTION 12

TOOLS DISGUISE KIT, FORGERY KIT, THIEVES' TOOLS

LANGUAGES ARRON, TRADESPEECH

FEATS NONE

CHALLENGE ¼ (50 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, SHORTSWORD, WHIP, HAND CROSSBOW

Double Jointed. Arezoo gains *advantage* on Dexterity (Acrobatics) skill checks.

Extra Arms. Arezoo gains *advantage* on Dexterity (Slight of Hand) and Strength (Athletics) skill checks to climb.

Multi-weapon Fighting. Arezoo is able to add her ability score modifier to her off hand weapon.

Sneak Attack. If Arezoo can catch her target unaware or unable to defend themselves, she can target and strike a vital spot for extra damage. If Arezoo has *advantage* on the attack roll, she can add an additional 1d6 to the damage dealt.

Courtesan Knowledge. Arezoo gains *advantage* on any ability check she is also proficient in.

Courtesan Inspiration. Arezoo can grant an inspiration die (d6) to someone twice before a long rest.

Versatile Performance. Arezoo doubles her proficiency bonus when attempting a Charisma (Performance) ability check.

ACTIONS

Dagger. Melee Weapon Attack. +5 to Hit, reach 5 ft., One creature. Hit: 4 (1d4+3) piercing damage

Whip. Melee Weapon Attack. +5 to Hit, reach 10 ft., One creature. Hit: 4 (1d4+3) slashing damage

Hand Crossbow. Ranged Weapon Attack. +5 to Hit, range 30/120 ft., One creature. Hit: 6 (1d6+3) piercing damage

EQUIPMENT

Fine clothes, disguise kit, belt pouch (15 gp), dagger, whip, hand crossbow, crossbow bolt case with 20 crossbow bolts, diplomat's pack, thieves' tools, hourglass, tinderbox, waterskin, wineskin (Imperial Red), leather armor **MAGICAL** - *medium rune crystal of invisibility*

TRAITS

Personality - "Yes this is my belt pouch, my great grandmother gave it to me on her deathbed. Arezoo, she said, Arezoo, please keep this belt pouch safe..."

Ideal - "This week its forged travel papers, next week its rolling marks on the Street of Silks"

Bond - "My father taught me everything I know, I owe him a lot. I'm sure he is proud of me while he rots away in prison."

Flaw - "Blood-born nobles are my favored pray, and I can't pass up a chance to rob them blind."

Arezoo grew up in pampered luxury. Her father was the personal attaché to the heir to the Esfir noble family, and was entrusted with the daily dealings and accounts for a number of business owned by the noble family.

Her father doted on her, and made sure she never wanted for anything in life. He was also a practical man, and he taught her the ins and outs of Arryn high society, especially how to successfully scam them out of thousands of gold pieces.

Unfortunately, her father's scams were uncovered, and he was imprisoned. With no evidence that young Arezoo was part of her father's schemes, she was allowed to keep the family name.

She now serves as the personal secretary to a minor Esfir cousin in the city of Par. In the short time she has been in the city, she has succeeded in establishing herself in its dangerous underworld as a pick pocket and scam artist.

FARZIN THE BOLD

Medium, Male Humanoid (Arryn), CG

5E

CLASS	ARMOR CLASS
COURTESAN 14	19
BACKGROUND	HIT POINTS
ENTERTAINER	101 (14D8)
OCCUPATION	SPEED
JUGGLER	30 FT.
<hr/>	
STR 13 (+1) DEX 20 (+5) CON 14 (+2) INT 13 (+1) WIS 12 (+1) CHA 16 (+3)	

SAVING THROWS CHARISMA +8, DEXTERITY +10

SKILLS ACROBATICS +10, INSIGHT +6, DECEPTION +8, PERFORMANCE +8

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 16

TOOLS DISGUISE KIT, THIEVES' TOOLS

LANGUAGES ARRON, TRADESPEECH, ALTERIAN

FEATS MAGIC INITIATE (BARD)

CHALLENGE 8 (3,900 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, SHORT SWORD, WHIP, HAND CROSSBOW

Double Jointed. Farzin gains *advantage* on Dexterity (Acrobatics) skill checks.

Extra Arms. Farzin gains *advantage* on Dexterity (Slight of Hand) and Strength (Athletics) skill checks to climb.

Multi-weapon Fighting. Farzin is able to add his ability score modifier to his off hand weapon.

Sneak Attack. If Farzin can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage. If Farzin has *advantage* on the attack roll, he can add an additional 4d6 to the damage dealt.

Courtesan Knowledge. Farzin gains *advantage* on any ability check he is also proficient in.

Courtesan Inspiration. Farzin can grant an inspiration die (d10) to someone three times before a long rest.

Versatile Performance. Farzin doubles his proficiency bonus when attempting a Charisma (Performance) ability check.

Jack of All Trades. Farzin can add half of his proficiency bonus, rounded down, to any skill check he does not have proficiency with.

Beguiling Stare. Farzin can charm anyone who fails a Wisdom saving throw against a DC16. He can do this twice before a long rest.

Extra Attack. Farzin can attack twice whenever he choose the Attack action on his turn.

Font of Inspiration. Farzin regains all of his spent Inspiration dice on a short or long rest.

Emotional Plea. Farzin gains a +6 bonus to any Charisma (Persuasion) ability checks.

Countercharm. Farzin can begin a performance and grant an *advantage* to himself and any ally within 30 feet against being frightened or charmed.

Pressure Point Manipulation. Farzin can paralyze a creature by touch for 7 rounds if they fail a Dexterity saving throw against a DC 18. He can do this once before a short or long rest.

Peerless Skill. Farzin can add a Courtesan Inspiration die to his own ability checks.

Spellcasting. Farzin is able to cast two cantrips and one 1st level spell from the Bard spell list. His spellcasting ability is Charisma (save DC 16, +8 to hit with spell attacks).

Cantrips (at Will): *mage hand, minor illusion*

1st (1 slot): *faerie fire*

ACTIONS

Mana Infused Dagger. Melee Weapon Attack. +10 to Hit, reach 5 ft., One creature. Hit: 6 (1d4+5) piercing damage +2 acid damage (*round cut crystal of acid*)

Rapier +1. Melee Weapon Attack. +11 to Hit, reach 5 ft., One Creature. Hit: 9 (1d6+6) piercing damage

Hand Crossbow. Ranged Weapon Attack. +10 to Hit, range 30/120 ft., One creature. Hit: 8 (1d6+5) piercing damage

EQUIPMENT

Costume, disguise kit, mana infused dagger (*advanced slot: round cut crystal of acid*), hand crossbow, crossbow bolt case with 20 crossbow bolts, vial of acid, pouch of ball bearings, pouch of caltrops, thieves' tools, climber's kit, tinderbox, 10 torches, waterskin, set of juggling knives (5), belt pouch (50 gp) **MAGICAL** - *rapier +1, studded leather armor +1, ring of jumping, dust of disappearance, bag of holding, 2 potions of greater healing, potion of fire breath, medium rune crystal of enhance ability (bull's strength)*

TRAITS

Personality - "Why the frown little one? Its a glorious day! Live and love and let worries go!"

Ideal - "This world needs more innovation and bold ideas."

Bond - "Pazu the Nimble has booked how many performances? That no good cheat! I can fill your taproom for half of what he's charging you!"

Flaw - "Your applause sound like sweet music to my ears! It would sound even sweeter if you tossed a bit of coin as well...oh stop booing, I'm just saying..."

Farzin the Bold has been working the common rooms of inns and taverns in the Warrens of Pursa since he was old enough to walk. He was orphaned young and was raised by a troupe of acrobats and musicians who were well known among the noble families. A bit of ill luck saw the troupe ostracized from Arryn high society and forced to work the Warrens instead of the side-cavern villas they were accustomed too.

Farzin's natural talent and nimble hands lent themselves well to the troupe's efforts to climb their way back onto the nobility's party circuit. Soon, they were selling out more reputable inns and taverns. Farzin became known for wild and dangerous shows involving the juggling of flaming torches and poisoned blades, earning him the moniker "The Bold".

The only thing greater than Farzin's talent in juggling is his uncanny ability to say the wrong thing at the wrong time. His words, while quick and often humorous, have led to many beatings and thrown garbage.

The troupe has since disbanded, and Farzin still entertains who he can for what coin he can. He has lived his whole life in Pursa and has recently been toying with the idea of leaving the Great City for parts unknown.

MIRZA DAS ALAVI

Medium, NB Humanoid (Arryn), CG

5E

CLASS

CLERIC 6 OF
ZENUZA

BACKGROUND

ACOLYTE

OCCUPATION

ADVENTURER

STR 11 (+0) DEX 14 (+2) CON 13 (+1) INT 13 (+1) WIS 16 (+3) CHA 13 (+1)

SAVING THROWS WISDOM +6, CHARISMA +4

SKILLS HISTORY +4, INSIGHT +5, PERSUASION +4,
RELIGION +4

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 13

TOOLS NONE

LANGUAGES ARRON, TRADESPEECH, CALVISH,
AVAR'URK

FEATS NONE

CHALLENGE 3 (700 XP)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR,
SHIELDS, SIMPLE WEAPONS

Double Jointed. Marza gains *advantage* on Dexterity (Acrobatics) skill checks.

Extra Arms. Mirza gains *advantage* on Dexterity (Slight of Hand) and Strength (Athletics) skill checks to climb.

Multi-weapon Fighting. Mirza is able to add his ability score modifier to his off hand weapon.

Divine Domain - Trickery

Channel Divinity. Mirza can channel the power of his goddess twice before a short or long rest.

Blessing of the Trickster. Mirza can grant another creature *advantage* on Dexterity (Stealth) checks. This can last for up to 1 hour.

Invoke Duplicity. Mirza can channel divinity and create a near perfect illusionary double within 30 ft. He can use his *bonus* action to move the double up to 30 feet.

Turn Undead. Mirza can Channel Divinity and turn undead creatures that can hear him within 30 feet. A failed Wisdom saving throw causes the creature to flee for 1 minute or until it takes any damage.

Destroy Undead. When undead beings fail their saving throw against Mirza's Turn Undead, the creature is instantly destroyed if its CR is at or below 1/2.

ARMOR CLASS

17

HIT POINTS

39 (6D8)

SPEED

30 FT

Cloak of Shadows. Mirza can use his action and Channel Divinity to become invisible. He remains invisible until he attacks or casts a spell.

Spellcasting. Mirza is a 6th level spellcaster. His spellcasting ability is Wisdom (save DC 14, +6 to hit with spell attacks).

Cantrips (At will) - mending, resistance, light, thaumaturgy

1st level (4 slots) - bless, command, cure wounds, sanctuary, *charm person, *disguise self

2nd level (3 slots) - calm emotions, hold person, silence, mirror image*, pass without trace*

3rd level (3 slots) - bestow curse, meld into stone, revivify

*Domain Spell

ACTIONS

Mace. Melee Weapon Attack. +3 to Hit, reach 5 ft., One Creature. Hit: 4 (1d6+0) bludgeoning damage

EQUIPMENT

Holy symbol (Zenuza), holy prayer book, fine clothes (clerical vestments), traveling clothes, belt pouch (28 gp), chain shirt, shield, mace, vial of antitoxin, backpack, 20 feet of hemp rope, 3 days trail rations, waterskin **MAGICAL** boots of levitation, figuring of wondrous power (silver raven), potion of healing, necklace of water breathing, brooch of shielding, scroll of hold person, medium rune crystal of fear, wand of enemy detection

TRAITS

Personality - "Do you hear her laughter? Zenuza smiles upon you my friend!"

Ideal - "It is my goal in life to ease the suffering of the downtrodden."

Bond - "High Priest Alegan is not only my mentor, but a second father to me as well."

Flaw - "Don't distract me from what I'm doing, I won't be happy with you."

Mirza is the third son of hopeless mistral who couldn't keep a tune to save his life, literally. After a dismal performance for the heir to the Alavi family, Mirza's father was dragged off stage and beheaded. The man's impulsive move was within his legal right, and he took the mistral's children into his own house as an act of compassion. Mirza was given over to the family's priest to watch over and joined the clergy of Zenuza when he came of age.

NEOPHYTE ASKUR VOR OLORVETTE OF INVENTION AND EXPERIMENTATION

Small, Male Humanoid (Calvoid), NG

5E

CLASS	ARMOR CLASS
TECHNICIAN 1	11
BACKGROUND	HIT POINTS
SCHOOL MEMBER	8 (1D6)
OCCUPATION	SPEED
STUDENT	25 FT.

STR 10 (+0) DEX 12 (+1) CON 14 (+2) INT 17 (+3) WIS 11 (+0) CHA 10 (+0)

SAVING THROWS INTELLIGENCE +5, DEXTERITY +3

SKILLS ARCANA +5, CLOCKWORK +5, HISTORY +5, INVESTIGATION +5, INSIGHT +2, MANASPHERE +5

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS ALCHEMY SUPPLIES, JEWELER'S TOOLS

LANGUAGES CALVISH, TRADESPEECH, AVAR'URK, JUTEN, ALTERIAN, BASIC

FEATS NONE

CHALLENGE 1/4 (50 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, BOMBS

Magically Attuned. Askur gains *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist harmful magic. He is more susceptible to Mana Poisoning and gains 2 points any time he would normally gain 1.

Hatred. Askur gains *advantage* on attack rolls against the Stazi.

Crystal Quality Control. Askur gains *advantage* on Intelligence (Investigation) skill checks when determining the quality of raw or refined mana crystal.

Clockwork Proficiency. Askur is proficient with the Intelligence (Clockwork) skill.

Spellcasting. Askur is a 1st level spellcaster. His spellcasting ability is Intelligence (save DC 13, +5 to hit with spell attacks).

Cantrips (At will): *chill touch, message, ray of frost*

1st level (2 slots): *alarm, chromatic orb, detect magic, fog cloud, identify, mage armor*

ACTIONS

Light hammer. Melee Weapon Attack. +3 to Hit, reach 5 ft., One Creature. Hit: 3 (1d4+1) bludgeoning damage

Dart. Ranged Weapon Attack. +3 to Hit, range 20/60 ft., One Creature. Hit: 3 (1d4+1) piercing damage

Light crossbow. Ranged Weapon Attack. +3 to Hit, range 80/320 ft., One Creature. Hit: 6 (1d8+1) piercing damage

Bombs. Askur can use his action to mix and throw a bomb dealing 6 (1d6+3) fire damage on a successful strike to anything within 5 feet of the impact, and 4 points of fire damage to anything outside of 5 feet but within 10 feet of the impact. Askur can throw 4 bombs per day.

EQUIPMENT

Light hammer, jeweler's tools, alchemy supplies, fine clothes (school uniform), School Badge (Neophyte), belt pouch (15 gp), abacus, component pouch, scholar's pack (backpack, book of clockwork wonders, 1 bottle of ink, ink pen, 10 sheets of parchment, bag of sand, small knife), 3 darts, light crossbow, crossbow bolt case with 10 bolts, steel mirror, 2 days trail rations, signal whistle, waterskin, spellbook **MAGICAL scroll of identify, potion of healing, dust of disappearance**

TRAITS

Personality - "Oh you haven't heard of Master Bilkor's take on applied manaphysics yet? Well, you are in for a treat then!"

Ideal - "If the invention is deemed dangerous, I will not pursue its research."

Bond - "If what I think is correct, it could change what we know about the Manasphere! But who would believe me?"

Flaw - "I put too much time into one project, sometimes to the detriment to other things around me."

Askur was born the son of Master Nabitt Olorvette, a well-respected member of the School of Mercantile & Travel in the city of Sparks. He showed affinity for math and science early on, but instead of devoting his studies to the wizardly arts, he instead decided to pursue his passion in clockwork contraptions and joined the School of Invention and Experimentation. As a neophyte technician, it is his job to make sure the clockwork clocks in the School are running at peak performance.

He spends his free time researching obscure essays and thesis on manaphysics hoping to find something the ancient masters overlooked.

MASTER Lolla vas Klondel of Engineering and Architecture

Small, Female Humanoid (Calvoid), N

5E

CLASS	ARMOR CLASS
TECHNICIAN 14	14
BACKGROUND	HIT POINTS
SCHOOL MEMBER	84 (14D6)
OCCUPATION	SPEED
PROFESSOR	25 FT.

STR 12 (+1) DEX 14 (+2) CON 18 (+4) INT 19(+4) WIS 12 (+1) CHA 12 (+1)

SAVING THROWS INTELLIGENCE +10, DEXTERITY +8

SKILLS ARCANA +10, CLOCKWORK +10, HISTORY +10, INSIGHT +7, INVESTIGATION +10, MANASPHERE +10, PERCEPTION +7

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS PAINTER'S SUPPLIES, ALCHEMY SUPPLIES, CLOCKWORK REPAIR KIT

LANGUAGES CALVISH, TRADESPEECH, AVAR'URK, ALTERIAN, MEECH, ZUALO, BASIC

FEATS RITUAL CASTER (WIZARD - INTELLIGENCE; ALARM, COMPREHEND LANGUAGES, DETECT MAGIC, IDENTIFY)

CHALLENGE 8 (3,900 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, BOMBS

Magically Attuned. Lolla gains *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist harmful magic. She is more susceptible to Mana Poisoning and gains 2 points any time she would normally gain 1.

Hatred. Lolla gains *advantage* on attack rolls against the Stazi.

Crystal Quality Control. Lolla gains *advantage* on Intelligence (Investigation) skill checks when determining the quality of raw or refined mana crystal.

Clockwork Proficiency. Lolla is proficient with the Intelligence (Clockwork) skill.

Throw Anything. Lolla can use any weapon that has the throw property, regardless of its weapon proficiency. She also gains +2 to hit with any thrown weapon, including bombs.

Mana Resistance. Lolla gains +4 to any Constitution saving throw to resist mana poisoning.

Discoveries. Lolla can delay the detonation of her bombs by up to 14 rounds. She can dilute 1 potion into 2 potions once per day. She can extend the duration of certain potions 4 times per day.

Clockwork Golem Familiar. Lolla's golem is named Zazu. It's statistics are detailed later in her entry.

Technician's Elixir. Lolla is able to mix a bomb catalyst into an elixir only she can drink. She can choose to gain immunity to all elemental damage or weapon damage for 4 rounds, or heal herself for 6d8+4 hit points. She can do this twice before a long rest.

Spellcasting. Lolla is a 14th level spellcaster. Her spellcasting ability is Intelligence (save DC 18, +10 to hit with spell attacks).

Cantrips (At will): *blade ward, dancing light, mage hand, minor illusion, shocking grasp*

1st level (5 slots): *alarm, comprehend languages, detect magic, identify*

2nd level (4 slots): *analyze portal, knock, levitate, resist mana*

3rd level (4 slots): *blink, dispel magic, sending*

4th level (4 slots): *confusion, fire shield, scramble portal*

5th level (2 slots): *animate objects, cloudkill, wall of force*

6th level (1 slot): *contingency, true seeing*

ACTIONS

Silver dagger. Melee Weapon Attack. +8 to Hit, reach 5 ft., One Creature. Hit: 4 (1d4+2) piercing damage or 8 points of piercing damage to creatures who are vulnerable to silver.

Bombs. Lolla can use her action to mix and throw a bomb dealing 19 (3d6+4) fire damage on a successful strike (+10 to hit) to anything within 5 feet of the impact, and 7 points of fire damage to anything outside of 5 feet but within 10 feet of the impact. Lolla can throw 5 bombs per day.

EQUIPMENT

Alchemy supplies, painting supplies, clockwork repair kit, abacus, fine clothes (school uniform), school badge (Master), belt pouch (50 gp), silver dagger, arcane focus (crystal), component pouch, waterskin **MAGICAL leather armor +1** (*advanced slot: oval cut crystal of voltage*), *medium rune crystal of false life*, *medium*

rune crystal of guidance, minor etched rune crystal, goggles of manasight, ever-smoking bottle, immovable rod, potion of climbing, potion of superior healing, ring of free action, scroll of blur, scroll of bestow curse, wand of secrets

TRAITS

Personality - "30 gold for that? No way. I'll give you 15 and not a copper more!"

Ideal - "Bettering myself through hard work is the only way to truly achieve my goals."

Bond - "My School is my life."

Flaw - "I stole my friend's research and passed it off as my own."

Lolla was a promising student, and quickly rose in the ranks of her School. Despite her ample intelligence, she struggled to write her master's thesis, and eventually succumbed to temptation.

She stole her roommate's research notes and framed her for the theft of School property. She turned in her thesis and attained the rank of Master. Years later, and racked with guilt, she has left Sparks on a sabbatical to find her old roommate and try and atone for what she did.

Her only clue to her old friend's whereabouts is a hastily scribbled note left all those years ago when she was forced to flee the city. The note went on to say how she suspected someone of setting her up, and she was going to enlist the help of her brother who was a Master in the School of Law Keeping and Protection in Jutan's capital city of Orinfjord.

Lolla applied for a sabbatical from her position at the School and caught the first airship shuttle headed west. Now, newly arrived in Jutan, she hopes she can find her old friend after all these years, tell her face to face what she did to her, and hope she can forgive her.

ZAZU

Medium construct, N

Armor Class 20 (DEX, natural, familiar benefits)

Hit Points 50

Speed 20 ft.

Str 20 Dex 12 Con 1 Int 10 Wis 10 Cha 9

Damage Resistance. Fire, poison, bludgeoning, piercing, and slashing from non-magical attacks that aren't adamantite or hardened mana crystal

Condition Immunity. Charmed, exhaustion, frightened, paralyzed, poisoned

Senses. Darkvision 120 ft, Passive perception 10

Languages. Understands creator's native languages, Basic

Challenge. 4 (1,100 xp)

Alertness. Zazu gains *advantage* on Wisdom (Perception) skill checks while his master is sleeping. He can send a telepathic warning to her in an attempt to wake her should he sense danger.

Deliver Touch Spells. Zazu can act as a conduit for Lolla's spells that must be delivered by touch.

Dodge. Zazu gains *advantage* on Dexterity saving throws.

Speak with Master. Zazu can communicate by "speaking" the mechanical language known as Basic. He communicates via a series of beeps, whistles, and hand gestures that any Technician can understand.

ACTIONS

Multiattack. The clockwork golem makes two fist (or weapon) attacks

Fist. Melee Weapon Attack: +8 to hit, reach 5 ft., One target. Hit: 13 (2d6+4) bludgeoning damage

Zazu is a clockwork gorilla made of bronze and steel. He has the following familiar benefits: alertness, improved evasion, deliver touch spells, speak with master, and spell resistance.

Zazu has the following upgrades: **Potion** - Lolla can place a potion inside Pazo's frame that grants him *protection from evil or good*. He can drain the magic of the potion and extend this protection to 1 other person who is touching him for 4 rounds.

NOVICE NORBIT VOR ZORKDON OF INVENTION AND EXPERIMENTATION

Small, Male Humanoid (Calvoid), NE

5E

CLASS

WARLOCK 2

BACKGROUND

SCHOOL MEMBER

OCCUPATION

GANG MEMBER

ARMOR CLASS

11

HIT POINTS

14 (2D8)

SPEED

25 FT.

STR 10 (+0) DEX 10 (+0) CON 14 (+2) INT 16 (+3) WIS 11 (+0) CHA 13 (+1)

SAVING THROWS WISDOM +2, CHARISMA +3

SKILLS ARCANA +5, DECEPTION +3, INVESTIGATION +5, MANASPHERE +5, RELIGION +2

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 10

TOOLS ALCHEMIST SUPPLIES

LANGUAGES CALVISH, TRADESPEECH, AVAR'URK, JUTEN

FEATS NONE

CHALLENGE ½ (100 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS

Magically Attuned. Norbit gains *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist harmful magic. He is more susceptible to Mana Poisoning and gains 2 points any time she would normally gain 1.

Hatred. Norbit gains *advantage* on attack rolls against the Stazi.

Crystal Quality Control. Norbit gains *advantage* on Intelligence (Investigation) skill checks when determining the quality of raw or refined mana crystal.

Otherworldly Patron - Great Old One.

Awakened Mind. Norbit can communicate telepathically with any creature he can see within 30 feet.

Pact Magic. The Great Old One facilitates Norbit's connection to the Manasphere and grants him the ability to cast magic.

Eldritch Invocation. Norbit can cast *mage armor* on himself at will. He can also link his mind with another and perceive through their senses.

Spellcasting. Norbit is a 2nd level spellcaster. His spellcasting ability is Charisma (save DC 11, +3 to hit with spell attacks). He has two 1st level spell slots and knows two Warlock spells.

Cantrips (At will): *eldritch blast, mage hand*

Spells Known: *charm person, tasha's hideous laughter*

ACTIONS

Quarterstaff. Melee Weapon Attack. +2 to hit, reach 5 ft., One Creature. Hit: 4 (1d6) bludgeoning damage or 6 (1d8) bludgeoning damage if Norbit uses both hands.

Light crossbow. Ranged Weapon Attack. +2 to hit, range 80/320 ft., One Creature. Hit: 6 (1d8) piercing damage.

EQUIPMENT

Fine clothes (School Uniform), common clothes, school badge (Novice), belt pouch (15 gp), quarterstaff, light crossbow, crossbow bolt case with 10 bolts, arcane focus (crystal), backpack, 1 flask of holy water, steel mirror, 2 days of trail rations, alchemist supplies, waterskin **MAGICAL** *ring of protection, minor rune crystal of Charisma +2, scroll of detect magic*

TRAITS

Personality - "Norbit vor Zorkdon is a name you will not soon forget!"

Ideal - "My knowledge is for sale to anyone who can meet my price."

Bond - "Those close minded fools at my School will come to rue the day they stood in my way."

Flaw - "I don't know you so don't presume you can speak to me that way."

Norbit is the fifth son of a prominent inventor and aide to the Jarl of The Basket. Growing up wealthy spoiled young Norbit, and his arrogance earned him no friends. Even his family steered clear of him. To his father's shock, Norbit applied to the School of Invention & Experimentation and secured a spot thanks to his intellect and family name. His peers shunned him, but he preferred it.

His communion with the Unknown and the Pact he made was all he cared for. His father convinced the Most Learned to let Norbit go on an Far Journey before he would normally be allowed. Young Norbit headed north, through the Gorlan Hills and to Barrowtown where he has enjoyed employment with a small gang of ruffians who control a few blocks around the docks. He has three more years before he has to return to Jutan and his School. So far, he is enjoying himself too much to care, and breaking legs and rolling drunks seems like a better way to pass his time, for now.

ARMIN YACOB

Medium, Male Humanoid (Drampyr), N

5E

CLASS	ARMOR CLASS
SHADOWGEIST 1	13
BACKGROUND	HIT POINTS
ENTERTAINER	8 (1D8)
OCCUPATION	SPEED
GLADIATOR	30 FT.

STR 14 (+2) DEX 15 (+2) CON 11 (+0) INT 11 (+0) WIS 9 (-1) CHA 10 (+0)

SAVING THROWS DEXTERITY +4, CONSTITUTION +2

SKILLS ACROBATICS +4, DECEPTION +2, PERCEPTION +1, PERFORMANCE +2

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS THIEVES' TOOLS, DISGUISE KIT

LANGUAGES ELTRA'URK, DRAZ

FEATS NONE

CHALLENGE 1/4 (XP 50)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, HAND CROSSBOW, RAPIER, SHORTSWORD

Drampyr Immunities. Armin is immune to magic that causes sleep and charm effects.

Magical Nature. Armin receives *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist magic.

Shadow Affinity. Armin gains *advantage* on any Dexterity (Stealth) skill check if he is at least partially (20%) concealed in shadows.

Sustenance Hunger. Armin must consume blood to live. He gains little nutritional value from other food.

Sunlight Sensitivity. Armin receives a -1 penalty when exposed to bright sunlight.

Eidolon. Armin can summon an Eidolon which resembles his own shadow. When his Eidolon is summoned, it replaces his own shadow.

Life Link. Armin can sacrifice any number of his own hit points to give to his Eidolon to prevent his Eidolon from being dispersed back into the Manasphere. The Eidolon must be within 100 feet of Armin for this ability to function.

Sneak Attack. If Armin can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage. If Armin has *advantage* on the attack roll, he can add an additional 1d6 to the damage dealt.

ACTIONS

Rapier. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 7 (1d8+2) piercing damage

Dagger. Melee or Ranged Weapon Attack. +4 to hit, reach 5 ft or range 20/60 ft., One target. Hit: 4 (1d4+2) piercing damage.

EQUIPMENT

Rapier, 2 daggers, leather armor, belt pouch (8 gp), common clothes, gladiator costume, disguise kit, thieves' tools **MAGICAL** *minor rune crystal of Dexterity* +2

TRAITS

Personality - "My mother did what now? Ah yes, good one. Well, I hear your mother consorted with all manner of devils, while your father watched."

Ideal - "My skills in the arena are for all to behold."

Bond - "The Shadowknight taught me everything, and I hope to achieve the level of fame he enjoyed."

Flaw - "I'll mouth off to anyone, commoner or noble."

Armin Yacobe was born in the slums of Elmesk. He was sold by his mother to a fighting pit and raised to be a gladiator. His younger years were spent in servitude to his owner's champion, the famed Shadowknight.

Armin learned what he could from the champion, and models his own fighting style after his idol. The Shadowknight fell in contest one year ago, leaving a void in Armin's heart and soul. He has since volunteered for every fight, though his owner has only put him in a select few. Armin is keen on proving his worth and hopes to earn the name, Shadowknight.

ARMIN'S SHADOW

Armor Class: 12

Hit Points: 8 (1d8)

Senses: Darvision 60 ft., Passive perception 11

Languages: – (understands all languages Armin does)

Challenge: n/a

Shadow Form. 20% chance to be missed in combat. Deals 1/2 damage to corporeal creatures.

Evolutions. Armin's Eidolon has increased reach in melee combat.

ACTIONS

Touch. Melee Weapon Attack. +4 to hit, reach 10 ft., One target. Hit: 2 (2) necrotic damage.

INGRAM WACKOT

Medium, NB Humanoid (Drampyr), NE

5E

CLASS	ARMOR CLASS
SHADOWGEIST 14	21
BACKGROUND	HIT POINTS
URCHIN	86 (14D8)
OCCUPATION	SPEED
MERCENARY	30 FT.
<hr/>	
STR 14 (+2) DEX 19 (+4) CON 13 (+1) INT 12 (+1) WIS 12 (+1) CHA 11 (+0)	
<hr/>	

SAVING THROWS DEXTERITY +9, CONSTITUTION +6

SKILLS ACROBATICS +9, MANASPHERE +6, PERCEPTION +6, SLEIGHT OF HAND +9, STEALTH +9

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 16

TOOLS THIEVES' TOOLS, DISGUISE KIT

LANGUAGES ELTRA'URK, DRAZ, TRADESPEECH

FEATS DUAL WIELD, MAGE SLAYER

CHALLENGE 8 (3,900 XP)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, HAND CROSSBOW, RAPIER, SHORTSWORD

Drampyr Immunities. Ingram is immune to magic that causes sleep and charm effects.

Magical Nature. Ingram receives *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist magic.

Shadow Affinity. Ingram gains *advantage* on any Dexterity (Stealth) skill check if he is at least partially (20%) concealed in shadows.

Sustenance Hunger. Ingram must consume blood to live. He gains little nutritional value from other food.

Sunlight Sensitivity. Ingram receives a -1 penalty when exposed to bright sunlight.

Eidolon. Ingram can summon an Eidolon which resembles his own shadow. When his Eidolon is summoned, it replaces his own shadow. The Eidolon is described later in his entry.

Life Link. Ingram can sacrifice any number of his own hit points to give to his Eidolon to prevent his Eidolon from being dispersed back into the Manasphere. The Eidolon must be within 100 feet of Ingram for this ability to function.

Sneak Attack. If Ingram can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage.

If Ingram has *advantage* on the attack roll, he can add an additional 4d6 to the damage dealt.

Bonded Senses. Ingram can share the senses of his Eidolon. He gains the ability to see, hear, smell, and taste through his summoned shadow.

Conjure Darkness. Ingram can conjure a small area of pure darkness centered around himself and out to a 10 foot radius. The darkness lasts for one minute and he can do it 3 times before a long rest.

Shadow Walk. Ingram can enter any shadow of medium size or larger, and transport himself to another shadow of equal size within his eyesight. He can do this 3 times before a short or long rest.

Heightened Evasion. Ingram can dodge area effects. If he makes his Dexterity saving throw he takes no damage.

Maker's Call. Ingram can call his Eidolon to him twice per day.

Shield Ally. As long as Ingram's Eidolon is near him, he gains +2 to his AC and saving throws.

Aspect. Ingram can adopt some of the aspects his Eidolon can possess. At this time, he has chosen to not use this ability.

Shadow Mastery. Ingram gains +4 to all skill checks if he is at least partially concealed (20% or more) in shadows. He cannot stand in his Eidolon to benefit from this ability.

ACTIONS

Mana Infused Katar. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 5 (1d4+4) piercing or slashing damage +2 fire damage (*pear cut crystal of burning*)

Mana Infused Katar. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 5 (1d4+4) piercing or slashing damage. (*oval cut crystal of blessings*)

Dart. Ranged Weapon Attack. +9 to hit, range 20/60 ft., One target. Hit: 5 (1d4+4) piercing damage.

Hand Crossbow. Ranged Weapon Attack. +9 to hit, range 30/120 ft., One target. Hit: 7 (1d6+4) piercing damage.

EQUIPMENT

Mana infused katar (*advanced slot: pear cut crystal of burning*), mana infused katar (*advanced slot: oval cut crystal of blessings*), 1 vial of acid, 5 darts, backpack, dark common clothes, belt pouch (50 gp), 1 vial of poison, 3 days trail rations, 1 flask of Alterian fire, disguise kit, thieves' tools, hand crossbow, crossbow bolt case with 10 bolts **MAGICAL** *studded leather armor +2, helm of teleportation, necklace of adaptation, medium rune crystal of meld into stone, medium rune crystal of protection from energy (cold), potion of greater healing, ring of minor mana protection*

TRAITS

Personality - "I have my own best interests at heart, so I don't need you meddling where you don't belong."

Ideal - "Nobles? To the Hells with all of them!"

Bond - "The Cabal who trained me wants my head because when I left them, I took what they owed me, and then some."

Flaw - "The weak exist to feed the strong."

INGRAM'S SHADOW

Armor Class: 14

Hit Points: 86 (14d8)

Speed: 30 ft.

Senses: Darvision 60 ft., Passive perception 16

Languages: – (understands all languages Ingram does)

Challenge: n/a

Shadow Form. 20% chance to be missed in combat. Deals ½ damage to corporeal creatures with natural attacks

Evolutions. Ingram's Eidolon is immune to fire damage. It can proficiently use any Simple weapon.

ACTIONS

Dagger. Melee Weapon Attack. +9 to hit, reach 5ft., One target. Hit: 5 (1d4+4) piercing damage to corporeal creatures.

Touch. Melee Weapon Attack. +9 to hit, reach 5ft., One target. Hit: 4 (4) necrotic damage.

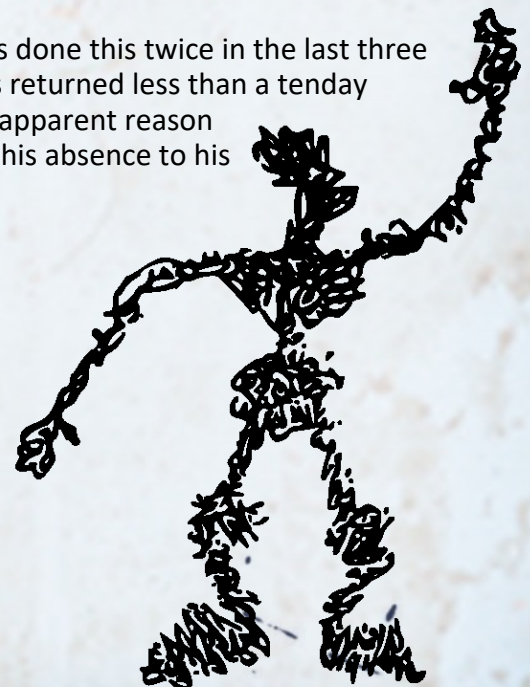
Ingram Wackot grew up the servant of a powerful Coven in Eltra. He was trained to be an assassin, and plied his trade for many years at the behest of his masters.

One job took him to the noble villa of a member of a rival Coven. The job went bad and Ingram barely survived the night. He fled Eltra instead of receiving punishment from his masters, certain death or worse, undead servitude.

He has spent the past decade in Verigal, selling his talents to various mercenary companies and adventuring bands that would have him. For the last three years he has served as a lieutenant in the small mercenary band known as Franco's Free-Swords. Ingram leads a small detachment of stealth specialists deployed by the mercenary band ahead of its forces, to scout and disrupt enemy units.

He keeps to himself, even when around the men he commands. He gives orders in a barely audible whisper, and his men have learned to read his body language enough to know his current mood. Ingram receives very little treasure or payment for his services to the company, though he does get his pick of captured slaves (to dine on), and he can leave the company with little notice to the commander when the need arises.

He has done this twice in the last three years and has returned less than a tenday later with no apparent reason or excuse for his absence to his men.



LILITH NYSTROM

Medium, Female Humanoid (Drampyr), LE

5E

CLASS	ARMOR CLASS
CLERIC 8 OF ALCOR	21
BACKGROUND	HIT POINTS
NOBLE	51 (8D8)
OCCUPATION	SPEED
BATTLE COMMANDER	30 FT.

STR 16 (+3) DEX 11 (+0) CON 14 (+2) INT 10 (+0) WIS 16 (+3) CHA 11 (+0)

SAVING THROWS WISDOM +6, CHARISMA +3

SKILLS HISTORY +3, INSIGHT +6, PERSUASION +3, RELIGION +6

SENSES DARKVISION 60 FT., PASSIVE PERSUASION 13

TOOLS URK'FONTA DECK

LANGUAGES ELTRA'URK, DRAZ, TRADESPEECH

FEATS NONE

CHALLENGE 6 (XP 2,300)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Drampyr Immunities. Lilith is immune to magic that causes sleep and charm effects.

Magical Nature. Lilith receives *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist magic.

Shadow Affinity. Lilith gains *advantage* on any Dexterity (Stealth) skill check if she is at least partially (20%) concealed in shadows.

Sustenance Hunger. Lilith must consume blood to live. She gains little nutritional value from other food.

Sunlight Sensitivity. Lilith receives a -1 penalty when exposed to bright sunlight.

Divine Domain - War

Channel Divinity. Lilith can channel divinity twice before a long rest.

War Priest. Lilith can make an additional Attack as a bonus action three times before a long rest.

Guided Strike. Lilith can channel divinity and gain +10 to her attack roll.

Destroy Undead. Lilith can channel divinity to destroy any undead with a CR of 1 or lower.

War God's Blessing. Lilith can channel divinity to use her reaction to grant a friendly creature a +10 bonus to their attack roll.

Divine Strike. Lilith can infuse her weapons with divine energy. She can add 1d8 weapon damage to a successful strike once per turn.

Spellcasting. Lilith is a 8th level spellcaster. Her spellcasting ability is Wisdom (save DC 16, +6 to hit with spell attacks).

Cantrips (At will): *mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, cure wounds, inflict wounds, shield of faith, *divine favor*

2nd level (3 slots): *enhance ability, silence, warding bond, *spiritual weapon*

3rd level (3 slots): *animate dead, bestow curse, sending*

4th level (2 slots): *freedom of movement, stone shape*

***Domain Spells**

ACTIONS

Mace of Corpse Animation. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 6 (1d6+3) bludgeoning damage.

EQUIPMENT

Fine clothes, signet ring, belt pouch (40 gp), Urk'fonta deck of cards, 1 vial of acid, caltrops, holy symbol (Alcor), 2 flasks of oil, tinderbox **MAGICAL** *adamantine plate mail, shield +1, mace of corpse animation, potion of greater healing, rind of evasion, medium rune crystal of alter self, minor etched rune crystal*

TRAITS

Personality - "Do not disappoint me. You will not get a second chance."

Ideal - "My House must remain strong. I must do everything I can to ensure that."

Bond - "House Nystom must remain in good favor with the Royal Family."

Flaw - "Subordinates must show the proper respect to me at all times, or face severe punishment."

Lilith Nystrom can trace her lineage to ancient Urk, and the noble House Nystrom that belonged to the Urk'Eltrabi. Unfortunately, she was born to two Drampyr parents, and as such, is not considered a true blood relative of House Nystrom, even though her father's grandfather was the son of a Nystrom Vampire Lord.

Undismayed at the lowness of her birth, Lilith joined the Church of Alcor to bring prestige to her House. She has succeeded in rising in the ranks of the grand temple in Elmesk, and now commands a squad of battle priests and necromancers on the nations southern border.

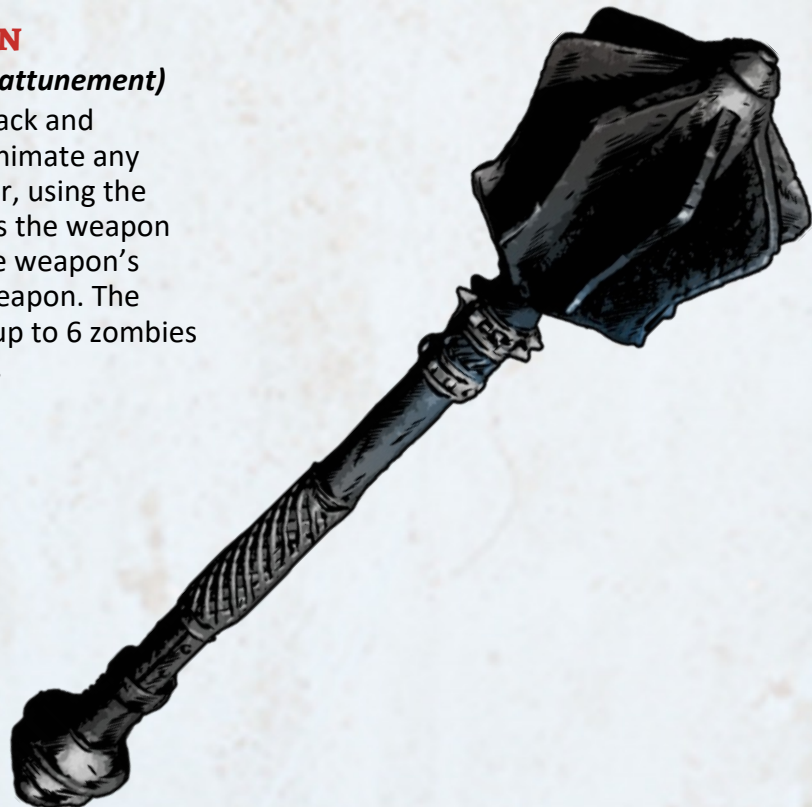
There she waits, impatiently, for the order to strike at the troublesome City State of Montero. For the time being, she occupies her time securing strategic mountain passes and valleys for her Vampire masters, and thinning out the goblinoid population, adding to the ranks of her army with every kill.

NEW MAGICAL ITEM

MACE OF CORPSE ANIMATION

Melee Weapon; Very Rare (requires attunement)

This mace hits with a +1 bonus to attack and damage. The mace can be made to animate any creature that was killed by it's wielder, using the mace, three times a day. The zombies the weapon animates are under the control of the weapon's wielder as long as they control the weapon. The weapon's wielder can safely control up to 6 zombies created by the mace at any one time.



CLASS	ARMOR CLASS
BLADE DANCER 1	16
BACKGROUND	HIT POINTS
URCHIN	8 (1D8)
OCCUPATION	SPEED
DEBT COLLECTOR	30 FT.

STR 10 (+0) DEX 14 (+2) CON 10 (+0) INT 12 (+1) WIS 11 (+0) CHA 13 (+1)

SAVING THROWS DEXTERITY +4, STRENGTH +2

SKILLS DECEPTION +3, INTIMIDATION +3, SLIGHT OF HAND +4

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 10

TOOLS NONE

LANGUAGES ELTRA'URK, VERI'URK

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS

Vampyr Immunities. Corbin is immune to magic that causes sleep and necrotic damage.

Magical Nature. Corbin receives *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist magic.

Ever Alert. Corbin gains *advantage* on Wisdom (Perception) skill checks.

Sustenance Hunger. Corbin must consume blood to live. He gains little nutritional value from other food.

Weapon Training. Corbin gains a +1 to any attack and damage rolls when he is using the following weapons: dagger, rapier, war pick.

Two Weapon Fighting. Corbin can add the appropriate ability modifier to the damage of his off hand weapon. He can also draw and stow two weapons, instead of one, when he chooses too.

ACTIONS

Rapier. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 8 (1d8+3) piercing damage.

Dagger. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) piercing damage.

EQUIPMENT

Rapier, 2 daggers, common clothes, chain shirt, burglar's pack (backpack, bag with 1000 ball bearings, 10 feet of string, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, 50 feet of hemp rope), belt pouch (5 gp)

MAGICAL *minor rune crystal of Dexterity +2, oil of slipperiness*

TRAITS

Personality - "Where did you get that exquisite broach? Did you get those earrings at the same place?"

Ideal - "Change is good, I don't mind it as much as others."

Bond - "I owe Beatrix everything. I plan on paying her back every copper she invested in me."

Flaw - "If I am outnumbered, I will run."

Born in the slums of Eltra-Menco, young Corbin survived through the apparent kindness of a local gang leader named Beatrix the Twice Damned. Beatrix made sure Corbin had blood to survive and taught him how to handle himself in dangerous situations.

Now a young man, Corbin works for his adopted mother as a debt collector and leg breaker. He has recently branched out into burglary, and now splits his time between the taverns and flophouses in the slums and prowling the roof top villas of the city's nobility.

JEVERA TZENG

Medium, Female Humanoid (Vampyr), NE

5E

CLASS	ARMOR CLASS
WARLOCK 8	12
BACKGROUND	HIT POINTS
NOBLE (VAMPIRE PARENTAGE)	43 (8D8)
OCCUPATION	SPEED
AMBASSADOR	30 FT.
STR 13 (+1) DEX 13 (+1) CON 11 (+0) INT 16 (+3) WIS 14 (+2) CHA 18 (+4)	

SAVING THROWS WISDOM +5, CHARISMA +7

SKILLS ARCANA +6, DECEPTION +7, HISTORY +6, PERSUASION +7

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS URK'FONTA DECK

LANGUAGES ELTRA'URK, TRADESPEECH, VERI'URK

FEATS NONE

CHALLENGE 6 (XP 2,300)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS

Vampyr Immunities. Jevera is immune to magic that causes sleep and necrotic damage.

Magical Nature. Jevera receives *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist magic.

Ever Alert. Jevera gains *advantage* on Wisdom (Perception) skill checks.

Sustenance Hunger. Jevera must consume blood to live. She gains little nutritional value from other food.

Otherworldly Patron - The Archfey

Fey Presence. Jevera can use her action to force creatures to make a Wisdom save. On a failed save, they are *charmed* or *frightened* until their next turn.

Eldritch Invocations. Jevera gains proficiency in the Deception and Persuasion skills. She can cast *false life* on herself, *slow*, and *bestow curse* at will.

Pact Boon. Jevera has a Book of Shadows that contains the cantrips: *friends*, *message*, *vicious mockery*.

Misty Escape. Jevera can vanish in a puff of mist when she takes damage. She turns invisible and can teleport up to 60 feet. She can do this once before a short or long rest.

Spellcasting. Jevera is an 8th level spellcaster. Her spellcasting ability is Charisma (save DC 15, +7 to hit with spell attacks). She has two 4th level spell slots and knows 9 Warlock spells.

Cantrips (At will): *eldritch blast*, *minor illusion*, *prestidigitation*

Spells Known: *charm person*, *hellish rebuke*, *witch bolt*, *darkness*, *mirror image*, *resist mana*, *fear*, *vampiric touch*, *hallucinatory terrain*

ACTIONS

Silver Sickle. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 3 (1d4+1) slashing damage or 6 slashing damage to creature who are vulnerable to silver.

Dart. Ranged Weapon Attack. +4 to hit, range 20/60 ft., One target. Hit: 2 (1d4+1) piercing damage.

Staff of Swarming Insects. Jevera can unleash a cloud of insects that spreads out in a 30-foot radius. She can also use her action to cast the following spells: *giant insect*, *insect plague*.

EQUIPMENT

Noble signet ring, fine clothing (elegant robes), urk'fonta deck, belt pouch (50 gp), silver sickle, 4 darts, manacles, vial of poison, flask of potent whiskey

MAGICAL *broom of flying*, *cloak of protection*, *oil of etherealness*, *potion of greater healing*, *staff of swarming insects*, *medium rune crystal of spirit guardians*

TRAITS

Personality - "I have people to do that for me."

Ideal - "When I obtain enough power, I will make a play to control my House."

Bond - "The ties I cultivate in Verigal will keep my House in good standing with the Royal Family."

Flaw - "What do you mean by that?"

Jevera is the grand-daughter of the matriarch of the Tzeng Noble House of Eltra. She is a favored agent of her grandmother, and is responsible for peaceful diplomatic relations with the City State of Seiase and her House. House Tzeng owns large herds of goats that produce the country's famed cashmere wool. Jevera has lived in Seiase for seven years and enjoys hosting prominent city officials at her hill top mansion. She is often accompanied by her niece whom she is grooming for the family business. In reality, Jevera is using her niece in a power play with her brother for control over a larger portion of the family business. Her brother has yet to catch on to her games, and has, for now, allowed his daughter to learn from and work under her favorite aunt.

SELENE KYZER

Medium, Female Humanoid (Vampyr), N

5E

CLASS

BLADE DANCER 14

BACKGROUND

NOBLE (VAMPIRE

PATRONAGE

OCCUPATION

EXPLORER

ARMOR CLASS

16

HIT POINTS

73 (14D8)

SPEED

30 FT.

STR 12 (+1) DEX 17 (+3) CON 11 (+0) INT 13 (+1) WIS 12 (+1) CHA 14 (+2)

SAVING THROWS DEXTERITY +8, STRENGTH +6

SKILLS ACROBATICS +8, HISTORY +6, SLIGHT OF HAND +8, STEALTH +8

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS POISONER'S KIT

LANGUAGES ELTRA'URK, TRADESPEECH, VERI'URK, BEJ'URK, VESHIAN

FEATS LINGUIST (VERI'URK, BEJ'URK, VESHIAN)

CHALLENGE 8 (XP 3,900)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS

Vampyr Immunities. Selene is immune to magic that causes sleep and necrotic damage.

Magical Nature. Selene receives *advantage* on any Intelligence, Wisdom, or Charisma saving throw to resist magic.

Ever Alert. Selene gains *advantage* on Wisdom (Perception) skill checks.

Sustenance Hunger. Selene must consume blood to live. She gains little nutritional value from other food.

Weapon Training. Selene gains a +2 to all attack and damage rolls when she is using the following weapons: dagger, rapier, war pick, light hammer, mace, light crossbow, hand crossbow.

Two Weapon Fighting. Selene is able to add her ability modifier to the damage of her off hand weapon. She can also draw or stow two weapons, instead of one.

Heightened Evasion. Selene can dodge area effects. If she makes her Dexterity saving throw she takes no damage. She can do this five times before a long rest.

Blade Dancer Talents:

- **Assault Leader.** If Selene misses with a melee weapon attack on a flanked creature, she can give a friendly creature the ability to use

their bonus action to attack her target.

- **Guileful Polyglot.** Selene gains the Linguist Feat.
- **Ledge Walker.** Selene has *advantage* on Dexterity (Acrobatics) checks when running or leaping along a narrow ledge or pathway.
- **Poisoner's Knack.** Selene gains proficiency with a poisoner's kit.

Bravery. Selene gains +2 and *advantage* on saving throws to resist fear.

Movement Mastery. Selene can move her full movement speed twice on her turn. She can do this 3 times before a long rest.

Improved Two Weapon Fighting. Selene gains an additional +1 to her AC as well as an extra attack with the weapon in her main hand, when she is wielding two melee weapons.

ACTIONS

Silver Dagger +1. Melee Weapon Attack. +11 to hit, reach 5 ft., One target. Hit: 7 (1d4+6) piercing damage or 10 piercing damage to beings who are vulnerable to silver.

Dagger of Venom. Melee Weapon Attack. +11 to hit, reach 5 ft., One target. Hit: 7 (1d4+6) piercing damage. Creatures must make a Constitution save against DC 15 or take 17 (2d20) poison damage and become poisoned for 1 minute.

Light Crossbow +1. Ranged Weapon Attack. +11 to hit, ranged 80/120 ft., One target. Hit: 11 (1d8+6) piercing damage.

EQUIPMENT

Explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 50 feet of hemp rope), belt pouch (45 gp) crowbar, map case, poisoner's kit, steel mirror, spyglass, leather armor (with *EverCool*), crossbow bolt case with 20 crossbow bolts **MAGICAL** silver dagger +1, dagger of venom, light crossbow +1, oil of sharpness, peripart of health, 2 potions of greater healing, ring of sustenance, wand of secrets, medium rune crystal of continual flame, medium rune crystal of enhance ability (cat's grace)

TRAITS

Personality - "Don't cross me. You will not survive."

Ideal - "I search for my family's past so I can secure it's future."

Bond - "My House and family are very important to me."

Flaw - "I can never resist a pretty face."

NEW MAGICAL ITEM

RING OF SUSTENANCE

Ring, rare (requires attunement)

While you wear this ring, you need considerably less food, water, and sleep to function than you normally require. You only need to sleep less than 2 hours every seven days, and your body requires only a few sips of water and bites of food (or other form of nourishment) per week. The ring must be worn continuously for its magic to work. The ring only attunes to you after it is worn continuously for 12 hours.



Selene is the sixth daughter of Lord Hibrr Kyzer. She was always a bookish child, and her father made sure she had every bit of knowledge she craved. Selene would lose herself in ancient Urk epics of great warriors and powerful spellcasters.

She split her time between reading worn scrolls and dusty tomes and learning the deadly art of two weapon fighting from her House's Weapons Master. A quick study, she excelled in the rigorous training exercises her tutors gave her, and was defeating much older opponents in duels both in and out of the fighting pits.

With the blessing of her father, Selene lead an expedition to the Southern Continent, and the ruins of Urk. There, she planned on finding evidence of her House's ancient pedigree, something that would help her father obtain a higher standing in the Eltra Royal Court.

Three years have passed, and the only thing Selene has manage to do is get her guides and retainers killed and get herself lost in the unforgiving desert. Selene was rescued from the clutches of a pair of Vrocks by a Gnoll war band. She was taken back to their town and presented to their masters, a trio of extraplanar travelers who were stranded on Shin'ar decades ago.

A deal was reached, and Selene now works as their agent in the desert, in exchange, they provide her with Gnolls and supplies to further her explorations.

BAYLEE ACKERMAN

Small, Female Humanoid (Frode), CG

5E

CLASS

PARAGON 14

BACKGROUND

NOBLE

OCCUPATION

PHILANTHROPIST

ARMOR CLASS

16

HIT POINTS

87 (14D8)

SPEED

25 FT.

STR 12 (+1) DEX 18 (+4) CON 14 (+2) INT 13 (+1) WIS 16 (+3) CHA 13 (+1)

SAVING THROWS DEXTERITY +9, WISDOM +8

SKILLS ACROBATICS +9, HISTORY +6, PERCEPTION +8, PERSUASION +6

SENSES PASSIVE PERCEPTION 16

TOOLS DRAGON CHESS

LANGUAGES FROAK, MEECH, TRADESPEECH, KALIV

FEATS EXOTIC WEAPON PROFICIENCY (FIREARMS)

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, SHORTSWORD, FIREARMS

Augmented Healing. Baylee gains hit points equal to her level after having a short rest.

Augmented Breathing. Baylee can hold her breath for up to 10 minutes before requiring air.

Agile Swimmer. Baylee gains *advantage* on Strength (Athletics) checks while swimming.

Pious Life. Baylee gains +3 to all rolls against Undead for 24 hours if she spends at least 12 hours in meditation and communion with her Goddess.

Undead Lore. Baylee gains *advantage* on Intelligence (Investigation) checks when dealing with Undead creatures.

Judgement. Baylee can pronounce a judgement that lasts until she is out of combat, at which point all features of this ability cease. Baylee can pronounce a judgement 3 times before needing a long rest. She can change the judgement chosen with a *bonus* action. Her Judgements are:

- **Destruction.** +5 melee damage rolls
- **Healing.** +5 HP per round
- **Justice.** +5 melee attack rolls. Advantage on attack rolls vs creatures of evil alignment
- **Protection.** +3 AC
- **Purity.** +3 to all saving throws
- **Resiliency.** Resistance to bludgeoning, piercing, and slashing damage

- **Resistance.** Resistance to one energy type
- **Smiting.** Weapons count as magical. Deal +1d6 radiant damage to evil creatures.

Heightened Evasion. Baylee can dodge area effects. If she makes her Dexterity saving throw she takes no damage. She can do this 5 times before a long rest.

Stern Gaze. Baylee gains a +2 bonus on Wisdom (Perception) to sense a creature's motives and a +2 bonus to Charisma (Intimidation) checks when intimidating a creature.

Cunning Initiative. Baylee adds her Wisdom modifier to her initiative checks. She can do this 5 times before a long rest.

Extra Attack. Baylee can attack twice instead of once whenever she takes the Attack action.

High Jump. Baylee gains a +6 to any Strength (Athletics) checks to jump great heights and distances.

Still Mind. Baylee gains a +2 bonus on saving throws to resist enchantment spells and effects.

Purity of Soul. Baylee is immune to all natural and magical disease.

Purity of Body. Baylee gains *advantage* on saving throws to resist the poison condition.

ACTIONS

Pistol of Accuracy. Ranged Weapon Attack. +12 to hit, range 10/20 ft., One target. Hit: 5 (1d8) bludgeoning and piercing damage.

Shortsword +1. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) piercing damage. (Or +10 to hit, and 8 damage when Baylee is wearing her *gauntlets of ogre power*)

Stunning Fist. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 1 (1) bludgeoning damage. Baylee can cause a number of status effects (*stunned*, *knocked prone*, *frightened*) if her target of a successful stunning fist attack fails a Constitution saving throw (DC 17).

Positive Energy Blast. Baylee can use her action to shoot a ray from her palm up to 20 feet. The ray deals 4d6 radiant damage to Undead or Outsiders or it can heal a friendly creature for the same amount. She can use this ability twice before a long rest. Creatures who fail a Wisdom saving throw (DC17) are *stunned* for 1d4 rounds. Friendly creatures healed this way gain a +1 bonus to all saving throws for 1 round.

Bane. Baylee can imbue one of her weapons (including her stunning fist strikes) with the bane special ability as a *bonus* action. She can select a creature subtype and gain *advantage* on attack rolls against the type of chosen creature for 9 rounds.

EQUIPMENT

Fine clothes (never worn), common clothes, signet ring, belt pouch (50 gp), holy symbol (Fro'kella), breastplate (*exquisite slot: trillion cut crystal of voltage*), vial of antitoxin, jar of Sarguano salve, vial of brighteye liquid, pouch of crystal bullets (14)

MAGICAL *pistol of accuracy, shortsword +1, driftglobe, gauntlets of ogre power, horn of blasting, potion of growth, potion of psychic resistance, scroll of protection from undead, wand of secrets*

TRAITS

Personality - "I do what I can for the common people, and they love me for it."

Ideal - "Though I love my family, I chose to go my own way."

Bond - "I will always champion the common people."

Flaw - "My family has lost some prestige from my actions."



Baylee Ackermen was born into a wealthy family. Her father and uncle run the Ackermen spice empire, one that oversees the cultivation and distribution of nearly half the spice crops in the Kingdom of the Flooded Forest. She was tapped for Special Services by the Fro'kellan Church early on, but thanks to her family connections, she was passed over and allowed to go home with her family from the spawning pools.

Baylee grew up in luxury, but at an early age, spent most of her time in the less fortunate sections of the capital. She befriended a group of youths who ran errands for an old one eyed street person. They were given protection and training by the old Frode, and the section of slums they lived in was clean and well kept.

One Eye saw something in Baylee, and began to teach her his unorthodox ways. Soon she outpaced his older pupils, but it was not enough to save him from assassination. She caught a glimpse of her master's killer, an albino Meek'ah, who addressed One Eye as "Arthur".

She continued to train, and took the younger street urchins under her protection. She moved them, temporarily, into her family compound, but the presence of the "street people" was beginning to bring shame to her family in the eyes of their peers.

Baylee, unconcerned with such things but understanding her family's role in society, purchased a modest town house near the area old One Eye lived and protected. There, she opened up a school for impoverished youths where she teaches her master's philosophy and training. She has never forgotten her master's killer and is known to pay large sums for any information on who "Arthur" really was, and his connection to his killer.

HOLDEN BAXTER

Small, Male Humanoid (Frode), LG

5E

CLASS	ARMOR CLASS
PARAGON 1	15
BACKGROUND	HIT POINTS
ACOLYTE (DEACON)	8 (1D8)
OCCUPATION	SPEED
SPECIAL SERVICES AGENT	25 FT.

STR 10 (+0) DEX 16 (+3) CON 11 (+0) INT 12 (+1) WIS 15 (+2) CHA 12 (+1)

SAVING THROWS DEXTERITY +5, WISDOM +4

SKILLS ACROBATICS +5, INSIGHT +4, MEDICINE +3, RELIGION +4

SENSES PASSIVE PERCEPTION 12

TOOLS NONE

LANGUAGES FROAK, MEECH, TRADESPEECH, JUTEN

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, SHORTSWORD

Augmented Healing. Holden gains hit points equal to his level after having a short rest.

Augmented Breathing. Holden can hold his breath for up to 10 minutes before requiring air.

Agile Swimmer. Holden gains *advantage* on Strength (Athletics) checks while swimming.

Pious Life. Holden gains +3 to all rolls against Undead for 24 hours if he spends at least 12 hours in meditation and communion with his Goddess.

Undead Lore. Holden gains *advantage* on Intelligence (Investigation) checks when dealing with Undead creatures.

Judgement. Holden can pronounce a judgement that lasts until he is out of combat, at which point all features of this ability cease. Holden can pronounce a judgement once before needing a rest. His Judgements are:

- **Destruction.** +1 melee damage rolls
- **Healing.** +1 HP per round
- **Justice.** +1 melee attack rolls. Advantage on attack rolls vs creatures of evil alignment
- **Protection.** +1 AC
- **Purity.** +1 to all saving throws

- **Resiliency.** Resistance to bludgeoning, piercing, and slashing damage
- **Resistance.** Resistance to one energy type
- **Smiting.** Weapons count as magical. Deal +1d4 radiant damage to evil creatures.

ACTIONS

Silver Shortsword. Melee Weapon Attack. +2 to hit, reach 5 ft., One target. Hit: 3 (1d6) piercing damage or 6 piercing damage to creatures who are vulnerable to silver.

Sling. Ranged Weapon Attack. +5 to hit, range 30/120 ft., One target. Hit: 4 (1d4+3) bludgeoning damage.

EQUIPMENT

Holy symbol (Fro'kella), prayer book, 5 sticks of incense, belt pouch (20 gp), fine clothes (deacon robes), silver shortsword, sling, pouch of sling bullets (20), chain shirt, vial of antitoxin, badge of office (Special Services) **MAGICAL** *minor rune crystal of strength +2, potion of healing*

TRAITS

Personality - "Sir Allen the Twice Shining is the best example of a pious Frode I have ever seen. I hope to be just like him some day."

Ideal - "One day, I will be the Commissioner of Special Services."

Bond - "Sir Allen always talks about finding the lost Helm of Sir Guthrie. I pledge to find the helm if he never does."

Flaw - "My superiors at Special Services can do no wrong, and I won't listen to anyone who says otherwise."

Holden was barely out of the spawning pools when he was tapped for Special Services, the branch of the Fro'kellan Church that deals with heretics and apostates. He trained under the famed Ser Allen the Twice Shining and was instrumental in rooting out a small sect of Krozan worshipers in a village at the kingdom's edge.

He is stationed near that village in an Army watchtower where he relishes in his sworn duty, and annoys the soldiers stationed there with his overly pious beliefs. He visits the village every day and assists the aged priest in his daily rituals.

LAWRENCE ELDRED

Small, Male Humanoid (Frode), CE

5E

CLASS	ARMOR CLASS
WARLOCK 20	14
BACKGROUND	HIT POINTS
HERMIT	123 (20D8)
OCCUPATION	SPEED
RECLUSE	25 FT.

STR 09 (-1) DEX 12 (+1) CON 14 (+2) INT 17 (+3) WIS 16 (+3) CHA 19 (+4)

SAVING THROWS WISDOM +9, CHARISMA +10

SKILLS ARCANA +9, MANASPHERE +9, MEDICINE +9, RELIGION +9

SENSES DARKVISION 120 FT., PASSIVE PERCEPTION 13

TOOLS HERBALISM KIT

LANGUAGES FROAK, MEECH, TRADESPEECH, SYLVAN

FEATS DURABLE, OBSERVANT

CHALLENGE 18 (XP 20,000)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS

Augmented Healing. Lawrence gains hit points equal to his level after having a short rest.

Augmented Breathing. Lawrence can hold his breath for up to 10 minutes before requiring air.

Agile Swimmer. Lawrence gains *advantage* on Strength (Athletics) checks while swimming.

Otherworldly Patron - The Fiend

Dark One's Blessing. Lawrence gains 24 temporary hit points every time he reduces a hostile creature to 0 hit points.

Eldritch Invocations. Lawrence adds +4 to the damage from his eldritch blast spell and gains darkvision 120 feet. He can cast the following spells at will: *levitate*, *detect magic*, *false life (on self)*, *silent image*. He can cast the following spells once each before a long rest: *conjure elemental*, *polymorph*.

Pact of the Chain. Lawrence has a quasit familiar named Argile.

Dark One's Own Luck. Lawrence can add 1d10 to the result of any ability check or saving throw once before a short or long rest.

Fiendish Resilience. Lawrence can choose to become resistant to one damage type until he chooses a different damage type. Magical and silver weapons ignore this resistance.

Mystic Arcanum. Lawrence can cast the following spells once before a long rest: *circle of doom*, *forcecage*, *dominate monster*, *imprisonment*.

Hurl Through Hell. Lawrence can send the consciousness of one creature he hits with an attack through Hell once before a long rest. The creature takes 10d10 psychic damage as a result of the experience.

Eldritch Master. Lawrence can regain his expended spell slots by entreating with his patron for at least 1 minute. He can do this once before a long rest.

Spellcasting. Lawrence is a 20th level spellcaster. His spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He has 4 5th level spell slots and knows 15 spells.

Cantrips (At will): *blade ward*, *eldritch blast*, *mage hand*, *poison spray*

Spells Known: *arms of hadar*, *comprehend languages*, *hellish rebuke*, *darkness*, *hold person*, *spider climb*, *dispel magic*, *hypnotic pattern*, *major image*, *tongues*, *dimension door*, *dream*, *hold monster*, *scrying*

ACTIONS

Dagger. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 2 (1d4+1) piercing damage.

Staff of the Adder. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 3 (1d6-1) piercing damage. Creatures hit must succeed in a DC 15 Constitution saving throw or suffer 3d6 poison damage.

EQUIPMENT

Scroll case (research notes), blanket, herbalism kit, common clothes, belt pouch (50 gp), dagger, 3 candles, hunting trap, bottle of ink, inkpen, lamp, 4 flasks of oil, sack, 10 sheets of paper, 3 days rations, tinderbox, 3 torches, waterskin, frostcap tea **MAGICAL** *circlet of protection +3*, *crystal ball of telepathy*, *daern's instant fortress*, *ring of mind shielding*, *wand of fear*, *staff of the adder*, *medium rune crystal of blur*, *medium etched rune crystal*, *major rune crystal of subtle spell*

TRAITS

Personality - "Hmmm? What was that?"

Ideal - "I became strong on my own. Nobody helped me, not that I wanted help anyway."

Bond - "The Fiend promises me the secret to immortality, but he has yet to make good on that claim."

Flaw - "I sold my soul for the secret to immortality."

Lawrence grew up in a small town near the northern border of the Flooded Forest. Always a moody child, he never gained any real friends, and even his family tired of his presence.

He would take long walks in the forest by himself, and it was there he met an old Redcap hermit. This hermit was near death, and instead of attacking Lawrence, he spoke to him. The two would meet in the woods several times over the next few moons, and the hermit would teach Lawrence of Debala the Scared Soul.

Lawrence was not shocked to find the dead body of the hermit a few weeks later. He unceremoniously stripped the corpse of anything of value and left the forest forever. He traveled for a while around the Starfall Sea, and eventually ended up in the Arryas Mountains. Here he lives a hermit's life and continues his quest to unravel the mystery of the Manasphere at his demonic master's bidding in exchange for the secret to everlasting life.

ARGILE

Tiny fiend (demon, shapechanger), CE

Armor Class: 13

Hit Points: 7 (3d4)

Speed: 40 ft.

Str 5 Dex 17 Con 10 Int 7 Wis 10 Cha 10

Skills: Stealth +5

Damage Resistances: cold, fire, lighting, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities: poison

Condition Immunities: poisoned

Senses: Darkvision 120 ft., Passive perception 10

Languages: Abyssal, Tradespeech

Challenge: 1 (XP 200)

Shapechanger. Argile can use its action to polymorph into a beast form that resembles a bat (speed 10 ft, fly 40 ft), a centipede (40 ft, climb 40 ft), or a toad (40 ft, swim 40 ft), or back into its true form. Its statistics are the same in each form, except for the speed changes noted.

Magic Resistance. Argile has *advantage* on saving throws against spells and other magical effects.

ACTIONS

Claws (Bite in beast form). Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 5 (1d4+3) piercing damage. A creature must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. Targets can repeat the save at the end of its turn, ending the effect on a success.

Scare (1/Day). Argile can cause one creature within 20 feet to make a Wisdom saving throw against a DC 10. On a failed save, the target is *frightened* for 1 minute. The target can repeat the save at the end of its turn, with disadvantage if Argile is in line of sight, ending the effect on a success.

Invisibility. Argile can turn magically invisible until it attacks or uses Scare, or until its concentration ends.

RENATA BRAGIN

Medium, Female Humanoid (Human - Estanyan), CN

5E

CLASS

HORSELORD 1

BACKGROUND

OUTLANDER

OCCUPATION

REBEL

ARMOR CLASS

13

HIT POINTS

11 (1D10)

SPEED

30 FT.

STR 10 (+0) **DEX** 15 (+2) **CON** 12 (+1) **INT** 11 (+0) **WIS** 11 (+0) **CHA** 14 (+2)

SAVING THROWS DEXTERITY +4, CHARISMA +4

SKILLS ANIMAL HANDLING +4, ATHLETICS +2, ACROBATICS +4, STEALTH +4, SURVIVAL +2

SENSES PASSIVE PERCEPTION 10

TOOLS REED FLUTE

LANGUAGES ESTAN, ALTERIAN

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Mounted Lifestyle. Renata is considered proficient in riding any animal that can be fitted with a saddle.

Weapon Familiarity. Renata is proficient with the following weapons: shortbow, longbow, bolas.

Mount. Renata's mount is a Riding Horse she calls Asha. She can sense her mount's mood and share in any beneficial spells that are cast on her.

Mounted Archery. Renata gains a +2 to ranged weapon attacks she makes while mounted.

Mounted Combat. Renata can attempt a Charisma (Animal Handling) check to negate a hit her mount takes if her check is higher than the attack roll.

ACTIONS

Handaxe. Melee or Ranged Weapon Attack. +2 or +4 if thrown or +6 if thrown while mounted to hit, reach 5 feet or range 20/60 ft., One target. Hit: 3 (1d6) slashing damage or 5 (1d6+2) slashing damage if thrown.

Spear. Melee or Ranged Weapon Attack. +2 or +4 if thrown or +6 if thrown while mounted to hit, reach 5 feet or ranged 20/60 ft., One target. Hit: 3 (1d6) piercing damage or 5 (1d6+2) piercing damage if thrown or 7 (1d8+2) piercing damage if used with two hands.

Shortbow. Ranged Weapon Attack. +4 or +6 while mounted to hit, ranged 80/320 ft., One target. Hit: 5 (1d6+2) piercing damage.

EQUIPMENT

Hunting trap, ram horn drinking cup (trophy), traveler's clothes, belt pouch (10 gp), leather armor, handaxe, spear, shortbow, quiver with 20 arrows, backpack, bedroll, bag of caltrops (50), reed flute, lamp, 2 flasks of oil, 7 days rations, hemp rope (50 ft.), 3 torches, waterskin, flask of Alterian fire, vial of brighteye liquid

TRAITS

Personality - "I feel the most happy being free of towns and cities."

Ideal - "The grasses of the plains are my bed and the open sky my roof."

Bond - "Though I left my family, they are still very important to me."

Flaw - "Living on the run from Imperial Legions has me wary of trusting anyone who is not of my rebel band."

Renata was born in Cashan, but ran away from home as soon as she could. She joined a band of rebels who roam the plains defying the Alterian law to settle down. They barely keep ahead of the legions, and Renata has twice evaded capture by the skin of her teeth.

She has been questioning her choice to join the rebels lately, and longs to leave Alteria all together and see the wider world. She is just waiting for the opportunity to leave without causing too much anguish to the friends she's come to know. This has been made all the more difficult with the band's leader becoming increasingly paranoid of a mole in their ranks.

ASHA

Large beast, unaligned

Armor class: 11 (natural)

Hit Points: 24 (3d10+2)

Speed: 60 ft.

Str 16 **Dex** 10 **Con** 12 **Int** 2 **Wis** 11 **Cha** 7

Senses: Passive perception 10

Languages: – (understands Estan)

Challenge: ¼ (XP 50)

ACTIONS

Hooves. Melee Weapon Attack. +5 to hit, reach 5ft., One target. Hit: 8 (2d4+3) bludgeoning damage.

RUSTAM TARIKO

Medium, Male Humanoid (Human - Estanyan), CG

5E

CLASS

HORSELORD 14

BACKGROUND

ENTERTAINER

(CHARIOTEER)

OCCUPATION

CHARIOTEER

ARMOR CLASS

18

HIT POINTS

113 (14D8)

SPEED

30 FT.

STR 14 (+2) DEX 19 (+4) CON 17 (+3) INT 13 (+1) WIS 14 (+2) CHA 17 (+3)

SAVING THROWS DEXTERITY +9, CHARISMA +8

SKILLS ANIMAL HANDLING +8, ACROBATICS +9, PERCEPTION +7, PERFORMANCE +8, SURVIVAL +7

SENSES PASSIVE PERCEPTION 17

TOOLS DISGUISE KIT, TAMBOURINE

LANGUAGES ESTAN, ALTERIAN, JUTEN

FEATS NONE

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Mounted Lifestyle. Rustam is considered proficient in riding any animal that can be fitted with a saddle.

Weapon Familiarity. Rustam is proficient with the following weapons: shortbow, longbow, bolas.

Mount. Rustam's mount is a Riding Horse he calls Bystry. He can sense his mount's mood and share in any beneficial spells that are cast on him.

Mounted Archery. Rustam gains a +4 to ranged weapon attacks he makes while mounted.

Mounted Combat. Rustam can attempt a Charisma (Animal Handling) check to negate any hit his mount takes in combat if his check is higher than the attack roll.

Challenge. Rustam can issue a challenge to a creature 4 times before a short or long rest. Creatures who are challenged this way receive an additional 1d10 damage from Rustam with each successful strike. Rustam takes a -2 AC penalty against attacks that do not come from the creature he has challenged.

Track. Rustam has *advantage* when tracking creatures under the open sky. He loses *advantage* but gains a +2 to track creatures who are not outdoors.

Horselords's Mighty Charge. Rustam gains +6 to melee weapon attacks when charging from horseback. His successful attacks while

charging deal an additional 1d12 damage.

Extra Attack. Rustam can attack twice, instead of once, when he takes the Attack action.

Summon Mount. Rustam can use his action to dematerialize his mount into the Manasphere and rematerialize it again.

Pinpoint Accuracy. Rustam scores a critical hit with melee weapons on a roll of 19 or 20. He scores a critical hit with ranged weapons on a roll of 18, 19, or 20.

Expert Tracker. Rustam lowers any DC to track creatures by 10.

ACTIONS

Handaxe. Melee or Ranged Weapon Attack. +7 or +9 when thrown or +13 when thrown while mounted to hit, reach 5 feet or range 20/60 ft., One target. Hit: 5 (1d6+2) slashing damage or 7 (1d6+4) slashing damage when thrown.

Dagger. Melee or Ranged Weapon Attack. +7 or +9 when thrown or +13 when thrown while mounted to hit, reach 5 feet or range 20/60 ft., One target. Hit: 5 (1d4+4) piercing damage.

Mana Infused Whip. Melee Weapon Attack. +9 to hit, reach 10 ft., One target. Hit: 5 (1d4+4) slashing damage +3 cold damage (*trillion cut crystal of freezing*).

Mana Infused Sagaris +1. Melee Weapon Attack. +10 to hit, reach 5 ft., One target. Hit: 8 (1d6+5) slashing damage. (*advanced slot: pear cut crystal of blessings*)

Shortbow. Ranged Weapon Attack. +9 or +11 while mounted to hit, range 80/320 ft., One target. Hit: 7 (1d6+4) piercing damage.

Scream. Rustam can Scream at his foes 3 times before needing a long rest, forcing his targets to make a Wisdom saving throw (DC 16). On a failed save, the creature loses their next turn or becomes frightened for 1 round.

EQUIPMENT

Fine clothing (Racing Uniform), Equinis medal, fine clothing, common clothing, belt pouch (50 gp), hand axe, dagger, whip (*exquisite slot: trillion cut crystal of freezing*), 2 torches, waterskin, shortbow, quiver with 20 arrows, custom built racing chariot **MAGICAL** arrow +3 (10), studded leather armor +2, bag of holding, boots of levitation, mana infused sagaris +1 (*advanced slot: pear cut crystal of blessings*), gem of brightness, helm of comprehending languages, potion

TRAITS

Personality - "Sometimes just my presence in a room is enough to quell hostilities."

Ideal - "Every bold move I make on the racetrack adds to my fame."

Bond - "Some say I am a better racer than Trimko the Golden Griffon. Hopefully, someday, that will ring true in my own ears."

Flaw - "I am well known to be distracted by a pretty face."

Rustam hails from Sprata and grew up in the shadow of that city's famous Hippodrome. Every chance he could get he would watch the races and soon became a regular in the stands. Before each race he would pray in the temple of Alo'staz that no racer would injure themselves too badly because he knew praying for no crashes was like praying for the sun not to rise.

He took to rooting for the often underdog Yellow Team, also known as the Griffons. The Yellow Team manager noticed that every time Rustam was in the stands and cheering, his team would win. He soon took Rustam under his wing and trained him as a rider. Now Rustam is the Yellow Team captain, and has even won the title of Equinis.

His record for most consecutive races without an injury stands at 37 and some have come to call him The Blessed Thunder for the noise the crowds make when he enters a race.

ZEMPHIRA SADIQUA

Medium, Female Humanoid (Human - Estanyan), NE

5E

CLASS

BARD 6

BACKGROUND

CRIMINAL

OCCUPATION

HIRED KILLER

ARMOR CLASS

14

HIT POINTS

37 (6D8)

SPEED

30 FT.

STR 12 (+1) DEX 17 (+3) CON 14 (+2) INT 14 (+2) WIS 12 (+1) CHA 16 (+3)

SAVING THROWS DEXTERITY +6, CHARISMA +6

SKILLS ANIMAL HANDLING +6, ACROBATICS +6, ARCANA +5, DECEPTION +6, HISTORY +5, PERFORMANCE +6, PERSUASION +6, STEALTH +6

SENSES PASSIVE PERCEPTION 11

TOOLS THIEVE'S TOOLS, REED FLUTE, LUTE, TAMBOURINE, DICE

LANGUAGES ESTAN, ALTERIAN, ATLANTEAN, TRADESPEECH

FEATS LUCKY

CHALLENGE 4 (XP 2,300)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, HAND CROSSBOW, LONGSWORD, RAPIER, SHORTSWORD

Mounted Lifestyle. Zemphira is considered proficient in riding any animal that can be fitted with a saddle.

Weapon Familiarity. Zemphira is proficient with the following weapons: shortbow, longbow, bolas.

Lucky. Zemphira has 3 luck points. She can spend 1 point to roll an additional d20 on any attack, ability check, or saving throw. She can choose which roll to take. She can also use 1 point to have an attacker use an attack roll of hers. She regains all spent luck points after a long rest.

Bardic Inspiration. Zemphira can grant a d8 to use by others to add to a d20 roll. She can do this 3 times before a long rest.

Jack of All Trades. Zemphira adds +1 to any ability check she is not proficient in.

Song of Rest. Zemphira can grant an additional 1d6 hit points to resting allies.

Bard Collage - Lore

Font of Inspiration. Zemphira regains all spent Inspiration dice after a short or long rest.

Expertise. Zemphira doubles her proficiency bonus for the following skills: Deception, Persuasion.

Cutting Words. Zemphira can use her *reaction* and one of her Inspiration die to lower the roll of a hostile creature.

Countercharm. Zemphira can grant *advantage* on saving throws against being frightened or charmed to herself and any other creature who can hear her voice.

Additional Magical Secrets. Zemphira knows the spells *entangle* and *darkvision* and can cast them as Bard spells.

Spellcasting. Zemphira is a 6th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks).

Cantrips (At will): *friends, mage hand, minor illusion*

1st level (4 slots): *charm person, disguise self, sleep, thunderwave*

2nd level (3 slots): *calm emotions, heat metal, invisibility*

3rd level (3 slots): *clairvoyance, hypnotic pattern, major image*

ACTIONS

Mana Infused Dagger. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) piercing damage +2 fire damage (*round cut crystal of burning*).

Hand Crossbow. Ranged Weapon Attack. +6 to hit, range 30/120 ft., One target. Hit: 7 (1d6+4) piercing damage.

Rapier +1. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 10 (1d8+5) piercing damage.

EQUIPMENT

Fine clothing, entertainer's clothes, belt pouch (30 gp), hand crossbow, crossbow bolt case with 20 bolts, dagger (*advanced slot: round cut crystal of burning*), flask of Alterian fire, backpack, caltrops (20), 3 flash pellets, shadowsilk coat (+2 Stealth, -10% miss chance), waterskin, 10 poisoned bolts **MAGICAL** *amulet of protection, rust bag of tricks, dust of sneezing & choking, immovable rod, instrument of the bard (doss lute), potion of greater healing, potion of water breathing*

TRAITS

Personality - "Are you trying to get a rise out of me? It won't work."

Ideal - "My time is yours, if your coin is enough."

Bond - "My mother's death still haunts me."

Flaw - "Coin might not buy me love, but it can rent it."

Zemphira lives by her wits and her ability to blend into any social situation. Quick with a smile and kind word, she glides effortlessly from dockside taverns to the manses of wealthy merchants.

She is known for her singing and lute playing but earns real coin by plying her trade in the shadows. Zemphira is an assassin for hire for those who can afford her services, which are expensive. She has been responsible for 23 deaths throughout the Empire and is wanted in Cashan and Atlantis for the murder of wealthy Alterians.

Her preferred method of killing is poison, though she is not afraid to get her hands dirty. Zemphira has recently joined a Talon out of Bronzeville in hopes of getting close enough to the dragon himself. She has been paid by an anonymous source over ten thousand gold in gems and mana crystal to kill the dragon, a feat she knows will either kill her or propel her into a legend.



KNUTT ARNISON

Medium, Male Humanoid (Human - Jute), LN

5E

CLASS

ANOINTED

KNIGHT 14

BACKGROUND

OUTLANDER

OCCUPATION

CRUSADER

STR 18 (+4) DEX 14 (+2) CON 17 (+3) INT 13 (+1) WIS 12 (+1) CHA 13 (+1)

ARMOR CLASS

19

HIT POINTS

116 (14D10)

SPEED

30 FT.

SAVING THROWS STRENGTH +9, CONSTITUTION +10

SKILLS ATHLETICS +9, ANIMAL HANDLING +6, RELIGION +6, SURVIVAL +6

SENSES PASSIVE PERCEPTION 11

TOOLS SMITH'S TOOLS

LANGUAGES JUTEN, TRADESPEECH, ALTERIAN, GIANT

FEATS SAVAGE ATTACKER, MOUNTED COMBATANT

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Healthy Living. Knutt gains +2 to Constitution saving throws.

Skilled. Knutt is proficient with Smith's Tools.

Savage Attacker. Knutt can reroll weapon damage and take the better roll.

Mounted Combatant. Knutt gains *advantage* on attacks against other mounted foes. He can make a strike intended for his mount hit him instead.

Knightly Order - Order of the Frozen Tear

Demanding Challenge. Knutt can issue a challenge to foes 4 times before a long rest. He deals an additional 1d10 damage on one attack per round to challenged foes but receives a -2 penalty to AC from attacks that come from a source other than his challenge. He also gains +3 to all saving throws as long as he is being attacked by the target of his challenge. His target takes a -2 penalty to AC from attacks that come from a source that is not Knutt.

Bravery. Knutt has *advantage* and +1 on saving throws to resist the *frightened* condition.

Winter Conditioning. Knutt has *advantage* on Wisdom (Survival) checks, +4 to Dexterity (Stealth) and Wisdom (Perception) checks while in a wintry environment. He can also choose to leave no tracks in snow.

Winter's Touch. Knutt can add an additional 1d6+1 cold damage to a successful weapon strike once before a short or long rest.

Banner. Knutt's personal Banner can inspire his allies, granting them +3 to saving throws to resist fear and +2 to attack rolls while they can see the banner.

Extra Attack. Knutt can attack twice instead of once when he takes the Attack action.

Leadership. Knutt can attract a loyal follower that he trains as his squire. He has yet to take on a squire.

ACTIONS

Longsword +1. Melee Weapon Attack. +10 to hit, reach 5 ft., One target. Hit: 10 (1d8+5) slashing damage.

Light Crossbow. Ranged Weapon Attack. +7 to hit, range 80/320 ft., One target. Hit: 7 (1d8+2) piercing damage.

Handaxe. Melee or Ranged Weapon Attack. +9 or +7 if thrown to hit, reach 5 feet or range 20/60 ft., One target. Hit: 7 (1d6+4) slashing damage or 5 (1d6+2) slashing damage if thrown.

EQUIPMENT

White wolf paw (trophy), traveler's clothes, belt pouch (50 gp), vial of antitoxin, light crossbow, crossbow bolt case with 20 bolts, handaxe, backpack, bedroll, fishing tackle, 2 flasks of holy water, 10 days rations, iron spikes (10), tinderbox, 3 torches, waterskin, emergency lights (2), vial of brighteye liquid, shield (*advanced slot: oval crystal of reflexes*) **MAGICAL** white dragon scale mail, longsword +1, dust of dryness, necklace of adaptation, potion of superior healing, potion of acid resistance, major ring of mana resistance, medium rune crystal of fear, medium rune crystal of goodberry

TRAITS

Personality - "I was raised in a poor mining village. I put no stock in coin and good upbringings when life and death are on the line."

Ideal - "I will never dishonor my Order."

Bond - "I left Jutan and my Order on a personal quest, but they are still very important to me."

Flaw - "I tend to punch first and ask questions later."



Knutt grew up in a remote village nestled deep in the Darkfrost Mountains. When he was a boy the village was attacked by murderous savages, killing many, including his parents, before a trio of Anointed Knights happened upon the carnage.

The knights drove off or killed the brutes, but not before losing one of their own in the melee. The remaining two knights took Knutt and three other boys with them back to Winterkeep, where the Order of the Frozen Tear is headquartered.

Young Knutt showed great promise, and quickly rose in the ranks of the faithful. After twenty years of wandering the north in the service of his God, he has recently taken an airship flight to Sparks in search of a holy relic said to be somewhere on the Barren Islands.

While Knutt enjoys the company of his fellow knights, he has gained a reputation as a loner, and has yet to take on a squire. He claims Welkor himself sent him a dream vision of his squire, and he will not accept someone until he finds them.

THORV BROMSON

Medium, Male Humanoid (Human - Jute), N

5E

CLASS	ARMOR CLASS
DRUID 6	13
BACKGROUND	HIT POINTS
ACOLYTE	45 (6D8)
OCCUPATION	SPEED
NOVICE	30 FT.
<hr/>	
STR 15 (+2) DEX 13 (+1) CON 15 (+2) INT 11 (+0) WIS 16 (+3) CHA 11 (+0)	

SAVING THROWS INTELLIGENCE +3, WISDOM +6

SKILLS ANIMAL HANDLING +6, INSIGHT +6, NATURE +6, RELIGION +6

SENSES PASSIVE PERCEPTION 10

TOOLS HERBALISM KIT

LANGUAGES JUTEN, TRADESPEECH, SYLVAN, LUMNAR, DRUIDIC

FEATS NONE

CHALLENGE 4 (XP 1,100)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS (NO METAL), CLUB, DAGGER, DART, JAVELIN, MACE, QUARTERSTAFF, SCIMITAR, SICKLE, SLING, SPEAR

Healthy Living. Thorv gains +2 to Constitution saving throws.

Skilled. Thorv is proficient with the Nature skill.

Wild Shape. Thorv can assume the shape of a beast he has seen before of CR ½ or lower that does not fly. He can stay in beast shape for up to 3 hours at a time and he can use this feature twice before a short or long rest.

Druid Circle - Circle of the Land

Natural Recovery. Thorv can regain 3 lost spell slots when he takes a short rest.

Circle Spells. Torv draws power from the **Forest** and has access to the spells *barkskin*, *spider climb*, *call lightning*, and *plant growth*. Those spells are considered prepared at all times and they don't count against his per day total.

Land Stride. Torv can move through nonmagical difficult terrain with no movement penalty. He takes no damage from briars and thorns when moving through plants.

Spellcasting. Torv is a 6th level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Cantrips (At will): druidcraft, resistance, shillelagh

1st level (4 slots): cure wounds, entangle, healing word, speak with animals

2nd level (3 slots): beast sense, gust of wind, moonbeam

3rd level (3 slots): conjure animals, dispel magic, water walk

ACTIONS

Quarterstaff. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) bludgeoning damage or 7 (1d8+2) bludgeoning damage if used with two hands.

EQUIPMENT

Holy symbol (Tralla), fine clothes (temple vestments), common clothes, belt pouch (20 gp), hide armor (*simple slot: square cut crystal of guidance*), quarterstaff, backpack, 2 candles, yew wand (druidic focus), herbalism kit, 2 flasks of holy water, 4 days rations, waterskin, vial of brighteye liquid **MAGICAL cap of water breathing**, *driftglobe*, *periapt of health*, *potion of hill giant strength*, 2 *potions of healing*, *ring of jumping*, *medium rune crystal of wrathful smite*, *medium rune crystal of warding bond*

TRAITS

Personality - "Harvand the Wise has shaped me into the person I am today."

Ideal - "Everyday I strive to live up to Tralla's blessed teachings."

Bond - "I owe everything to Harvand and the Circle."

Flaw - "I will not go against the word of a member of my Circle, especially if they are above me in rank."

Thorv was born in the town of Favir, in the Jarland of the Basket. His father was a well-respected ranger and forester in the area who met his demise at the hands of poachers he was trying to stop. Thorv was raised by the church of Tralla and when he was able, joined the Jutal Druid Circle as a novice.

He apprenticed under Harvand the Wise, an aged master of druidic magic and a respected voice in the Circle. Thorv is welcome in many Fey communities of the Jutal and has earned the friendship of the militant group known as the Tree Ghosts. Thorv does not condone the group's behavior, however, he recognizes the need for their aggressive stance in the face of an ever increasing presence of Jute in the great forest.

ULFRUN LORGREN

Medium, Female Humanoid (Human - Jute), NG

5E

CLASS	ARMOR CLASS
ANointed KNIGHT 1	18
BACKGROUND	HIT POINTS
URCHIN	12 (1D10)
OCCUPATION	SPEED
TEMPLE GUARD	30 FT.

STR 13 (+1) DEX 11 (+0) CON 14 (+2) INT 11 (+0) WIS 13 (+1) CHA 13 (+1)

SAVING THROWS STRENGTH +3, CONSTITUTION +6

SKILLS ATHLETICS +3, PERCEPTION +3, RELIGION +3, SLEIGHT OF HAND +2, STEALTH +2

SENSES PASSIVE PERCEPTION 13

TOOLS DISGUISE KIT, THIEVES' TOOLS

LANGUAGES JUTEN, TRADESPEECH

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Healthy Living. Ulfrun gains +2 to Constitution saving throws.

Skilled. Ulfrun is proficient with the Religion skill.

Knightly Order - Order of the Merciful Mother

Challenge. Ulfrun can issue a challenge to foes once before a long rest. She deals an additional 1d4 damage on one attack per round to challenged foes but receives a -2 penalty to AC from attacks that come from a source other than her challenge. She also gains +1 to her next melee attack against the target of her challenge if her target attacked someone other than her on their previous turn.

ACTIONS

Longsword. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 6 (1d8+1) slashing damage.

Dagger. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 2 (1d4+1) piercing damage.

EQUIPMENT

Scroll case (map of Orinfjord), scrap of silk cloth (memento), common clothes, belt pouch (10 gp), chain mail, longsword, dagger, shield, explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 feet of hemp rope)

MAGICAL *minor rune crystal of Strength +1*

TRAITS

Personality - "I like to know as much as I can about someone, so I tend to ask a lot of questions."

Ideal - "All people deserve respect."

Bond - "I watch over the orphans at the temple."

Flaw - "Growing up on the streets of Orinfjord left me distrustful of most people."

Ulfrun was orphaned at a young age and spent the first five years of her life as a street urchin. She was found and taken to the Temple of the Trinity in Orinfjord where she was taken care of by the matronly priestesses of Dhalla. She showed exceptional martial promise early on, often scraping with other children who were much older than her and always in the defense of a younger child.

When she came of age, she was given permission from the High Priestess to train with the Order of the Merciful Mother. She now patrols the temple grounds as an aspirant of the Order. She is still overprotective of the younger orphans who live at the temple and she has been known to box the ear of a bully or two. All the orphans lovingly refer to her as "big sis".



GODIVA VINCHI DE MEDRA

Medium, Female Humanoid (Human - Vergal), CE

5E

CLASS	ARMOR CLASS
SPELLKNIFE 14	17
BACKGROUND	HIT POINTS
CRIMINAL	114 (14D8)
OCCUPATION	SPEED
GANG BOSS	30 FT.

STR 13 (+1) DEX 19 (+4) CON 15 (+2) INT 15 (+2) WIS 12 (+1) CHA 17 (+3)

SAVING THROWS DEXTERITY +9, CHARISMA +8

SKILLS ARCANA +7, ACROBATICS +9, DECEPTION +8, PERSUASION +8, STEALTH +9, SURVIVAL +6

SENSES PASSIVE PERCEPTION 11

TOOLS THIEVES'S TOOLS, DRAGONCHESS

LANGUAGES VERI'URK, TRADESPEECH, ALTERIAN, ELTRA'URK

FEATS SKULKER, SHARPSHOOTER

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS (LIGHT), HAND CROSSBOW

Good Eye. Godiva gains a +2 to Intelligence (Investigation) checks to determine the quality of items.

Smooth Talk. Godiva gains +2 to Charisma (Persuasion) checks.

Skulker. When Godiva is slinking through shadows, dim light does not impose *disadvantage* on her Perception checks; her position is not revealed if she is hiding and misses with a ranged attack; she can hide if she is only lightly obscured.

Sharpshooter. Godiva does not have *disadvantage* when attacking at long range; her ranged weapons ignore half cover and $\frac{3}{4}$ cover; she is able to make a ranged attack with a -5 penalty and add +10 to the damage roll.

Sneak Attack. If Godiva can catch her target unaware or unable to defend themselves, she can target and strike a vital spot for extra damage. If Godiva has *advantage* on the attack roll, she can add an additional 3d6 to the damage dealt.

Heightened Evasion. Godiva can dodge out of the way of certain area effects. If she makes a Dexterity saving throw that would deal $\frac{1}{2}$ damage, she instead takes none. She can do this five times before a long rest.

Metamagic - Distant Spell, Focused Spell

Spellknife Talents. Godiva knows the following Spellknife talents:

- **Nimble Climber.** Godiva can use Dexterity (Acrobatics) checks to climb instead of Strength (Athletics).
- **Surprise Attack.** Godiva gains *advantage* on one attack against a creature who takes their first turn after her.
- **Survivalist.** Godiva is proficient with the Survival skill.

Mana Strike. Godiva can use her unspent spell slots to augment a melee attack by adding 1d4 force damage to the strike per spell slot used. She can do this twice before a short or long rest.

Mana Burst. Godiva can cause an arcane explosion to emanate from her body, dealing 4d6 force damage to any creature within 10 feet of her. Creatures who fail a Dexterity save are pushed back 5 feet and are unable to act on their next turn. She can do this twice before a short or long rest.

Uncanny Dodge. Godiva can use her *reaction* to reduce the amount of melee damage she receives by $\frac{1}{2}$.

Mana Siphon. Godiva can drain spell slots on a successful melee attack. On a failed Constitution save, the creature is drained of their highest spell slot. Godiva holds the mana in reserve for up to 3 rounds and can use it to augment her Mana Strikes or to heal herself or an ally through touch for hit points equal to the spell level of the slot absorbed. She can do this once before a short or long rest.

Spellcasting. Godiva is a 14th level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She knows 11 Spellknife spells.

Cantrips (At Will): *acid splash, blade ward, mage hand, true strike*

1st level (4 slots): *charm person, disguise self, feather fall*

2nd level (3 slots): *darkvision, levitate, shatter*

3rd level (3 slots): *dispel magic, fear*

4th level (3 slots): *ice storm, wall of fire*

5th level (2 slots): *telekinesis*

ACTIONS

Mana Infused Shortsword +1. Melee Weapon Attack. +10 to hit, reach 5 ft., One target. Hit: 8 (1d6+5) piercing damage. (*round cut crystal of brawn*)

Handaxe. Melee or Ranged Weapon Attack. +9 to hit, reach 5 feet or range 20/60 ft., One target. Hit: 7 (1d6+4) slashing damage.

Hand Crossbow. Ranged Weapon Attack. +9 to hit, range 30/120 ft., One target. Hit: 7 (1d6+4) piercing damage.

EQUIPMENT

Crowbar, dark common clothes, fine clothes (gowns), belt pouch (50 gp), handaxe, hand crossbow, crossbow bolt case with 20 bolts, vial of antitoxin, arcane focus (crystal), backpack, bag of caltrops, climber's kit, grappling hook, hourglass, mess kit, vial of poison (basic), 50 feet of silk rope, 3 torches, tinderbox, waterskin, 2 flash pellets **MAGICAL** *chain shirt of fire resistance, bag of holding, bolt of human slaying, boots of speed, mana infused shortsword +1 (advanced slot: round cut crystal of brawn), periapt of health, potion of superior healing, potion of mind reading, medium rune crystal of elemental weapon, medium rune crystal of enhance ability (cat's grace)*

TRAITS

Personality - "Do not assume I am meek by my soft voice and soothing words."

Ideal - "I will never suffer in chains anymore."

Bond - "I was a fool when I was young, and it led to my mother's death. I will not let someone I care about get hurt ever again."

Flaw - "I will always live to see another day."

Godiva's tale is a tragic one, and it all began with the destruction of the City-State of Havor. Her family was once influential and many had served terms on Havor's Council. When the city was found guilty of breaching the City-State Pact, her family chose to fight and ultimately were defeated and sold into slavery.

Godiva was born in Medra to a mother who was given in partial payment for a debt to another family, and subsequently abused by their new owners for years. Godiva would grow up on tales of her family's former status and the opulence they lived in. Her mother made sure she knew she was better than a slave.

She slew her master after finding her mother's body in his bedroom. Her mother was accused of stealing an ivory comb, though it was really Godiva who took the item. Her subsequent flight from justice saw her hop a ship to Cathage where she spent many years in that city's underworld.

She has since returned to Medra and set herself up as a gang boss and assassin for hire. She cares little for causing collateral damage, though she has been known to free captive slaves, if it was advantageous to her. Some of the slaves she freed have gone on to join her gang and they have secured a few blocks along the docks as their territory. She is known in the streets as Lady Vinchi or The Baroness, and carries herself with the airs of one born above her station.

PHILBERT AZPILOTA DE SEIASE

Medium, Male Humanoid (Human - Vergal), LN

5E

CLASS	ARMOR CLASS
FIGHTER 20	24
BACKGROUND	HIT POINTS
SOLDIER	164 (20D10)
OCCUPATION	SPEED
ARMY GENERAL	30 FT.
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STR 17 (+3) DEX 14 (+2) CON 16 (+3) INT 14 (+2) WIS 13 (+1) CHA 12 (+1)	
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SAVING THROWS STRENGTH +9, CONSTITUTION +9

SKILLS ATHLETICS +9, ANIMAL HANDLING +7, INTIMIDATION +7, PERCEPTION +7

SENSES PASSIVE PERCEPTION 17

TOOLS SMITH'S TOOL, THREE-DRAGON ANTE DECK

LANGUAGES VERI'URK, TRADESPEECH, ZUALO, ELTRA'URK

FEATS ALERT, HEAVY ARMOR MASTER, SAVAGE ATTACKER, SENTINEL

CHALLENGE 18 (XP 20,000)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Good Eye. Philbert gains a +2 to Intelligence (Investigation) checks to determine the quality of items.

Smooth Talk. Philbert gains +2 to Charisma (Persuasion) checks.

Alert. Philbert gains +5 to his initiative rolls and he can't be surprised if he is conscious. Other creatures do not gain *advantage* on attacks against Philbert if they are hidden.

Heavy Armor Master. Philbert reduces damage he takes from bludgeoning, piercing, and slashing damage by 3 while he is wearing nonmagical heavy armor.

Savage Attacker. Philbert can reroll his weapon damage for a melee attack and use the best total once per turn.

Sentinel. Philbert reduces a creature's movement to 0 if he strikes with an opportunity attack and they provoke opportunity attacks even if they use the Disengage action first. Philbert can use his *reaction* to make one melee attack against a creature who attacks someone other than him.

Fighting Style - Protection. Philbert can impose *disadvantage* on a creature's attack roll by using his *reaction* if they attack someone other than Philbert.

Second Wind. Philbert can heal himself for 1d10+20 hit points once before a short or long rest.

Action Surge. Philbert can take one additional action twice on his turn before a short or long rest.

Martial Archetype - Battle Master

Improved Combat Superiority. Philbert knows combat maneuvers he can use in battle. He has 4 d12 superiority dice. He regains all spent dice after a long rest.

- **Commander's Strike.** Philbert can use one of his attacks to give a friendly creature the ability to use their *reaction* to make one attack, adding 1 superiority die to the damage roll.
- **Evasive Footwork.** Philbert can roll 1 superiority die and add it to his AC when he moves.
- **Lunging Attack.** Philbert can spend 1 superiority die and increase the reach of his weapon by 5 feet. If successful, he adds the die to the weapon damage.
- **Menacing Attack.** Philbert can force a Wisdom saving throw (DC 18) and add 1 superiority die to the damage of an attack. On a failed save, the creature is *frightened* until the end of his next turn.
- **Parry.** Philbert can use his *reaction* to lower the amount of damage he receives in combat. He can lower the amount by spending 1 superiority die + his Dexterity modifier.
- **Rally.** Philbert can use his *bonus* action to spend 1 superiority die and give a friendly creature temporary hit points equal to the amount rolled.
- **Riposte.** Philbert can use his *reaction* to make one melee weapon attack against a creature who missed him with an attack. He adds 1 superiority die to the damage.
- **Sweeping Attack.** Philbert can damage an additional creature within 5 feet if he is successful with a melee attack. If the attack would of hit both, the second target takes damage equal to 1 superiority die.
- **Trip Attack.** Philbert can spend 1 superiority die and force a creature to make a Strength saving throw (DC 18). On a failed save, the creature is knocked *prone*.

Student of War. Philbert is proficient with smith's tools.

Know Your Enemy. Philbert can learn vital information about an enemy if he first spends at least 1 minute observing or interacting with them outside of combat.

Relentless. Philbert gains 1 superiority die if he has none every time he rolls for initiative.

ACTIONS

Defender Longsword. Melee Weapon Attack. +13 to hit, reach 5 ft., One target. Hit: 12 (1d8+7) slashing damage.

Silver Dagger +2. Melee Weapon Attack. +11 to hit, reach 5 ft., One target. Hit: 6 (1d4+5) piercing damage or 12 piercing damage to creatures who are vulnerable to silver.

Light Hammer. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack. +8 to hit, range 100/400 ft., One target. Hit: 10 (1d10+3) piercing damage.

Ring of the Ram. Philbert can expend up to 3 charges from his ring and attempt an attack (+7 to hit) on one creature. If successful, a spectral ram's head deals 2d10 force damage and pushes the creature by 5 feet. The damage is increased by 2d10 and the push back is increased by 5 feet for each charge he spends.

EQUIPMENT

Officer's badge, broken dagger (trophy), fine clothes (parade uniform), common clothes, belt pouch (50 gp), mana infused plate mail (*exquisite slot: trillion cut crystal of see invisibility*), light hammer, heavy crossbow, crossbow bolt case with 20 bolts, smith's tools, waterskin **MAGICAL** *defender longsword, silver dagger +2, ring of the ram, scarab of protection, potion of supreme healing, medium rune crystal of heroism, medium rune crystal of gust of wind, shield +2*

TRAITS

Personality - "I salute you sir, even at the dinner table, because I have respect for your office."

Ideal - "The Council makes the law. I am a servant of the Council."

Bond - "Every soldier in my army is my family, and I would die for my family."

Flaw - "The thought of facing another Shadowgiest in battle gives me nightmares."

Philbert is the son of a wealthy land owner and former council member. He joined the city's army early in life, gaining a prestigious post thanks to his family's name. He rose in the ranks due to his considerable martial ability and willingness to do what must be done, regardless of who is effected by the outcome.

He is often called to mediate disputes between feuding families because of his ability to stick to the letter of the law. He has even sided against his own family when it came to light his brother and cousin were stealing money from the city's wall repair fund in which they were put in charge of.

He has earned the nickname "Stonegaze" from his underlings, though they are smart enough not to call him this to his face. When off duty he can often be found at his personal forge where he crafts weapons for friends and colleagues. His blades are unique and immediately recognizable by their sleek design and superior quality.

ROSSO MONTAING DE LORAGO

Medium, Male Humanoid (Human - Vergal), CG

5E

CLASS

SPELLKNIFE 1

BACKGROUND

CHARLATAN

OCCUPATION

TAVERN WORKER

ARMOR CLASS

16

HIT POINTS

9 (1D8)

SPEED

30 FT.

STR 14 (+2) DEX 16 (+3) CON 12 (+1) INT 11 (+0) WIS 10 (+0) CHA 14 (+2)

SAVING THROWS DEXTERITY +5, CHARISMA +4

SKILLS ARCANA +2, ACROBATICS +5, DECEPTION +4, PERFORMANCE +4, SLIGHT OF HAND +5

SENSES PASSIVE PERCEPTION 10

TOOLS THIEVES' TOOLS, DISGUISE KIT, FORGERY KIT

LANGUAGES VERI'URK, TRADESPEECH

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS (LIGHT), HAND CROSSBOW

Good Eye. Rosso gains a +2 to Intelligence (Investigation) checks to determine the quality of items.

Smooth Talk. Rosso gains +2 to Charisma (Persuasion) checks.

Sneak Attack. If Rosso can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage. If Rosso has *advantage* on the attack roll, he can add an additional 1d6 to the damage dealt.

Spellcasting. Rosso is a 1st level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). He knows 3 spellknife spells.

Cantrips (At will): *blade ward, light, ray of frost*

1st level (2 slots): *charm person, jump, sleep*

ACTIONS

Katar. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) piercing or slashing damage.

Shortsword. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 6 (1d6+3) piercing damage.

EQUIPMENT

Common clothes, disguise kit, marked cards, belt pouch (15 gp), katar, scale mail, component pouch, shortsword, burglar's pack (backpack, ball bearings, 10 feet of string, small bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days rations, tinderbox, waterskin, 50 feet of silk rope), vial of brighteye liquid **MAGICAL** *potion of healing*

TRAITS

Personality - "Janice? Oh yes, I was quite in love with her. She moved to Alteria, so I've been pursuing Rolanda now."

Ideal - "Extra coin I earn goes to the needy people of my neighborhood."

Bond - "I never want any of my shady dealings to come back to the people I care about."

Flaw - "Rolanda has the most exquisite set of bre...feet, lovely feet...yes"

Rosso was born in a small village just inside the tree line of the Sylvar forest. His father was a laborer and worked the logging camps felling sick and diseased trees and moving them to the city of Lorago.

When he was of age he moved to the city and found work waiting tables in a large tavern. At night, he runs shady card games in the ally behind the tavern. The tavern owner was a retired adventurer and saw potential in young Rosso. He offered to train the youth and allowed Rosso to move into the cellar of the tavern.

Now Rosso spends his time working and training, eager to show off his skills in the local fighting pits. He has won three matches since coming under the tutelage of his employer, and he is quickly gaining a name for himself with his antics in and out of the fighting pit.

ELINS APPIAH

Medium, Male Humanoid (Human - Zula), CN

5E

CLASS	ARMOR CLASS
BEAST TAMER 1	12
BACKGROUND	HIT POINTS
NOBLE	10 (1D8)
OCCUPATION	SPEED
HEIR APPARENT	30 FT.
<hr/>	
STR 12 (+1) DEX 15 (+2) CON 14 (+2) INT 13 (+1) WIS 11 (+0) CHA 12 (+1)	

SAVING THROWS DEXTERITY +4, CONSTITUTION +4

SKILLS ACROBATICS +4, ANIMAL HANDLING +3, HISTORY +3, PERSUASION +3

SENSES PASSIVE PERCEPTION 10

TOOLS HERBALISM KIT

LANGUAGES ZUALO, TRADESPEECH

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS (LIGHT)

Nature Born. Elins gains +2 on Wisdom (Survival) checks.

Poison Resistance. Elins has *advantage* on Constitution saving throws to resist the *poisoned* condition.

Wild Empathy. Elins gains *advantage* on Charisma (Animal Handling) checks.

Tamer's Bond. Elins has one animal companion, a wild dog named Kano. Kano can share in beneficial spells and can sense Elins mood if she is within 50 feet of him.

Track. Elins gains *advantage* on Wisdom (Survival) checks to track creatures.

ACTIONS

Shortbow. Ranged Weapon Attack. +4 to hit, range 80/320 ft., One target. Hit: 5 (1d6+2) piercing damage.

Scimitar. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) slashing damage.

Mana Infused Mambele +1. Melee or Ranged Weapon Attack. +5 to hit, reach 5 feet or range 20/60 ft. One target. Hit: 4 (1d4+3) slashing or piercing damage plus 1 point of fire damage (*cabachon crystal of burning*)

EQUIPMENT

Fine clothes, dark common clothes, signet ring (Appiah Clan), belt pouch (25 gp), shortbow, quiver with 20 arrows, scimitar, explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 day rations, waterskin, 50 feet hemp rope) **MAGICAL** *minor rune crystal of Strength +1, mana infused mambele +1 (simple slot: cabachon cut crystal of burning), potion of healing*

TRAITS

Personality - "I try to spend as much time with the commoners as I can."

Ideal - "I know my father means well, but the more he keeps me confined, the more I long to run free."

Bond - "I will always give what I can to the common people."

Flaw - "I don't mean to shame my father, but he must learn he cannot protect me from life."

Elins grew up on the eastern coast of the Southern Continent, in the Ver'wija town of Bamko. His father traded palm oil to Vergal merchants for great profit and was a well-respected member of the Appiah Clan. Always a loner, Elins prefers the company of his only friend, a wild dog he calls Kano after his sister who died of plague when he was much younger. Elins and Kano have made a habit of running away from his father's estate and have even gotten as far as Cathage before his father's men caught them and brought him back.

KANO

Medium beast, unaligned

Armor Class: 13

Hit Points: 5 (1d8+1)

Speed: 40 ft.

Senses: Passive perception 13

Languages: -

Challenge: ¼ (XP 50)

Keen Hearing and Smell. Kano has *advantage* on Wisdom (Perception) checks that rely on hearing and smell.

ACTIONS

Bite. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 4 (1d6+1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked *prone*.

MEAZA SARTORI

Medium, Female Humanoid (Human - Zula), CG

5E

CLASS

FIGHTER
3/SORCERER 2

BACKGROUND

SAILOR (PIRATE)

OCCUPATION

PIRATE

STR 11 (+0) DEX 17 (+3) CON 14 (+2) INT 12 (+1) WIS 11 (+0) CHA 15 (+2)

SAVING THROWS STRENGTH +3, CONSTITUTION +5,
CHARISMA +5

SKILLS ACROBATICS +6, ANIMAL HANDLING +5,
ARCANA +4, ATHLETICS +3, PERSUASION +5,
PERCEPTION +3

SENSES PASSIVE PERCEPTION 13

TOOLS NAVIGATOR'S TOOLS, VEHICLES (WATER)

LANGUAGES ZUALO, TRADESPEECH

FEATS NONE

CHALLENGE 3 (XP 700)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR,
HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL
WEAPONS

Nature Born. Meaza gains +2 on Wisdom (Survival) checks.

Poison Resistance. Meaza has *advantage* on Constitution saving throws to resist the *poisoned* condition.

Fighting Style - Dueling. Meaza gains +2 to melee weapon attacks if her off hand is free of another weapon.

Second Wind. Meaza can heal herself for 1d10+3 hit points once before a short or long rest.

Action Surge. Meaza can take one extra action on top of her normal action once before a short or long rest.

Martial Archetype - Champion

Improved Critical. Meaza scores a critical hit on a roll of 19 or 20.

Sorcerous Origin - Wild Magic. When Meaza casts a spell of 1st level or higher, there is a 1d20 chance a wild magic surge happens.

Font of Magic. Meaza has 3 sorcery points.

ARMOR CLASS

15

HIT POINTS

40 (3D10 + 2D6)

SPEED

30 FT.

Spellcasting. Meaza is a 2nd level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). Meaza knows 3 sorcerer spells.

Cantrips (At will): *dancing lights, fire bolt, message, prestidigitation*

1st level (3 slots): *color spray, fog cloud, thunderwave*

ACTIONS

Orichalcum Rapier. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 9 (1d8+4) piercing damage.

Club. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 1 (1d4) bludgeoning damage.

EQUIPMENT

Club, 50 feet silk rope, lucky coin, fine clothes, belt pouch (30 gp), studded leather armor, flask of Alterian fire, arcane focus (crystal), steel mirror, waterskin **MAGICAL** *orichalcum rapier, bag of holding, boots of speed, potion of greater healing, quaal's feather token (anchor)*

TRAITS

Personality - "My crew can rely on me no matter what."

Ideal - "On the open water, I can go anywhere."

Bond - "I've been cheated out of family money, and I aim to get what I'm due."

Flaw - "I will not surrender. I would rather die than rot in a jail cell."

Meaza is the bastard daughter of Councilman Antonio Gilberto de Combra, a high ranking official in that city's government. She was raised by her mother, an infamous Zula pirate and legend on the Aquaris Strait - Sarem Sartori, or as she was known to Combra authorities, The Silver Genet.

Her mother robbed merchant ships out of Combra and redistributed their cargo, minus her cut, to the poor villages of her homeland. She was finally caught and put on trial. During the trial she seduced one of the judges (Antonio) and he arranged for her to escape. Meaza was born a short time later and raised on her mother's ship. When Sarem died in a battle with the Alterian Navy, Meaza rounded up what was left of her crew and began to ply her mother's trade. In a short time she has taken seven merchant ships from various cities, and is quickly earning a reputation to rival that of her mother.

NTOMBI M'BALLA

Medium, NB Humanoid (Human - Zula), CG

5E

CLASS	ARMOR CLASS
BEAST TAMER 14	18
BACKGROUND	HIT POINTS
HERMIT	101 (14D8)
OCCUPATION	SPEED
WILD ANIMAL PROTECTOR	30 FT.

STR 14 (+2) DEX 19 (+4) CON 14 (+2) INT 12 (+1) WIS 17 (+3) CHA 14 (+2)

SAVING THROWS DEXTERITY +9, CONSTITUTION +7

SKILLS ACROBATICS +9, ANIMAL HANDLING +7, MEDICINE +8, RELIGION +7, SURVIVAL +7

SENSES PASSIVE PERCEPTION 13

TOOLS HERBALISM KIT

LANGUAGES ZUALO, TRADESPEECH, GOBLINOID

FEATS NONE

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS (LIGHT)

Nature Born. Ntombi gains +2 on Wisdom (Survival) checks.

Poison Resistance. Ntombi has *advantage* on Constitution saving throws to resist the *poisoned* condition.

Wild Empathy. Ntombi gains *advantage* on Charisma (Animal Handling) checks.

Tamer's Bond. Ntombi has two animal companions, a cheetah named Haraka and a wild boar named Pua. Ntombi can share in beneficial spells with her companions and they can sense each other's mood if they are within 50 feet of each other.

Expert Tracking. Ntombi gains *advantage* on Wisdom (Survival) checks to track creatures. The DC to track creatures is also lowered by 10.

Natural Armor. Ntombi's skin has become tougher, granting her a natural +4 bonus to her AC.

Trackless Step. Ntombi cannot be tracked by nonmagical means. She can choose to leave tracks if she desires.

Wild Shape. Ntombi can turn herself into any non flying animal of a CR ½ or lower twice before a long rest.

Woodland Stride. Ntombi can move through difficult terrain at her normal base speed and she takes no damage from thorns, briars, or other natural overgrowth.

Call of the Wild. Ntombi can call a swarm of animals to fight for her once before a long rest. The swarm stays for 2 rounds or until it is destroyed.

Venom Immunity. Ntombi is immune to poison damage and the *poisoned* condition.

Spellcasting. Ntombi is a 11th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). She knows 7 ranger spells.

1st level (4 slots): *alarm, cure wounds*

2nd level (3 slots): *silence, spike growth*

3rd level (3 slots): *conjure barrage, water breathing*

4th level (2 slots): *stoneskin*

ACTIONS

Mambele. Melee or Ranged Weapon Attack. +9 to hit, reach 5 feet or range 20/60 ft. One target. Hit: 5 (1d4+4) piercing or slashing damage.

Mana Infused Spear +1. Melee or Ranged Weapon Attack. +9 or +10 to hit if thrown, reach 5 feet or range 20/60 ft., One target. Hit: 6 (1d6+3) piercing damage or 8 (1d6+5) if thrown or 8 (1d8+3) if held in two hands plus 2 points of lightning damage. (*oval crystal of voltage*)

Vicious Shortbow. Ranged Weapon Attack. +9 to hit, range 80/320 ft., One target. Hit: 7 (1d6+4) piercing damage plus 7 piercing damage if the attack roll was a 20.

EQUIPMENT

Winter blanket, common clothes, herbalism kit, belt pouch (20 gp), 4 days rations, waterskin, mambele, quiver with 40 arrows, backpack, grappling hook, 50 feet hemp rope, healer's kit **MAGICAL** *mana infused spear +1* (*Advanced slot: oval cut crystal of voltage*), *goggles of the night*, *bracers of archery*, *ring of free action*, *vicious shortbow*, *10 arrows +1*, *medium rune crystal produce flame*, *medium rune crystal of remove curse*

TRAITS

Personality - "I often show my displeasure by growling."

Ideal - "My skills are there for the animals of my jungle, any time they are in need."

Bond - "I have seen the growing evil in the south, at the heart of the Goblin Kingdoms."

Flaw - "I don't trust easy or even at all."

Ntombi grew up deep in the Great Jungle's interior. Originally from the town of Laski, she was stranded in the interior when her father's caravan was attacked by Goblins. She survived by running and managed to evade capture thanks to the help of her companion, the cheetah she calls Haraka. The young Ntombi lived by her wits and the survival skills her father and uncles taught her.

While attempting to return to the west, she came upon a small group of Goblins harassing a warthog who had just given birth. The vile creatures had already killed two of the newborns and had the mother cornered. Ntombi and Haraka attacked them from above. She used stones to distract the Goblins while Haraka charged at them. The mother warthog attacked as well. After the ensuing chaos, the Goblins retreated but not after mortally wounding the warthog. Ntombi rescued the remaining hog, and vowed to defend the animals of the jungle from the Goblins who infested its trees.

She has lived many years in isolation, except for her trusted companions and any animals she saves and fosters back to health. She has recently come back from a sojourn to the south. Whatever secrets she saw deep in Goblin territory has spurred her to break her isolation, and to locate able bodied individuals who will go with her back south and deal with the growing evil.

HARAKA

Small beast (cheetah), unaligned

Armor Class: 19

Hit Points: 60 (8d8)

Speed: 60 ft., 40 ft climb

Skills: Perception +4, Stealth +6

Senses: Passive perception 14

Languages: –

Challenge: ¼ (XP 50)

Keen Smell. Haraka has *advantage* on Wisdom (Perception) checks that rely on smell.

Pounce. If Haraka moves at least 20 feet straight toward a creature then hits with a claw attack the target must succeed a DC 12 Strength save or be knocked prone. Haraka gains a free bite attack as a bonus action against the target who is *prone*.

Devotion. Haraka gains +4 to saving throws to resist charm and compulsion magic.

Bestial Evasion. Haraka takes no damage on a successful Dexterity saving throw.

Extra Attack. Haraka can make two attacks instead of one.

ACTIONS

Bite. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) piercing damage.

Claw. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 3 (1d4+2) slashing damage.

PUA

Medium beast (boar), unaligned

Armor Class: 15

Hit Points: 45 (6d8)

Speed: 40 ft.

Senses: Passive perception 9

Languages: –

Challenge: ¼ (XP 50)

Charge. If Pua moves at least 20 feet straight toward a creature then hits with a tusk attack the target takes an additional 3 piercing damage and must succeed a DC 11 Strength save or be knocked *prone*.

Relentless (Recharges after a short or long rest). If Pua takes 7 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Devotion. Pua gains +4 to saving throws to resist charm and compulsion magic.

Bestial Evasion. Pua takes no damage on a successful Dexterity saving throw.

Extra Attack. Pua can make two attacks instead of one.

ACTIONS

Tusk. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 6 (1d6+3) slashing damage.

ALUM NAROTH

Medium, NB Humanoid (Illumnarus), LG

5E

CLASS	ARMOR CLASS
CRYSTMANCER 1	16
BACKGROUND	HIT POINTS
ACOLYTE	10 (1D10)
OCCUPATION	SPEED
TEMPLE NOVICE	30 FT.

STR 12 (+1) DEX 14 (+2) CON 11 (+0) INT 13 (+1) WIS 12 (+1) CHA 13 (+1)

SAVING THROWS CHARISMA +3, WISDOM +3

SKILLS ARCANA +3, INSIGHT +3, MANASPHERE +3, RELIGION +3

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS NONE

LANGUAGES LUMNAR, DRAZ, TRADESPEECH, VERI'URK

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Keen Senses. Alum gains *advantage* on Wisdom (Perception) skill checks.

Illumnarus Immunities. Alum is immune to Sleep, both magical and otherwise, as well spells which trap the soul.

Unstable Lighting. Alum's inherent bio-luminescence causes any dark surroundings to become a low light area. The light can vary in brightness based on mood, but it always provides, at the least, dim light. Alum can suppress this light for 1 hour.

Made of Mana. Alum gains *advantage* on any Intelligence, Wisdom, or Charisma saving throws against magic. They are more susceptible to Mana Poisoning and whenever they take 1 point, they take 2 instead.

Mystery - Time

Momentary Glimpse. Alum can gain *advantage* on one roll or +4 to his AC for one round, once before a long rest.

Divine Smite. Alum can expend one of their spell slots and deal 1d8 radiant damage per spell slot used. The damage is further increased if the target is a demon, Drazil, or fiend.

Spellcasting. Alum is a 1st level spellcaster. Their spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks).

Cantrips (At will): *resistance, true strike*

1st level (2 slots): *cure wounds, detect evil and good*

ACTIONS

Dire Crystal Flail. Melee Weapon Attack. +3 to hit, reach 10 ft., One target. Hit: 6 (1d8+1) bludgeoning and piercing damage or 8 (1d10+1) if used with two hands.

Javelin. Melee or Ranged Weapon Attack. +3 or +4 to hit if thrown, reach 5 feet or range 30/120 ft., One target. Hit: 4 (1d6+1) piercing damage or 5 (1d6+2) if thrown.

EQUIPMENT

Dire crystal flail, breastplate, 3 javelins, backpack, holy symbol (amulet), prayer book, vestment, common clothes, belt pouch (15 gp), scroll case, healer's kit, hourglass, 4 days rations, waterskin

MAGICAL *potion of healing, minor rune crystal of charisma +2*

TRAITS

Personality - "I have been cooped up in the temple for so long, I have a hard time dealing with others who are not of my faith."

Ideal - "Someday, I hope to become the High Protector of the temple."

Bond - "The temple is everything to me. I protect it with my life."

Flaw - "I don't wish to distract myself with hobbies when I can spend more time protecting the temple."

Alum is one of the few young initiates of the Temple of Rital in Silmba who has undergone the Mystery of Time. While not as popular as the initiates of Fire or Life, Alum stays busy nevertheless with devising new ways to shore up the wards and defenses Topside.

They are known to be intense and single minded when it comes to the defense of the temple and their kin. Their attitude has contributed further to their perceived anti-social behavior.

GRAND DAME CERC'E PRO'TRA

Medium, NB Humanoid (Illumnarus), LG

5E

CLASS	ARMOR CLASS
PALADIN 20	21
BACKGROUND	HIT POINTS
FLAME BORN	164 (20D10)
OCCUPATION	SPEED
DIPLOMAT	30 FT.
<hr/>	
STR 15 (+2) DEX 16 (+3) CON 14 (+2) INT 15 (+2) WIS 16 (+3) CHA 18 (+4)	

SAVING THROWS WISDOM +9, CHARISMA +10

SKILLS INSIGHT +9, HISTORY +8, PERSUASION +10, MANASPHERE +8, RELIGION +9

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 13

TOOLS FLUTE

LANGUAGES LUMNAR, DRAZ, SYLVAN

FEATS MARTIAL ADEPT

CHALLENGE 18 (XP 20,000)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Keen Senses. Cerc'e gains *advantage* on Wisdom (Perception) skill checks.

Illumnarus Immunities. Cerc'e is immune to Sleep, both magical and otherwise, as well spells which trap the soul.

Unstable Lighting. Cerc'e's inherent bio-luminescence causes any dark surroundings to become a low light area. The light can vary in brightness based on mood, but it always provides, at the least, dim light. Cerc'e can suppress this light for 1 hour.

Made of Mana. Cerc'e gains *advantage* on any Intelligence, Wisdom, or Charisma saving throws against magic. They are more susceptible to Mana Poisoning and whenever they take 1 point, they take 2 instead.

Divine Sense. Cerc'e can sense the location of any celestial, fiend, or undead creature within 60 feet. They can do this 5 times before a long rest.

Lay on Hands. Cerc'e can heal up to 100 hit points before a long rest.

Fighting Style - Protection. Cerc'e can impose *disadvantage* with their *reaction* on any creature they can see that makes a melee attack roll aimed at another creature. They must have a shield equipped.

Improved Divine Smite. Cerc'e adds 1d8 radiant damage to all melee attacks. They can also expend a spell slot and deal an additional 2d8 radiant damage plus 1d8 for each spell level higher than 1st, to a melee weapon attack. The damage is further increased by 1d8 if the creature is an undead or a fiend.

Divine Health. Cerc'e is immune to disease.

Sacred Oath - Oath of the Ancients

Channel Divinity. Cerc'e can channel divinity once before a short or long rest.

Nature's Wrath. Cerc'e can channel divinity and cause spectral vines to spring up and grab a creature within 10 feet. On a failed Strength or Dexterity save, they are considered restrained. A successful save frees them from the vines.

Turn the Faithless. Cerc'e can channel divinity and cause any fey or fiend within 30 feet to make a Wisdom save. On a failed save, they are turned for 1 minute or until it takes damage.

Extra Attack. Cerc'e can attack twice, instead of once, when they takes the attack action.

Aura of Protection. Cerc'e projects an aura up to 30 feet that allows her and any friendly creature within the aura to add +4 to any saving throw.

Aura of Warding. Cerc'e projects an aura up to 30 feet that gives them and any friendly creature within the aura resistance to spell damage.

Aura of Courage. Cerc'e projects an aura up to 30 feet that gives them and any friendly creature within the aura immunity to the *frightened* condition.

Cleansing Touch. Cerc'e can end one spell on herself or one willing creature with a touch 4 times before a long rest.

Undying Sentinel. When Cerc'e is reduced to 0 hit points but not killed outright, they can choose to drop to 1 hit point instead. They can do this once before a long rest. They also suffer no drawbacks or ill effects from old age and they is immune to aging magically.

Elder Champion. Cerc'e can assume to form of an ancient force of nature for 1 minute once before a long rest. While in this state they has the following abilities:

- They regains 10 hit points at the start of each of their turns.
- They can cast paladin spells with a casting time of 1 action as a bonus action.
- Hostile creatures within 10 feet of them have *disadvantage* on saves against their paladin spells and channel divinity options.

Spellcasting. Cerc'e is a 19th level spellcaster. Their spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). They can prepare 14 paladin spells.

1st level (4 slots): *bleed, cure wounds, heroism*

2nd level (3 slots): *branding smite, lesser restoration, zone of truth*

3rd level (3 slots): *crusader's mantle, dispel magic, remove curse*

4th level (3 slots): *aura of life, banishment, locate creature*

5th level (2 slots): *circle of power, raise dead*

ACTIONS

Longsword +3 (Radiant Grace). Melee Weapon Attack. +11 to hit, reach 5 ft., One target. Hit: 10 (1d8+5) slashing damage or 12 (1d10+5) if swung with two hands.

EQUIPMENT

Fine clothes, holy robes, signet ring, hardened mana crystal flute, holy symbol (Naltia), belt pouch (50 gp), waterskin **MAGICAL** longsword +3 (Radiant Grace: Beacon - shines white light in a 10 ft-radius. Sentinel - glows white when it is within 120 feet of any Drazil), hardened mana crystal plate mail of acid resistance, animated shield, gauntlets of rapid deployment, potion of superior healing, potion of mind reading, wand of magic detection, minor rune crystal of strength +4, medium rune crystal of true strike

TRAITS

Personality - "Despite the color of my hair and the noble title I bear, I do not consider myself any different from other Illumnarus."

Ideal - "I will protect my people and our way of life."

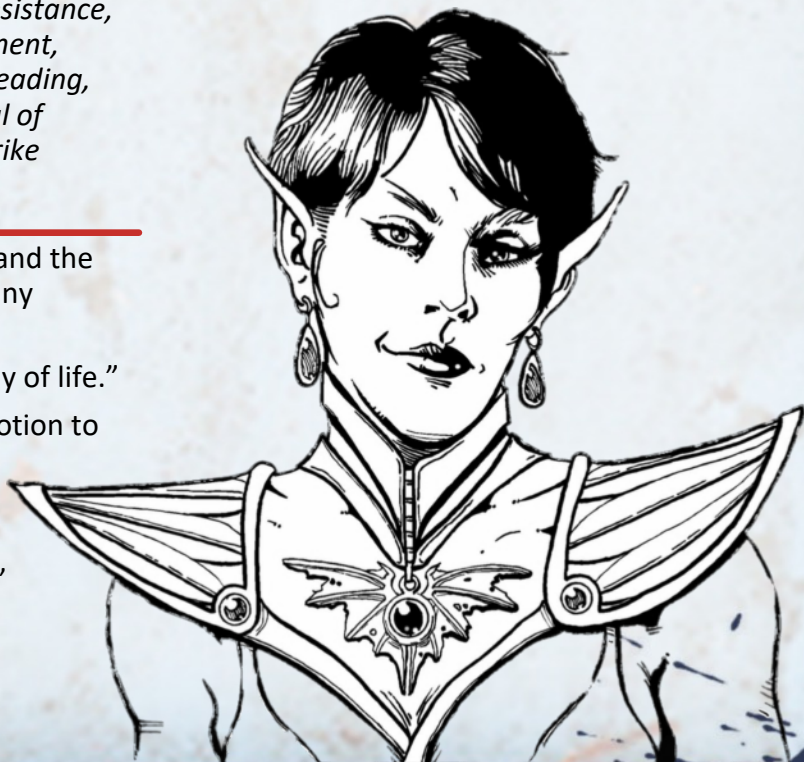
Bond - "Nothing can sway me from my devotion to my people."

Flaw - "In my youth, I had an affair with the temple's high priestess. If news of the affair got out, it would ruin her reputation."

Cerc'e is Flame Born, one of a small number of Illumnarus born every generation with bright red hair. They were given over to the temple of Naltia when they were three days old, and grew up in a rigid, but loving, environment. Their early years were spent in martial training, as well as in diplomacy and history. Cerc'e's intelligence and ability to adapt earned her high marks from her instructors, and she was quickly accepted by the Sylvanar Council and groomed to be a future ambassador.

Cerc'e was instrumental in furthering the Sylvanar's cause among the receptive Vergal of the City-State of Lorago. They are a common sight in that metropolitan city and a frequent guest at noble parties and balls.

While they are proud of her numerous accomplishments for their people, they secretly long for a life away from the public eye. They have put away a small portion of coin and supplies for a time when they have enough courage to ditch their responsibilities and travel the world; a time that feels won't come soon enough.



XORMIN CALTRIS

Medium, Male Humanoid (Illumnarus), LN

5E

CLASS	ARMOR CLASS
CRYSTMANCER 14	17
BACKGROUND	HIT POINTS
SOLDIER	102 (14D10)
OCCUPATION	SPEED
GUARD CAPTAIN	30 FT.

STR 14 (+2) DEX 14 (+2) CON 12 (+1) INT 17 (+3) WIS 12 (+1) CHA 17 (+3)

SAVING THROWS CHARISMA +8, WISDOM +6

SKILLS ATHLETICS +7, INSIGHT +6, INTIMIDATION +8, PERSUASION +8

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS DRAGON CHESS, VEHICLES (LAND)

LANGUAGES LUMNAR, DRAZ, SYLVAN, ZUALO

FEATS NONE

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Keen Senses. Xormin gains *advantage* on Wisdom (Perception) skill checks.

Illumnarus Immunities. Xormin is immune to Sleep, both magical and otherwise, as well spells which trap the soul.

Unstable Lighting. Xormin inherent bio-luminescence causes any dark surroundings to become a low light area. The light can vary in brightness based on mood, but it always provides, at the least, dim light. Xormin can suppress this light for 1 hour.

Made of Mana. Xormin gains *advantage* on any Intelligence, Wisdom, or Charisma saving throws against magic. He is more susceptible to Mana Poisoning and whenever he takes 1 point, he takes 2 instead.

Mystery - Ancestor

Ancestral Weapon. Xormin can conjure any martial weapon he is proficient in to his hands. The weapon is considered magical, and gives a +2 bonus to attack and damage rolls. The weapon lasts for up to 15 rounds. Xormin regains all expended rounds after a long rest.

Spirit Shield. Xormin can conjure a shield that grants him +3 to his AC and causes all ranged attacks to miss 50% of the time. The shield can remain for up to 15 rounds. Xormin regains all expended rounds after a long rest.

Phantom Touch. Xormin can cause a creature he touches to become *frightened* if they fail a Wisdom saving throw. He can do this 3 times before a long rest.

Voice of the Grave. Xormin can cast the spell *speak with the dead* once before a long rest.

Divine Smite. Xormin can expend one of his spell slots and deal 1d8 radiant damage per spell slot used. The damage is further increased if the target is a demon, Drazil, or fiend.

Divine Health. Xormin is immune to disease.

Channel Positive Energy. Xormin can release a wave of positive energy from his body, healing or harming creatures. He can heal friendly creatures within 20 feet for 5d6 hit points or harm foes within the radius for 5d6 radiant damage. Creatures take ½ damage on a successful Wisdom saving throw. He can do this twice before a long rest.

Crystal Copies. Xormin can create up to 7 copies of himself. The copies operate identically to those made with the *mirror image* spell. He can do this 4 times before a long rest.

Spellcasting. Xormin is 14th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks).

Cantrips (At will): *guidance, spare the dying, blade ward, message, true strike*

1st level (4 slots): *bane, cure wounds, chromatic orb, jump*

2nd level (3 slots): *enhance ability, resist mana, zone of truth*

3rd level (3 slots): *daylight, remove curse, tongues*

4th level (3 slots): *control water, confusion, stonewall*

ACTIONS

Mana Infused Dire Crystal Flail. Melee Weapon Attack. +7 to hit, reach 10 ft. One target. Hit: 7 (1d8+2) bludgeoning and piercing damage or 15 (2d8+2) if used with two hands plus 3 points of cold damage (*princess cut crystal of frigidness*).

Rope of Entanglement. Xormin can use the rope to entangle and restrain a foe on a failed Dexterity save against a DC 15. It can be released as a *bonus* action. Trapped foes can use an action to make a Strength or Dexterity check against DC 15 to break free.

EQUIPMENT

Mana infused half-plate (*exquisite slot: trillion cut crystal of bloodhound*), mana infused dire crystal flail (*exquisite slot: princess cut crystal of frigidness*), vial of antitoxin, fine clothes (parade uniform), common clothes, 2 flasks of holy water **MAGICAL** crystal slippers of Llur, Lluruth cloak, ring of sure grasp, potion of greater healing, rope of entanglement, wand of web

TRAITS

Personality - "I will address you with respect, I suggest you do the same with me."

Ideal - "The protection of this outpost is my every concern."

Bond - "If you fight by my side, I will protect you with my every breath."

Flaw - "The Stazi we barely repelled from our walls still fill me with dread whenever I think of that battle."

Xormin was born in the city of Ritvel and apprenticed early to the temple of Rital to become a crystalmancer. He has dedicated his life in the defense of his people, and when the call went out for volunteers to travel to the Great Jungle, Xormin was one of the first in line.

He accompanied the expedition to the southern contentment and was put in charge of one of the many groups of volunteers to establish a safe sight to create their outpost. His exemplary service to the cause and his people quickly earned him accolades from his peers, and the position as Guard Captain of the new outpost of Navu Llur.

He prefers to capture intruders on their lands alive. Unfortunately, this lead to him bringing several Stazi warriors back to the outpost, seemingly unconscious and under control. However, the Stazi wanted to be captured, and soon transmitted the location of the outpost telepathically to their waiting brethren. The ensuing battle lasted for four days and ended with a victory for the Illumnarus, thanks in large part to the intervention of several Zula and Meek'ah tribes who came to their defense.

Xormin tried to resign his position in disgrace for his miscalculation of this new enemy. The Elder Council refused, and instead gave him further accolades for his defense of the outpost against the incest-like monsters. He has learned from his blunder and it has filled him with new passion for the defense of Navu Llur and his people.



CLASS	ARMOR CLASS
GEOMANCER 1	13
BACKGROUND	HIT POINTS
ACOLYTE	9 (1D8)
OCCUPATION	SPEED
NOVICE	30 FT.

STR12 (+1) DEX16 (+3) CON13 (+1) INT10 (+0) WIS11 (+0) CHA14 (+2)

SAVING THROWS DEXTERITY +5, CHARISMA +5

SKILLS ACROBATICS +5, INSIGHT +2, RELIGION +2, STEALTH +5

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 10

TOOLS CALLIGRAPHER'S SUPPLIES

LANGUAGES KALIV, TRADESPEECH, GOBLINOID

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES SIMPLE WEAPONS, SHORTSWORD, PATA

Agile Being. Abhey gains *advantage* on Dexterity (Acrobatics) checks.

Inherent Stalker. Abhey gains *advantage* on Dexterity (Stealth) checks.

Elemental Attunement. Abhey can cause harmless effects related to the elements. He can chill or warm material for up to 1 hour. He can create shapes with various elements that last for 1 minute.

Unarmed Defense. Abhey adds his Wisdom modifier to his AC when he is not wearing any armor.

Martial Arts. Abhey's unarmed strikes deal 1d4 slashing damage. He can make 1 unarmed strike as a *bonus* action.

Spellcasting. Abhey is a 1st level spellcaster. His spellcasting ability is Charisma (spell save DC 12, +4 to spell attacks). He knows 2 Geomancer spells.

Cantrips (At will): *dancing lights, mage hand, ray of frost, shocking grasp*

1st level (2 slots): *color spray, thunderwave*

ACTIONS

Unarmed Strike. Melee Weapon Attack. +5 to hit, reach 5 ft. One target. 4 (1d4+3) slashing damage.

Katar. Melee Weapon Attack. +5 to hit, reach 5ft., One target. 4 (1d4+3) piercing or slashing damage.

Dart. Ranged Weapon Attack. +5 to hit, range 20/60 ft., One target. Hit: 4 (1d4+3) piercing damage.

EQUIPMENT

Holy symbol (amulet), prayer book, vestments, common clothes, belt pouch (5 gp), katar, calligrapher's supplies, 10 darts, bottle of ink, inkpen, 10 sheets of paper, 2 scroll cases, waterskin **MAGICAL** *medium rune crystal of ensnaring strike*

TRAITS

Personality - "The Great Urman shows me the way. I need but to follow."

Ideal - "I keep only what I need and donate the rest."

Bond - "I owe the monastery everything. I'll defend it with my life."

Flaw - "When others fail, I judge them harshly. When I fail, I judge myself harshest of all."

Abhey Chawla is a young student at the Monastery of the Golden Paw. He was brought here by his uncle, a member of the Merchant Caste and someone who was in great debt to the monastery.

Abhey's father is a traveling merchant who was arrested in Alteria, and has since lost all contact with his family in Kala. His uncle, unwilling to feed and house the boy anymore, gave him to be raised by the monks and Geomancers who tend the monastery.

He has recently attained the rank of novice, and can leave the monastery grounds to patrol the nearby hills. He takes his duty seriously, and spends his down time tutoring the young orphans who find themselves being raised by the kind monks who took him in.

MANSABDAR CEDI KAPOOR

Medium, Male Humanoid (Kalarin), LN

5E

CLASS	ARMOR CLASS
GEOMANCER 14	14
BACKGROUND	HIT POINTS
NOBLE	87 (14D8)
OCCUPATION	SPEED
CITY	55 FT.
ADMINISTRATOR	

STR 14 (+2) **DEX** 18 (+4) **CON** 12 (+1) **INT** 13 (+1) **WIS** 16 (+3) **CHA** 16 (+3)

SAVING THROWS DEXTERITY +9, CHARISMA +8

SKILLS ARCANA +6, HISTORY +6, MANASPHERE +6, PERSUASION +8

SENSES DARKVISION 60 FT. PASSIVE PERCEPTION 13

TOOLS CRYSTAL REFINING TOOLS, DRAGON CHESS

LANGUAGES KALIV, TRADESPEECH

FEATS NONE

CHALLENGE 12 (XP 8,400)

PROFICIENCIES SIMPLE WEAPONS, SHORTSWORD, PATA

Agile Being. Cedi gains *advantage* on Dexterity (Acrobatics) checks.

Inherent Stalker. Cedi gains *advantage* on Dexterity (Stealth) checks.

Elemental Attunement. Cedi can cause harmless effects related to the elements. He can chill or warm material for up to 1 hour. He can create shapes with various elements that last for 1 minute.

Unarmed Defense. Cedi adds his Wisdom modifier to his AC when he is not wearing any armor.

Martial Arts. Cedi's unarmed strikes deal 1d8 slashing damage. He can make 1 unarmed strike as a *bonus* action.

Elemental Resistance. Cedi subtracts 3 points of damage any time he takes cold, fire, lightning, or acid damage.

Heightened Evasion. Cedi takes no damage on a successful Dexterity save that normally allows for ½ damage. He can do this 5 times before a long rest.

Geomancer Stance. Cedi can enter a defensive stance for up to 8 rounds. He regains all expended rounds after a long rest. The bonuses he gains depends on the element he chooses:

- **Air.** *Advantage* on all Dexterity saves and checks.

- **Earth.** +3 to AC
- **Fire.** +3 to Constitution saves and checks
- **Water.** *Advantage* against mind altering spells and effects.

High Jump. Cedi gains +7 to Strength (Athletics) checks to jump great heights or distances.

Absorb Element. Cedi can absorb the power of an element and augment his unarmed strikes for up to 8 rounds. He gains all expended rounds back after a long rest. The bonus he gains depends on the element he chooses:

- **Air.** +3d6 lightning damage
- **Earth.** +3d6 acid damage
- **Fire.** +3d6 fire damage
- **Water.** +3d6 cold damage

Wholeness of Body. Cedi can restore up to 28 hit points to himself once before a long rest.

Purity of Body. Cedi is immune to disease.

Diamond Soul. Cedi can reroll any failed saving throw. He must take the new roll.

Spellcasting. Cedi is a 14th level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He knows 13 Geomancer spells.

Cantrips (At will): *acid splash, dancing lights, mending, message, ray of frost, shocking grasp*

1st level (4 slots): *color spray, jump, sleep, witch bolt*

2nd level (3 slots): *darkness, levitate, misty step, shatter*

3rd level (3 slots): *fireball, lightning bolt, water walk*

4th level (3 slots): *greater invisibility, scramble portal, wall of fire*

ACTIONS

Unarmed Strike. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 9 (1d8+4) slashing damage.

EQUIPMENT

Fine clothes, crystal refining kit, belt pouch (50 gp), signet ring, scroll of pedigree, holy symbol (Roarvan), component pouch, ManaBoost **MAGICAL** *bag of holding, bead of force, elixir of health, ioun stone (sustenance), potion of greater healing, ring of major mana resistance, medium rune crystal of feign death, medium rune crystal of expeditious retreat*

TRAITS

Personality - "I strive to make my city better, and the people recognize it."

Ideal - "I am responsible to my superiors, just like my subordinates are responsible to me."

Bond - "I have faced and overcome any challenge, thank to the backing of my family."

Flaw - "Though I work for the betterment of all Kalarin, I will not lower myself to speak to an Untouchable member of our society."

Cedi Kapoor is the third son of Jav Kapoor, head of the Kapoor Noble Clan of Shima. Cedi was groomed early on to administer over one of the city districts the Kapoor Clan is responsible for. He first started as an assistant to the Sewers and Waterways Manager in the capital, his third uncle on his mother's side.

After three years under his tutelage, Cedi was appointed 2nd Manager of Refuse and Debris of Block 27 in the Temple's District. This is where he really came into his own as a nobleman and middle manager. Impressed with his efficiency and strict adherence to the *Book of Coda*, Cedi was promoted by his father to be Managing Supervisor of Kapoor Holdings in the Temple's District, and he has held this office for twenty years.

His is strict with his underlings, but generally well liked. When his father died, he refused a promotion within the family by his uncle, the new head of the Kapoor Noble Clan. He instead choose to remain in his current position where he is grooming his own sons to replace him when he is gone.

CLASS	ARMOR CLASS
MONK 8	14
BACKGROUND	HIT POINTS
URCHIN	51 (8D8)
(UNDESIRABLE)	SPEED
OCCUPATION	45 FT.
SHRINE KEEPER	

STR 11 (+0) DEX 17 (+3) CON 13 (+1) INT 13 (+1) WIS 13 (+1) CHA 12 (+1)

SAVING THROWS STRENGTH +3, DEXTERITY +6

SKILLS ACROBATICS +6, HISTORY +4, SLEIGHT OF HAND +6, STEALTH +6

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS PAINTER'S SUPPLIES, DISGUISE KIT, THIEVES' TOOLS

LANGUAGES KALIV, TRADESPEECH

FEATS MOBILE

CHALLENGE 6 (XP 2,300)

Agile Being. Wafa gains *advantage* on Dexterity (Acrobatics) checks.

Inherent Stalker. Wafa gains *advantage* on Dexterity (Stealth) checks.

Mobile. Wafa does not provoke opportunity attacks when she attacks in melee. Difficult terrain does not cost her extra movement on her turn.

Unarmed Defense. Wafa adds her Wisdom modifier to her AC if she is wearing no armor.

Martial Arts. Wafa's unarmed strikes deal 1d6 slashing damage and they are considered magical. She can make 1 unarmed attack as a *bonus* action.

Ki. Wafa has 8 Ki points she can spend on the following abilities:

- **Flurry of Blows.** Wafa can spend 1 ki and make 2 unarmed strikes as her *bonus* action.
- **Patient Defense.** Wafa can spend 1 ki and take the Dodge action as a *bonus* action.
- **Step of the Wind.** Wafa can spend 1 ki and take the Disengage action as a *bonus* action, and her jump distance is doubled for the turn.

Monastic Tradition - Way of the Open Hand

Open Hand Technique. Wafa can impose the following penalties when she strikes with a blow from her Flurry of Blows ability:

- Target must succeed in a Dexterity save or be knocked *prone*.
- Target must succeed in a Strength save or be moved up to 15 feet away from you.
- Target can not take *reactions* until the end of Wafa's next turn.

Deflect Missiles. Wafa reduces the damage she suffers from ranged weapon fire by 1d10+12. If she reduces the damage to 0, she can catch the missile and spend 1 ki to use it as a weapon.

Slow Fall. Wafa can use her *reaction* to reduce the fall damage she suffers by 40 points.

Extra Attack. Wafa can attack twice, instead of once, when she takes the attack action.

Stunning Strike. Wafa can spend 1 ki point attempt to stun a target she hits in melee. They must succeed in a Constitution save (DC 12) or be stunned until the end of Wafa's next turn.

Wholeness of Body. Wafa can heal herself for 24 hit points once before a long rest.

Evasion. Wafa takes no damage when she makes a successful Dexterity saving throw.

Stillness of Mind. Wafa can use her action to end one effect she has on her that causes the *frightened* or *charmed* condition.

ACTIONS

Unarmed Strike. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 6 (1d6+3) slashing damage.

Katar. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) piercing or slashing damage.

EQUIPMENT

Pet snake (Jabba), *ghate* token, painting supplies, common clothes, belt pouch (15 gp), katar, vial of antitoxin, bag of ball bearings, blanket, fishing tackle, holy symbol (emblem), mess kit, 3 days rations, sack, tinderbox, waterskin **MAGICAL** *amulet of proof against detection and location, cloak of displacement, potion of clairvoyance, potion of greater healing, minor rune crystal of Strength +3, medium rune crystal of disguise self*

TRAITS

Personality - "Though I generally keep to myself, I am known to ask a lot of questions."

Ideal - "I have vowed to help those who have helped me in my life, that is why I tend this shrine."

Bond - "I owe my life to the kind judge who took me in. It is a great regret I cannot do more to honor him."

Flaw - "I don't think I can ever truly trust anyone but myself."

Wafa Lanka grew up in the Undesirable slums outside of Shima. Her mother, a prostitute and thief, raised her the best she could in deplorable conditions. When she was eleven years old, her mother died of fever and young Wafa left the slums and traveled south with a group of Undesirables, looking for a better future.

After being hounded and arrested numerous times, Wafa was given a chance by an elderly Warrior Caste judge to serve her sentence for loitering and class mixing by cleaning the statues in his personal shrine of Roarvan at his residence. She soon found herself living in a small chamber next to the shrine. There, the aging judge kept priceless books on fighting techniques and age old philosophy, from before the time of the Dominion.

She began to teach herself techniques she found in old tomes at night before bed. After seeing her practice in secret, the elderly judge commuted her sentence, and allowed her to live and train full time in his shrine. Months later, the elderly judge passed on, and his family discovered Wafa living in the shrine.

They kicked her out, and refused to let her keep the monastic tomes the elderly judge promised to her before he died. Wafa was able to keep the record of her commuted criminal sentence, and used that proof to board a ship headed to Mumbai.

She spent little time in the Kalarin frontier town, instead opting to keep traveling north. She arrived in Siimas and has found a home in that city tending a small shrine to Roarvan, something she would of never been able to do in her native land.

Most visiting Kalarin avoid her shrine, though she does not care. Her connection to the Pridefather

ALSRIK YAV'KLOK

Small, Male Humanoid (Meek'ah), NE

5E

CLASS	ARMOR CLASS
ROGUE 11	16
BACKGROUND	HIT POINTS
CRIMINAL	69 (11D8)
OCCUPATION	SPEED
ASSASSIN	30 FT.

STR 12 (+1) DEX 18 (+4) CON 12 (+1) INT 11 (+0) WIS 10 (+0) CHA 11 (+0)

SAVING THROWS DEXTERITY +8, INTELLIGENCE +4

SKILLS ACROBATICS +8, DECEPTION +4, INSIGHT +4, PERCEPTION +4, SLIGHT OF HAND +8, STEALTH +8

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 14

TOOLS THIEVES' TOOLS, BONE DICE

LANGUAGES MEECH, ALTERIAN, THIEVES' CANT

FEATS DUAL WIELDER

CHALLENGE 9 (XP 5,000)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, HAND CROSSBOW, LONGSWORD, RAPIER, SHORTSWORD

Augmented Breathing. Alsrik can hold his breath for up to 30 minutes before needing air.

Disease Resistance. Alsrik has *advantage* on Constitution saving throws to resist disease.

Natural Swimmer. Alsrik gains *advantage* on Strength (Athletics) checks while swimming.

Dual Wielder. Alsrik gains +1 to his AC while he wields two one hand melee weapons. He can use weapons that are not light in his off hand and he can draw or stow two weapons at a time.

Expertise. Alsrik doubles his proficiency bonus when using Acrobatics, Deception, Stealth, and Thieves' Tools.

Sneak Attack. If Alsrik can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage. If Alsrik has *advantage* on the attack roll, he can add an additional 6d6 to the damage dealt.

Cunning Action. Alsrik can take the Dash, Disengage, or Hide action as a *bonus* action any time.

Roguish Archetype - Thief

Fast Hands. Alsrik can use his thieves' tools to disarm a trap or lock or take the Use an Object action as a *bonus* action. He can also use a Dexterity (Slight of Hand) check as a *bonus* action.

Second Story Work. Alsrik can climb without costing extra movement. He can also make a running jump and cover at least 3 feet with ease.

Uncanny Dodge. Alsrik can use his *reaction* to half the damage he receives when an attacker he can see hits him.

Evasion. Alsrik takes no damage when he is successful with a Dexterity saving throw that would normally allow for ½ damage.

Supreme Sneak. Alsrik gains *advantage* on Dexterity (Sneak) checks if he moves no more than ½ his movement on his turn.

Reliable Talent. Alsrik can treat a d20 roll of 9 or lower as a 10 when rolling ability checks he is proficient with.

ACTIONS

Dagger. Melee Weapon Attack. +8 to hit, reach 5 ft., One target. Hit: 5 (1d4+4) piercing damage.

Hand Crossbow. Ranged Weapon Attack. +8 to hit, range 30/120 ft., One target. Hit: 7 (1d6+4) piercing damage.

Mace of Smiting. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) bludgeoning damage or 9 (1d6+5) against constructs. The mace deals an additional 7 bludgeoning damage on a roll of 20 and 14 damage to constructs. If a construct has fewer than 25 hit points after this blow, it is destroyed.

EQUIPMENT

Dark common clothes, crowbar, thieves' tools, bone dice, belt pouch (50 gp), 2 daggers, hand crossbow, crossbow bolt case with 20 bolts, backpack, bag of ball bearings, bag of caltrops, grappling hook, 50 feet of silk rope, hourglass, steel mirror, signal whistle, waterskin, 2 flash pellets **MAGICAL** *mana infused leather armor of necrotic resistance (advanced slot: oval cut crystal of pass without trace), bag of holding, deck of illusions, mace of smiting, potion of greater healing, minor rune crystal of Strength +2, minor rune crystal of Charisma +2, medium rune crystal of disguise self*

TRAITS

Personality - "Multiple contingencies is the name of the game."

Ideal - "My happiness is dependant on how much coin can steal."

Bond - "Gutter punks and nobles alike will know my name."

Flaw - "If the coin is right, I'll betray my friends."

Alsrick was born a slave in Cashan. He lived his early life cleaning floors and grooming horses for his master. One night, a rival attacked his master's villa. The guards were overpowered quickly and Alsrick hid with the other slaves in the cellars.

A magical explosion rocked the night, destroying a good portion of the villa. When Alsrick regained consciousness, he found himself alone and partially covered in rubble. He managed to free himself, and to his amazement, he noticed part of the rubble that collapsed upon him was a smashed open chest of coins. He gathered all that he could and stole away into the night.

He managed to bribe a ship's captain and made his way to Jutan where he quickly blended into the native Meek'ah population. Alsrick moved from city to city, never staying more than a few tendays in each. He attracted the eye of the White Hand assassins guild when he attempted to rob someone they were contracted to kill.

Alsrick was never one to kill for hire, though he has found it far easier than burglary. He rose quickly in the guild and now leads a three man squad operating in Tower Town's Docks District. They specialize in sneaking onto docked ships and killing high profile targets.

KENTROK ORM'SSEK

Small, Male Humanoid (Meek'ah), N

5E

CLASS	ARMOR CLASS
WITCH DOCTOR 1	12
BACKGROUND	HIT POINTS
CRIMINAL	7 (1D6)
OCCUPATION	SPEED
SMUGGLER	30 FT.

STR 11 (+0) **DEX** 14 (+2) **CON** 12 (+1) **INT** 13 (+1) **WIS** 11 (+0) **CHA** 11 (+0)

SAVING THROWS INTELLIGENCE +3, DEXTERITY +4

SKILLS ARCANA +3, DECEPTION +2, INVESTIGATION +3, STEALTH +4

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 10

TOOLS HERBALISM KIT, THIEVES' TOOLS, BONE DICE

LANGUAGES MEECH, JUTEN

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES SIMPLE WEAPONS, MARTIAL WEAPONS (LIGHT), BLOWGUN

Augmented Breathing. Kentrok can hold his breath for up to 30 minutes before needing air.

Disease Resistance. Kentrok has *advantage* on Constitution saving throws to resist disease.

Natural Swimmer. Kentrok gains *advantage* on Strength (Athletics) checks while swimming.

Familiar. Kentrok has a rat familiar named Eustice. While the familiar is near him, he gains +2 to Constitution saving throws. The familiar also acts as his spellbook. Eustice is empowered by the Manasphere and gains +1 to his AC and increases his Intelligence to 6. He gains *advantage* on Wisdom (Perception) checks while Kentrok is asleep. Kentrok can see through Eustice's senses and can share beneficial spells cast on himself. Eustice can act as a conduit for Kentrok's spells that require touch to activate.

Spellcasting. Kentrok is a 1st level spellcaster. His spellcasting ability is Intelligence (spell save DC 11, +3 to spell attacks). Kentrok can prepare 2 spells at a time.

Cantrips (At will): *sacred flame, blade ward, poison spray*

1st level (2 slots): *bane, cure wounds, inflict wounds, hellish rebuke, protection from evil and good, witch bolt*

ACTIONS

Handaxe. Melee Weapon Attack. +2 to hit, reach 5 ft., One target. Hit: 3 (1d6) slashing damage.

Blowgun. Ranged Weapon Attack. +4 to hit, range 25/100 ft., One target. Hit: 1 (1+2) piercing damage.

EQUIPMENT

Crowbar, dark common clothes, belt pouch (15 gp), handaxe, component pouch, blowgun, 5 blowgun darts **MAGICAL** *potion of healing*

TRAITS

Personality - "I may be new, but don't think I haven't planned for the worst happening."

Ideal - "I am loyal to my family and friends and that's it."

Bond - "The coin I earn from smuggling lets me contribute to my family."

Flaw - "I have been known to flee when things look bleak."

Kentrok grew up in the slums of Barrowtown. His parents were simple greenhouse farmers who grew vegetables for the Sansrokk crime family. When Kentrok came of age, he left his meager home and joined a gang of Meek'ah who ran low level operations for the Sansrokk.

Much to his parents dismay, young Kentrok has grown to like his new life as a smuggler and thief. He hopes to one day move up the food chain and work for the Sansrokk Sisters directly, especially since he has developed a crush on the younger sister, though she doesn't know who he is.

ZORKOK YAR'SEK

Small, Female Humanoid (Meek'ah), CN

5E

CLASS	ARMOR CLASS
WITCH DOCTOR 14	13
BACKGROUND	HIT POINTS
FOLK HERO	72 (14D6)
OCCUPATION	SPEED
INNKEEPER	30 FT.

STR 10 (+0) DEX 16 (+3) CON 12 (+1) INT 19 (+4) WIS 14 (+2) CHA 14 (+2)

SAVING THROWS INTELLIGENCE +9, DEXTERITY +8

SKILLS ANIMAL HANDLING +7, ARCANA +9, INSIGHT +7, MEDICINE +7, NATURE +14, SURVIVAL +7

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS HERBALISM KIT, CRYSTAL REFINING KIT

LANGUAGES MEECH, TRADESPEECH, VERI'URK, ZUALO

FEATS CRAFT RUNE CRYSTAL

CHALLENGE 12 (XP 8,400)

PROFICIENCIES SIMPLE WEAPONS, MARTIAL WEAPONS (LIGHT), BLOWGUN

Augmented Breathing. Zorkok can hold her breath for up to 30 minutes before needing air.

Disease Resistance. Zorkok has *advantage* on Constitution saving throws to resist disease.

Natural Swimmer. Zorkok gains *advantage* on Strength (Athletics) checks while swimming.

Familiar. Zorkok has a tarantula familiar named Pablo. While the familiar is near her, she gains +3 to Strength (Athletics) checks when climbing. The familiar also acts as her spellbook. Pablo is empowered by the Manasphere and gains +3 to his AC and increases his Intelligence to 10. He gains *advantage* on Wisdom (Perception) checks while Zorkok is asleep. Zorkok can see through Pablo's senses and can share beneficial spells cast on herself. Pablo can act as a conduit for Zorkok's spells that require touch to activate. Pablo gains *advantage* on Dexterity saves and can speak Meech.

Nature Sense. Zorkok gains +5 to Intelligence (Nature) checks.

Wild Empathy. Zorkok gains *advantage* on Charisma (Animal Handling) checks.

Cursed Strike. Zorkok can curse a creature she hits with a melee weapon attack. On a failed Wisdom save the target gains *disadvantage* on all rolls for 4 rounds or until the curse is removed. She can do this 4 times before a long rest.

Wild Shape. Zorkok can turn into a non-flying beast with a CR of ½ or lower. She can do this twice before a long rest.

Woodland Stride. Zorkok can move through difficult terrain at her normal movement speed and obstacles such as thorns or briars do not harm her.

Nature's Spirit Ally. Zorkok can summon a force of nature in beast form. She can summon the spirit animals a total of 6 rounds before a long rest. She regains all expended rounds after a long rest.

Spellcasting. Zorkok is a 14th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 18, +9 to hit with spell attacks). She can prepare 18 spells at a time.

Cantrips (At will): *mending, blade ward, chill touch, friends*

1st level (4 slots): *bane, bless, cure wounds, hellish rebuke*

2nd level (3 slots): *augury, calm emotions, cloud of daggers*

3rd level (3 slots): *gaseous form, major image, death ward*

4th level (3 slots): *locate creature, dimension door, blight*

5th level (3 slots): *flame strike, mass cure wounds, scrying*

6th level (1 slot): *heal*

7th level (1 slot): *divine word*

ACTIONS

Hex. Zorkok can use her action to perform a hex. Zorkok knows 3 hexes (DC 19):

- **Discord.** Zorkok can make 1 creature hostile to another creature if it fails a Wisdom save.
- **Fortune.** Zorkok can give 1 creature exceptional luck for 2 rounds. Each round they may reroll any roll they desire.
- **Healing.** Zorkok can heal 1 creature instantly for 5d8+4 hit points.

Mana Infused Scimitar. Melee Weapon Attack. +8 to hit, reach 5 ft., One target. Hit: 6 (1d6+3) slashing damage plus 2 points of fire damage (*pear cut crystal of burning*)

Staff of Frost. Zorkok can use her action to cause the staff to cast the following spells: *cone of cold, fog cloud, ice storm, wall of ice.*

EQUIPMENT

Mana infused scimitar (*advanced slot: pear cut crystal of burning*), herbalism kit, vial of antitoxin, common clothes, healer's kit, 2 flasks of holy water, belt pouch (50 gp), waterskin, crystal refining kit **MAGICAL** *tan bag of tricks, cape of levitation, gem of seeing, staff of frost, medium rune crystal of magic weapon, medium rune crystal of longstrider, medium rune crystal of locate animals or plants*

TRAITS

Personality - "I hear your honeyed words, but I judge you by your deeds."

Ideal - "I will not suffer the ranting of tyrants."

Bond - "I vow to protect those who cannot protect themselves."

Flaw - "I was complacent in the death of my uncle. But if what he did every got out, it would ruin my family."

Zorkok is the oldest of eight children, and the head of a large Meek'ah family of share croppers in Verigal. Her family has lived in the area for a thousand years and has been prominent in the politics of the region. Zordok, or Mama Z as she likes to be called, has had seven children of her own, and is a well respected member of her community. Zorkok's eldest child once sat on the Council of Granda and is regarded as a shrewd, but trustworthy, businessman.

Mama Z runs a small inn on her family's land, one that caters to local Meek'ah as well as travelers to Granda which lies ten miles to the east. Mama Z's is clean and well lit. Her staff are all blood relations and expertly trained. Dishes are modest, cheap, and healthy. Mama Z runs the kitchen staff directly and is well known for her vegetable stew and fresh pies.

She is also the one to talk to for a bit of gossip or lore about the nearby city. If she likes you, Mama Z has been known to sell an odd rune crystal or two, all of which she crafts herself and guarantees their potency.

ARANYU THREECLAWS OF THE WHITE WYRM

Medium, Female Humanoid (Rusk), CE

5E

CLASS	ARMOR CLASS
TOTEMIST 14	15
BACKGROUND	HIT POINTS
CRIMINAL	144 (14D10)
OCCUPATION	SPEED
MERCENARY	25 FT.

STR 20 (+5) DEX 11 (+0) CON 18 (+4) INT 12 (+1) WIS 12 (+1) CHA 12 (+1)

SAVING THROWS STRENGTH +10, CONSTITUTION +9

SKILLS ATHLETICS +10, DECEPTION +6, INTIMIDATION +6, STEALTH +5

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

TOOLS THIEVES' TOOLS, BONE DICE

LANGUAGES RUSKIVIAN, JUTEN

FEATS GREAT WEAPON MASTER

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Thick Skin. Aranyu gains +1 to her AC and has resistance to cold damage.

Fierce Looking. Aranyu gains *advantage* on Charisma (Intimidation) checks.

Weapon Familiarity. Aranyu is proficient with martial weapons.

Great Weapon Master. Aranyu can make one melee attack as a *bonus* action when she reduces a foe to 0 hit points with a critical strike. She can also opt to take a -5 to her melee attack roll and add +10 to the attack damage if successful.

Greater Animalistic Rage. Aranyu enters a rage whenever she takes the Attack action on her turn. This lasts until she takes another action other than attack or until she has been in a rage for a total of 8 consecutive rounds. While in this rage, she gains *advantage* on Strength checks and saving throws, she adds +3 to melee weapon damage, she gains resistance to non-magical weapon damage. She also gains +2 to Strength and Constitution checks and saving throws.

Totem Animal - White Wyrms: Aranyu gains +2 to her Strength ability score as well as +2 to Charisma (Intimidation) checks. Her opposition totem is: Polar Bear

Favored Enemy. Aranyu gains +4 to skill checks and attack and damage rolls against the following creatures: Humanoid (Human), Humanoid (Rusk), Magical Beasts; she gains +2 skill checks and attack and damage rolls against: Outsiders (Good Aligned).

Rage Powers. While Aranyu is in a rage, she can benefit from the following abilities:

- **Animal Fury.** Aranyu can make a bite attack (1d8+5 piercing damage).
- **Fearless Rage.** Aranyu is immune to the *frightened* condition.
- **Rolling Dodge.** Aranyu gains +1 AC against ranged attacks.
- **Unexpected Strike.** Aranyu can use her *reaction* to make one melee attack against a foe within reach that has successfully struck her in combat. She can do this once before a short rest.

Shrug Off Discomfort. Aranyu can cast the spell *resistance* once a day. She cannot cast this spell while in a rage.

Totemic Bond. Aranyu has a white Dragyl companion animal named White Claw. Aranyu shares a mental link with White Claw, and she can share any beneficial spells with him.

Wild Empathy. Aranyu gains *advantage* on Charisma (Animal Handling) checks. She is always considered hostile to Polar Bears.

Reaching Strike - Aranyu can increase the reach of her melee attacks by 5 feet until the end of her turn by taking a -2 penalty to her AC until her next turn.

Companion Rage. Aranyu can induce a rage in her companion animal. While in the rage, White Claw gains all the powers Aranyu gains while in a rage. White Claw can enter a rage for a total of 7 rounds. White Claw gains all expended rounds back after a long rest.

ACTIONS

Greatsword of Nine Lives Stealing. Melee Weapon Attack. +12 to hit, reach 5 ft., One target. Hit: 16 (2d6+7) slashing damage or 19 (2d6+10) while in a rage. If she scores a critical hit against a creature who has less than 100 hit points, they must succeed in a DC 15 Constitution save or be instantly slain. Aranyu's sword has 3 charges left.

Heavy Crossbow. Ranged Weapon Attack. +5 to hit, range 100/400 ft., One target. Hit: 7 (1d10) piercing damage.

EQUIPMENT

Crowbar, dark common clothing, belt pouch (50 gp), breastplate (*advanced slot: pear cut crystal of longstrider*), heavy crossbow, crossbow bolt case with 20 bolts, thieves' tools, 10 feet of chain, 2 flasks of oil, flask of vorka, tinderbox, waterskin **MAGICAL** *greatsword of nine lives stealing (Vid's Touch)*, *periapt of proof against poison*, *ring of swimming*, *minor rune crystal of dexterity +4*, *medium rune crystal of fly*, *2 potions of greater healing*

TRAITS

Personality - "I don't trust you. I won't trust you. Now shut up."

Ideal - "Pay me my coin and I won't kill you."

Bond - "My father died saving me from a rival tribe. I will never forget his sacrifice."

Flaw - "Don't bother telling me your plan. I do what I want."

WHITE CLAW

Small beast, NE

Armor class: 19 (DEX, natural)

Hit Points: 50 (5d12)

Speed: 30 ft.

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

Skills: Perception +2, Stealth +1

Immunities: Cold

Senses: Darkvision 60 ft., Passive perception 14 (+4 on scent based checks)

Languages: – (understands Ruskivan)

Challenge: 2 (XP 450)

Devotion. White Claw gains +4 against enchantment and compulsion magic.

Bestial Evasion. White Claw takes no damage on a successful Dexterity saving throw.

Extra Attack. White Claw can attack three times when he chooses the attack action.

ACTIONS

Bite. Melee Attack: +6 to hit, reach 5 ft.; One target.

Hit: 5 (1d6+2) piercing damage.

Claw. Melee Attack: +6 to hit, reach 5 ft.; One target.

Hit: 3 (1d4+2) slashing damage.

Slam. Melee Attack: +6 to hit, reach 5 ft.; One target.

Hit: 5 (1d6+2) bludgeoning damage.

Breath Weapon. White Claw can exhale a cone of cold that deals 1d10 cold damage. He can do this twice a day.

Aranyu grew up in the shadow of the three Great Wyrms that rule her tribe. Her parents were favored minions of the dragon siblings, and Aranyu would often accompany them into the presence of their masters.

When she came of age, she was sent to live with a respected, and brutal, totemist at the edge of her Tribe's territory. There she learned to commune with the tundra, and how to live in concert with her totem. She would end up slaying her mentor when he drunkenly tried to force himself upon her.

She took his prized possessions as her own, including the magical life stealing blade known as "Vid's Touch". Even though his death would of been seen as justified, she fled the tundra instead of returning to her family.

After wandering south through enemy territory, she came upon a group of Jute poachers. Instead of killing them, she offered to join them. They fought Snowcat and Elk Tribe Rusk for a few seasons before she grew bored. She moved further south with one of the poachers, a man who she grew to respect and care for, in her own way.

They entered many seasons of the *Thing* in the Clawbite, and lived well, for a time. Her friend was killed by a group of paladins who objected to the pair stealing their marks. She managed to flee and vowed to rip the entrails out of the ones who slew her friend.

FENEC THE FRIGHTENING KIT

Medium, Male Humanoid (Rusk), CG

5E

CLASS	ARMOR CLASS
TOTEMIST 1	14
BACKGROUND	HIT POINTS
OUTLANDER	14 (1D10)
OCCUPATION	SPEED
TRIBAL YOUTH	25 FT.

STR 17 (+3) DEX 13 (+1) CON 18 (+4) INT 10 (+0) WIS 14 (+2) CHA 10 (+0)

SAVING THROWS STRENGTH +5, CONSTITUTION +6

SKILLS ANIMAL HANDLING +2, ATHLETICS +5, INTIMIDATION +2, SURVIVAL +4

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS SHYUV (BAGPIPES)

LANGUAGES RUSKIVAN, ALTERIAN

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Thick Skin. Fenec gains +1 to his AC and has resistance to cold damage.

Fierce Looking. Fenec gains *advantage* on Charisma (Intimidation) checks.

Weapon Familiarity. Fenec is proficient with martial weapons.

Animalistic Rage. Fenec enters a rage whenever he takes the Attack action on his turn. This lasts until he takes another action other than attack or until he has been in a rage for a total of 8 consecutive rounds. While in this rage, he gains *advantage* on Strength checks and saving throws, he adds +2 to melee weapon damage, and he gains resistance to non-magical weapon damage.

Totem Animal - Snowcat: Fenec gains +2 to his Dexterity ability score and to Dexterity (Stealth) checks. His opposition totem is: Arctic Rabbit.

ACTIONS

Greataxe. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 12 (1d12+3) slashing damage or 14 (1d12+5) while in a rage.

Hand Axe. Melee or Ranged Weapon Attack. +5 or +3 to hit if thrown. Reach 5 feet or range 20/60 ft., One target. Hit: 6 (1d6+3) slashing damage or 8 (1d6+5) while in a rage.

Javelin. Melee or Ranged Weapon Attack. +5 or +3 to hit if thrown. Reach 5 feet or range 30/120 ft., One target. Hit: 6 (1d6+3) piercing damage.

EQUIPMENT

Hunting trap, arctic rabbit foot necklace, traveler's clothes, belt pouch (5 gp), greataxe, 2 hand axes, 4 javelins, hide armor, vial of antitoxin, backpack, bedroll, flask of vorka, 2 flasks of oil, 10 days rations, signal whistle, tinderbox, waterskin, 50 feet of hemp rope, 4 pitons

TRAITS

Personality - "I find it hard to stay in one place for long."

Ideal - "I try my best to become what my tribe needs."

Bond - "Poachers on my land will face a swift death."

Flaw - "The vorka keeps me warm, and happy. I am never without my flask."

Fenec is the fourth son of the Chief of the Snowcat Tribe of Rusk. Small for his age, young Fenec has recently decided it was best for him to leave the tribe for a while, and live on the tundra by himself.

Fenec has lived alone for four moons, single handedly slaying two poachers and a goblin scout that encroached on Snowcat lands. He misses his Tribe, but his oath to Krum to remain apart until he is tougher, burns in the back of his mind.

KLOTIL RED IN THE FACE

Medium, Female Humanoid (Rusk), CN

5E

CLASS	ARMOR CLASS
BARBARIAN 2	15
BACKGROUND	HIT POINTS
OUTLANDER	27 (2D12)
OCCUPATION	SPEED
TRIBAL WARRIOR	25 FT.

STR 16 (+3) DEX 11 (+0) CON 18 (+4) INT 11 (+0) WIS 10 (+0) CHA 14 (+2)

SAVING THROWS STRENGTH +5, CONSTITUTION +6

SKILLS ATHLETICS +5, NATURE +2, PERCEPTION +2, SURVIVAL +2

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS WAR DRUMS

LANGUAGES RUSKIVIAN

FEATS NONE

CHALLENGE ½ (XP 100)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Thick Skin. Klotil gains +1 to her AC and has resistance to cold damage.

Fierce Looking. Klotil gains *advantage* on Charisma (Intimidation) checks.

Weapon Familiarity. Klotil is proficient with martial weapons.

Rage. Klotil can enter a rage as a *bonus* action, granting her *advantage* on Strength checks and saves, and resistance to bludgeoning, piercing, and slashing damage. She also adds +2 to her weapon damage while in the rage. The rage lasts for 1 minute, and she can enter a rage twice before a long rest.

Unarmored Defense. Klotil adds her Constitution modifier to her AC if she is not wearing any armor.

Reckless Attack. Klotil can gain *advantage* on the first attack on her turn but if she does, creatures gain *advantage* on attacks against her until her next turn.

Danger Sense. Klotil gains *advantage* on Dexterity saving throws against effects that she can see, like traps and spells. She loses this benefit if she is *blinded*, *deafened*, or *incapacitated*.

ACTIONS

Greataxe. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 12 (1d12+3) slashing damage or 14 (1d12+5) while in a rage.

Dagger. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) piercing damage or 6 (1d4+5) while in a rage.

EQUIPMENT

Hunting trap, troll fang earring, traveler's clothes, belt pouch (10 gp), greataxe, dagger, explorer's pack (backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, 50 feet of hemp rope), 2 flasks of oil, flask of *vorka*, flask of Alterian fire

TRAITS

Personality - "I wish to see more of this world."

Ideal - "I prefer to sleep under the stars, not under a roof. Ever."

Bond - "My family means everything to me, even if I do find myself so far from them."

Flaw - "I will not suffer the presence of those who cannot take care of themselves."

Klotil is the daughter of a prominent warrior in her tribe. Her father was chosen, along with three others, to move their families to the edge of the Tribe's lands for six moons. There, they are to assess the threat of goblins moving into the area.

Klotil began to accompany her father on patrols but grew tired of his constant nagging of her fighting abilities. He is overprotective and caring, but harsh in his criticism. Her younger brothers do not get such negative attention from their father like she does, and it began to strain their relationship.

Klotil has recently decided to leave her tribe and head southeast, to the lands of the humans and soft furred Kalarin she hears about in stories from the merchants her father sometimes deals with.

FAIAH BINT BAKI AL-QARAYSH

Medium, Female Humanoid (Sytash), LG

5E

CLASS	ARMOR CLASS
MONK 4	15
BACKGROUND	HIT POINTS
ACOLYTE	35 (4D8)
OCCUPATION	SPEED
TRIBAL HISTORIAN	40 FT.

STR 12 (+1) DEX 15 (+2) CON 13 (+1) INT 13 (+1) WIS 14 (+2) CHA 12 (+1)

SAVING THROWS STRENGTH +3, DEXTERITY +5

SKILLS ACROBATICS +5, HISTORY +3, INSIGHT +3, RELIGION +3

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS CALLIGRAPHER'S SUPPLIES

LANGUAGES BEJ'URK, VESH'URK, ZUALO

FEATS NONE

CHALLENGE 2 (XP 250)

PROFICIENCIES SIMPLE WEAPONS, SHORTSWORDS

Poison Resistance. Faiah gains *advantage* on Constitution saving throws to resist the *poison* condition.

Nimble Footed. Faiah gains no penalty to her movement while moving on difficult terrain.

Water Retention. Faiah gains +4 to Constitution saving throws to resist gaining the *exhausted* condition due to extreme thirst.

Unarmored Defense. Faiah gains her Wisdom modifier to her AC if she is wearing no armor.

Martial Arts. Faiah's unarmed strikes deal 1d4 damage. She can make 1 unarmed attack as a bonus action.

Ki. Faiah has 4 Ki points she can spend on the following abilities:

- **Flurry of Blows.** Faiah can spend 1 ki and make 2 unarmed strikes as her *bonus* action.
- **Patient Defense.** Faiah can spend 1 ki and take the Dodge action as a *bonus* action.
- **Step of the Wind.** Faiah can spend 1 ki and take the Disengage action as a *bonus* action, and her jump distance is doubled for the turn.

Unarmed Movement. Faiah gains +10 feet to her movement speed if she is wearing no armor.

Monastic Tradition - Way of Four Elements

Elemental Attunement. Faiah can cause harmless effects related to the elements. She can chill or warm material for up to 1 hour. She can create shapes with various elements that last for 1 minute.

Sweeping Cinder Strike. Faiah can spend 2 ki points to cast *burning hands*.

Deflect Missiles. Faiah reduces the damage she suffers from ranged weapon fire by 1d10+4. If she reduces the damage to 0, she can catch the missile and spend 1 ki to use it as a weapon.

Slow Fall. Faiah can use her *reaction* to reduce the fall damage she suffers by 20 points.

ACTIONS

Unarmed Strikes. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 3 (1d4+2) bludgeoning damage.

Dart. Ranged Weapon Attack. +4 to hit, range 20/60 ft., One target. Hit: 3 (1d4+2) piercing damage.

EQUIPMENT

5 darts, vial of antitoxin, fine clothes (holy vestments), common clothes, holy symbol (Shytan), inkpen, 10 sheets of parchment, backpack, 2 bottles of ink, 2 scroll cases, blanket, healer's kit, 2 flasks of holy water, 4 days rations, waterskin **MAGICAL** *circlet of protection, ring of jumping, minor rune crystal of Strength +2, potion of healing, medium rune crystal of magical weapon*

TRAITS

Personality - "My father is my idol. I strive to be as pious as him, and as well respected."

Ideal - "We must adhere to the traditions of lore, or everything we believe in crumbles."

Bond - "I would gladly give my life to secure a relic of our ancient past from those who would defile such things."

Flaw - "If you make a mistake, do not come to me for sympathy."

Faiah is the second daughter of her tribe's high priest. She is her father's favorite, and he often took her with him on his daily rounds blessing the tribe's warriors and counseling the chief. When she came of age she asked her father to join the tribe's monks who were in charge of keeping the lore and deeds of the tribe.

Her mother was a member of the group, and taught her how to beautifully copy old scrolls and texts, to preserve the ancient knowledge for future generation. A little hurt she did not ask to join the clergy instead, he granted her request. Not one to sit in a tent her whole life, Faiah has volunteered numerous times to enter ruins to delve for lost knowledge.

Her mother often denies her requests, though she has accompanied other monks, twice, on expeditions into Urk ruins. She impressed her fellow monks with her clever thinking and quick reflexes. Faiah is determined to prove herself by finding a relic of her tribe's past and presenting it to her father.



HAKIM IBIN SADREA AL-ROMAIIH

Medium, Male Humanoid (Sytash), CN

5E

CLASS

DERVISH 1

BACKGROUND

FOLK HERO

OCCUPATION

OASIS GUARD

ARMOR CLASS

15

HIT POINTS

11 (IDIO)

SPEED

30 FT.

STR 11 (+0) DEX 14 (+2) CON 12 (+1) INT 11 (+0) WIS 12 (+1) CHA 12 (+1)

SAVING THROWS DEXTERITY +5, CONSTITUTION +3

SKILLS ACROBATICS +5, ANIMAL HANDLING +3, PERCEPTION +3, SURVIVAL +3

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 13

TOOLS BREWER'S SUPPLIES

LANGUAGES BEJ'URK, VESH'URK

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS

Poison Resistance. Hakim gains *advantage* on Constitution saving throws to resist the *poison* condition.

Nimble Footed. Hakim gains no penalty to his movement while moving on difficult terrain.

Water Retention. Hakim gains +4 to Constitution saving throws to resist gaining the *exhausted* condition due to extreme thirst.

Two-Weapon Fighting. Hakim can add his ability score modifier to the damage of his off hand weapon. He can draw or stow two weapons, instead of one.

ACTIONS

Scimitar. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) slashing damage.

Dagger. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 3 (1d4+2) piercing damage.

EQUIPMENT

Scimitar, dagger, chain shirt, iron pot, shovel, brewer's supplies, common clothes, waterskin, belt pouch (5 gp), flask of cactus wine **MAGICAL** *minor rune crystal of Dexterity +2*

TRAITS

Personality - "I will not hesitate to act if I feel the situation warrants it or not."

Ideal - "I did not fit in with the clergy as my parents wanted. So be it."

Bond - "I miss greatly the love of my life who choose to stay with the tribe."

Flaw - "Nothing will deter me from my destiny."

Hakim was always a moody child. He often found it difficult paying attention at prayer, and his father would often cuff his ear when he would see Hakim staring off into space instead of listening to the sermon.

When he came of age, his mother suggested instead of seminary training with his uncles, Hakim should see her cousin who lived at the Oasis of Honor. When the tribe came to rest at the Oasis of Honor, Hakim was given to his cousin for training.

His cousin leads a troupe of Dervish warriors who defended the Oasis from Veshians and other enemies of the Sytash. Hakim instantly took to the training regimen.

He excelled in combat, and impressed the other warriors with his eagerness. Hakim misses his family and tribe but has found a new home at the Oasis among his new brothers.

MAALIK IBIN KAFFA AL-KATHIRI

Medium, Male Humanoid (Sytash), CE

5E

CLASS	ARMOR CLASS
DERVISH 14	15
BACKGROUND	HIT POINTS
OUTLANDER	102 (14D10)
OCCUPATION	SPEED
CULTIST	40 FT.

STR 15 (+2) DEX 16 (+3) CON 14 (+2) INT 13 (+1) WIS 13 (+1) CHA 11 (+0)

SAVING THROWS DEXTERITY +8, CONSTITUTION +7

SKILLS ATHLETICS +7, INTIMIDATION +5, PERCEPTION +6, SURVIVAL +6

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 16

TOOLS HAND DRUM

LANGUAGES BEJ'URK, VESH'URK, TRADESPEECH

FEATS ALERT, DEFENSIVE DUELIST

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS, MARTIAL WEAPONS

Poison Resistance. Maalik gains *advantage* on Constitution saving throws to resist the *poison* condition.

Nimble Footed. Maalik gains no penalty to his movement while moving on difficult terrain.

Water Retention. Maalik gains +4 to Constitution saving throws to resist gaining the *exhausted* condition due to extreme thirst.

Alert. Maalik gains +5 to his initiative score and he can never be surprised while he is awake. Creatures do not gain *advantage* on attack rolls if they are hidden.

Defensive Duelist. Maalik can use his *reaction* to add his proficiency to his AC when he is struck in melee if he is wielding a finesse weapon.

Improved Two-Weapon Fighting. Maalik can add his ability score modifier to the damage of his off hand weapon. He gains +1 AC when wielding a weapon in both hands. He can use his *reaction* to deflect one melee blow, lowering the damage by a number equal to his proficiency bonus + Dexterity modifier. He can do this once per turn.

Rage. Maalik can enter a rage as a *bonus* action, granting him *advantage* on Dexterity checks and saves, and resistance to bludgeoning, piercing, and slashing damage. He also adds +3 to his weapon damage while in the rage. The rage lasts for 1 minute,

and he can enter a rage five times before a long rest.

Danger Sense. Maalik gains *advantage* on Dexterity saving throws against effects that he can see, like traps and spells. He loses this benefit if he is blinded, deafened, or incapacitated.

Dervish Talents. Maalik has the following Dervish talents:

- **Expert Leaper.** Maalik gains *advantage* on Strength (Athletics) checks to jump long distances.
- **Opportunist.** Maalik can use his *reaction* to make one attack against a creature he can reach that has just been the victim of a successful strike from another source. He can do this once per encounter.
- **Surprise Attack.** Maalik gain *advantage* on his first attack against any creature whose turn is after his. He can do this once before a short or long rest.
- **Resiliency.** Maalik can use his *bonus* action to gain 14 hit points if he is ever brought to 0 hit points. He can do this once per day.

Focused Mind. Maalik can use any ability, talent, or cast any spell he might know while in a rage.

Extra Attack. Maalik can attack three times when he chooses the Attack action in combat.

Fast Movement. Maalik gains +10 to his movement speed if he is not wearing heavy armor.

Indomitable Will. Maalik gains a +4 bonus to saving throws against enchantment and compulsion magic.

ACTIONS

Silver Scimitar +1. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 7 (1d6+4) slashing damage or 14 damage to creatures vulnerable to silver.

Dagger of Venom. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 5 (1d4+4) piercing damage. If the dagger is poisoned, a creature must make a DC 15 Constitution saving throw or take 17 (2d10) poison damage and gain the *poisoned* condition for 1 minute.

Light Crossbow. Ranged Weapon Attack. +8 to hit, range 80/320 ft., One target. Hit: 8 (1d8+3) piercing damage.

EQUIPMENT

Mana infused hide armor (*advanced slot: pear cut crystal of burning*), light crossbow, crossbow bolt case with 20 bolts, scrap of father's tunic, vial of acid, vial of antitoxin, common clothes, pouch (50 gp), mess kit, waterskin, 2 flash pellets, blue whisper lotus extract **MAGICAL** silver scimitar +1, dagger of venom, gloves of missile snaring, potion of growth, potion of greater healing, ring of major mana resistance, minor rune crystal of Strength +2, medium rune crystal of invisibility

TRAITS

Personality - "Wealth and privilege will gain you nothing on the sands of Urk."

Ideal - "If you are strong, you rule."

Bond - "Relic hunters and explorers beware: I will slay any who trespass on my domain."

Flaw - "If I am challenged, I always answer with violence."

Maalik was the only son of a respected paladin. His father's words carried a lot of weight in the tribe. Everyone was sure Maalik would follow in his father's footsteps, so much so that the constant nagging and reminding of his duty would often push Maalik into dark moods.

His father's overly critical eye did not make things better for him. In a fit of rage after another tongue lashing by his self-righteous father, Maalik dumped a brazier of hot coals on the rugs of his family's tent. The fire was put out before it raged out of control, but not before two of his sisters were badly burned.

Maalik was exiled and wandered the desert for weeks before coming upon a group of foreign adventurers. The group took Maalik back to their place of origin, a small cave complex where exiles and undesirables congregated. Years would go by, and Maalik would find a place among the ruffians and cultists, even going as far as forming a cult dedicated to Yai-halu. He now defends a small shrine to The Betrayer in the cave complex he shares with other outcasts and undesirables.

APOLLIS PRINKIPS

Medium, Male Humanoid (Zevrish), NE

5E

CLASS	ARMOR CLASS
SKIRMISHER 1	18
BACKGROUND	HIT POINTS
CRIMINAL	10 (1D8)
OCCUPATION	SPEED
IMPERIAL HOPLITE	25 FT.

STR 16 (+3) DEX 14 (+2) CON 14 (+2) INT 12 (+1) WIS 10 (+0) CHA 10 (+0)

SAVING THROWS STRENGTH +5, CONSTITUTION +4

SKILLS ATHLETICS +5, DECEPTION +2, INTIMIDATION +2, SLIGHT OF HAND +4, STEALTH +4

SENSES PASSIVE PERCEPTION 10

TOOLS BONE DICE, THIEVES' TOOLS

LANGUAGES ZAVA, ALTERIAN, MEECH

FEATS NONE

CHALLENGE ¼ (XP 50)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Prone to Sickness. Apollis gains *disadvantage* on Constitution saving throws to resist the *poisoned* condition gained through contracting a disease.

Poison Resistance. Apollis gains *advantage* on Constitution saving throws to resist the *poisoned* condition gained through contact with poison or venom.

Combat Training. Apollis is proficient with martial weapons.

Sneak Attack. If Apollis can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage. If Apollis has *advantage* on the attack roll, he can add an additional 1d6 to the damage dealt.

Intimidating Prowess. Apollis adds his Strength modifier to Charisma (Intimidation) checks.

Combat Feat. Apollis knows 1 combat feat:

- **Lunge.** Apollis can add 5 feet to the reach of his melee weapon, but if he does this, he gains -2 to his AC until his next turn.

ACTIONS

Pike. Melee Weapon Attack. +5 to hit, reach 10 ft., One target. Hit: 10 (1d10+3) piercing damage.

Battleaxe. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 8 (1d8+3) slashing damage or 10 (1d10+3) if used with two hands.

Dagger. Melee or Ranged Weapon Attack. +5 to hit, reach 5 feet or range 20/60 ft., One target. Hit: 4 (1d4+3) piercing damage.

EQUIPMENT

Pike, battleaxe, dagger, breastplate, shield, thieves' tools, crowbar, fine clothing (legion parade uniform), dark common clothing, loaded bone dice, pouch (20 gp), waterskin, tinderbox, 10 torches, bedroll, backpack, shovel **MAGICAL** *potion of healing*, *potion of swimming*

TRAITS

Personality - "If you don't want me to do it, don't tell me I can't."

Ideal - "The more coin I gain, the more power I can achieve."

Bond - "My father owes me my inheritance, and I'll get it no matter what."

Flaw - "I don't care about you. I will run if we are met with superior forces."

Apollis hails from the island of Atlantis and is the third son of Zedi Prinkips, assistant to the Third Adjunct of the Order of Atomos on the island. Growing up in the lap of luxury, Apollis' rude and selfish nature went unchecked as a child and he grew into a young man who delighted in vice and excess.

His gambling problem has cost his father thousands of gold paying off his debts. After a recent binge in the slave district, Apollis found himself enlisted in the First Legion by his father, and shipped off to the island of Phantasia.

Apollis now spends his time throwing dice in the hoplite barracks and drilling on the parade grounds. He plans on coasting through his enlistment and returning to Atlantis to murder his father.

EULOGIOUS BALSAMON

Medium, Male Humanoid (Zevrish), LN

5E

CLASS

WIZARD 6

BACKGROUND

SAGE

OCCUPATION

IMPERIAL TAX

COLLECTOR

STR 14 (+2) DEX 11 (+0) CON 11 (+0) INT 18 (+4) WIS 13 (+1) CHA 11 (+0)

ARMOR CLASS

11

HIT POINTS

26 (6D6)

SPEED

25 FT

SAVING THROWS INTELLIGENCE +7, WISDOM +4

SKILLS ARCANA +7, HISTORY +7, INVESTIGATION +7, MANASPHERE +7

SENSES PASSIVE PERCEPTION 11

TOOLS NONE

LANGUAGES ZAVA, ALTERIAN, ATLANTEAN, SYLVAN

FEATS NONE

CHALLENGE 4 (XP 1,100)

PROFICIENCIES DAGGER, DART, SLING, QUARTERSTAFF, LIGHT CROSSBOW

Prone to Sickness. Eulogious gains *disadvantage* on Constitution saving throws to resist the *poisoned* condition gained through contracting a disease.

Poison Resistance. Eulogious gains *advantage* on Constitution saving throws to resist the *poisoned* condition gained through contact with poison or venom.

Combat Training. Eulogious is proficient with martial weapons.

Arcane Recovery. Eulogious can regain 3 spend spell slots when having a short rest.

Arcane Tradition - Transmutation

Transmutation Savant. Eulogious can copy transmutation spells into his spellbook in less time than other spells.

Minor Alchemy. Eulogious can temporarily change the properties of a non-magical object if it is made of wood, stone, iron, copper, or silver. He can change the object into a different material.

Transmuter's Stone. Eulogious has can create a stone that can grant: Darkvision 60 feet, +10 movement speed, proficiency in Constitution saves, or resistance to acid, cold, fire, lightning, or thunder damage. The benefits last as long as the stone is carried.

Spellcasting. Eulogious is a 6th level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks).

Cantrips (At will): *blade ward, mage hand, poison spray, shocking grasp*

1st level (4 slots): *alarm, detect magic, illusory script, unseen servant*

2nd level (3 slots): *blur, gust of wind, mirror image*

3rd level (3 slots): *dispel magic, fly, slow*

ACTIONS

Mana Infused Quarterstaff. Melee Weapon Attack. +5 to hit, reach 5 ft., One target. Hit: 5 (1d6+2) bludgeoning damage or 9 (1d10+2) if used with two hands +1 point of lightning damage (*round cut crystal of voltage*)

EQUIPMENT

Mana infused quarterstaff (*simple slot: round cut crystal of voltage*), belt pouch (20 gp), fine clothes, scholar's pack (backpack, book of lore, 2 bottles of ink, inkpen, 10 sheets of parchment), waterskin, traveling spellbook **MAGICAL** *ring of protection, ring of necrotic resistance, pearl of power, potion of healing, wand of paralysis, minor rune crystal of Charisma +3, medium rune crystal of locate object, medium rune crystal of longstrider, anti-mana rod*

TRAITS

Personality - "You are clearly intellectually deficient. Please don't speak to me."

Ideal - "Logically speaking? Is there any other way?"

Bond - "I have been working my whole life to piece together the history of our people during the Phage."

Flaw - "I will drop everything I am doing if you can get me the information I am looking for."

Eulogious was recently promoted, following the death of his predecessor, to assistant to the lead tax collector for the western precinct of the Island of Omorphia. He thoroughly hates his job, and wishes he could be back home, cooped up in his study with his research. Eulogious is quickly becoming the foremost sage on the period of time known to the Zevrish people as "The Cursed Times".

He is considering asking his superior for some time off so he can visit the Zava Hills to track down old tomes and scrolls relating to his passion.

SILVA KORESSUS

Medium, NB Humanoid (Zevrish), CG

5E

CLASS	ARMOR CLASS
SKIRMISHER 14	17
BACKGROUND	HIT POINTS
URCHIN	80 (14D8)
OCCUPATION	SPEED
MERCENARY CAPTAIN	25 FT.

STR 16 (+3) DEX 16 (+3) CON 16 (+3) INT 13 (+1) WIS 11 (+0) CHA 11 (+0)

SAVING THROWS STRENGTH +8, CONSTITUTION +8

SKILLS ATHLETICS +8, INTIMIDATION +5,
PERCEPTION +5, SLIGHT OF HAND +8, STEALTH +8

SENSES PASSIVE PERCEPTION 15

TOOLS DISGUISE KIT, THIEVES' TOOLS

LANGUAGES ZAVA, ALTERIAN, TRADESPEECH

FEATS SAVAGE ATTACKER

CHALLENGE 12 (XP 8,400)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR,
SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Prone to Sickness. Silva gains *disadvantage* on Constitution saving throws to resist the *poisoned* condition gained through contracting a disease.

Poison Resistance. Silva gains *advantage* on Constitution saving throws to resist the *poisoned* condition gained through contact with poison or venom.

Combat Training. Silva is proficient with martial weapons.

Savage Attacker. Silva can reroll the damage for one melee attack per turn. She can use either roll.

Sneak Attack. If Silva can catch her target unaware or unable to defend themselves, she can target and strike a vital spot for extra damage. If Silva has *advantage* on the attack roll, she can add an additional 4d6 to the damage dealt.

Intimidating Prowess. Silva adds her Strength modifier to Charisma (Intimidation) checks.

Combat Feat. Silva knows 3 combat feats:

- **Lunge.** Silva can add 5 feet to the reach of her melee weapon, but if she does this, she gains -2 to her AC until her next turn.
- **Bull Rush Strike.** Silva can push her target back 5 feet with a successful melee critical strike if they fail a DC 16 Strength saving throw with a -2 penalty to the roll.

- **Vital Strike.** Silva can choose to take a -4 penalty to her melee attack roll and if successful she can add 9 points of extra damage.

Skirmisher Talents. Silva knows 4 skirmisher talents:

- **Befuddling Strike.** Silva can cause the victims of her sneak attack to take a -2 penalty to attack rolls for 1d4 rounds.
- **Surprise Attack.** Silva gains *advantage* on one attack roll against a creature who has not acted yet in the encounter. The creature must have a turn that follows Silva's. She may only use the Attack action for this talent to work.
- **Slow Reactions.** Silva can cause the victims of her sneak attack to be unable to make *reactions* for 1d4 rounds.
- **Redirect Attack.** Silva can use her *reaction* to redirect a melee strike against her to an adjacent creature. She can do this once per day.

Critical Focus. Silva gains a critical strike on a natural roll of 19 or 20 with any weapon she is proficient with.

Power Attack. Silva can choose to make a melee weapon attack without her proficiency bonus. If successful, she adds her proficiency bonus to the damage roll. She can do 3 times before a short or long rest.

Extra Attack. Silva can attack twice when she takes the Attack action.

Harassing Strike. Silva can add +6 to the damage of one attack. Creatures suffering from a harassing strike take 6 damage the following round. Silva can do this once before a short or long rest.

Death From 1000 Cuts. Silva can add +6 to one melee attack roll if she is using a slashing or piercing weapon. If successful, in addition to normal weapon damage, creatures suffer 3 damage per round for 1+1d6 rounds. Silva can do this once before a short or long rest.

Maneuvering Mastery. Silva can move twice in one turn, either all at once or after an action. She can do this once before a short or long rest.

ACTIONS

Maul of Terror. Melee Weapon Attack. +8 to hit, reach 5 ft., One target. Hit: 12 (2d6+3) bludgeoning damage. Silva can release a wave of terror on creatures within 30 feet. They are allowed a DC 15 Wisdom save or be *frightened* for 1 minute.

Heavy Crossbow. Ranged Weapon Attack. +8 to hit, range 100/400 ft., One target. Hit: 10 (1d10+3) piercing damage.

Dagger +1. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 5 (1d4+4) piercing damage.

EQUIPMENT

Thieves' tools, common clothes, heavy crossbow, crossbow bolt case with 20 bolts, linethorax armor, backpack, bedroll, mess kit, tinderbox, 4 torches, belt pouch (50 gp), 5 days rations, waterskin, 2 emergency lights, vial of adrenaline **MAGICAL dagger +1, maul of terror, anklets of striding and springing, silver horn of Valhalla, immovable rod, minor rune crystal of Constitution +2, potion of greater healing, medium rune crystal of continual flame, medium rune crystal of blur**

TRAITS

Personality - "You need a whetstone? Here. A bit of cork? Yep, got that too."

Ideal - "Respect should be given to young and old, rich or poor."

Bond - "Nobody should have to endure what I went through as a child."

Flaw - "I am afraid of the dark."

Silva's childhood was spent as a child of criminals. She was constantly on the move from city and town throughout the Empire. Her parents would use her in cons and robberies, and young Silva grew adept at running from the law.

When she was ten, her parent were caught and put to death for conning an Estanyan Senator. As recompense, Silva was given to the Senator's household as an indentured servant, until she came of age.

Silva was routinely abused by the Senator and his wife. She was given a small room under a stairwell to sleep. Silva endured this existence for three more years before she got the nerve to run away. She slipped off in the night with the help of some of the other household servants. She ran west, keeping off the Imperial roads and thoroughfares. Eventually, she would end up in Cashan. She enlisted in the Legions under a fake name, hoping they would provide her with the *cure* doses she required.

Silva spent eleven years in the Legion and became a well respected scout, and later, hoplite sergeant. She earned distinction in battle and the love of the soldiers under her command in the Clawbite Skirmishes, a series of engagements with Legion forces and large concentrations of Trolls boiling south out of the Clawbite Hills.

She finished her last tour and choose not to reenlist, instead, she traveled north into Jutan. She spend a few seasons participating in the Thing, earning just enough coin to sleep and eat comfortably for a while. She met a few other Zevrish ex-pats and they decided to form a mercenary company since the Jarls are always looking for outsiders to do a bit of dirty work for them.

The Gluttons number 28 highly trained Zevrish combat veterans who quickly made a name for themselves in the Southern Jarlands for their rowdy antics and no-nonsense deal making. Silva serves as the company's moral compass, making sure they don't get too out of control, but also making sure the contracts they take don't have them acting against the common people.

FIRBLE IRONFOOT

Small, Male Humanoid (Deep Gnome), CE

5E

CLASS	ARMOR CLASS
WARLOCK 8	16
BACKGROUND	HIT POINTS
SAGE	51 (8D8)
OCCUPATION	SPEED
CULT LEADER	25 FT.

STR 11 (+0) DEX 14 (+2) CON 13 (+1) INT 14 (+2) WIS 15 (+2) CHA 18 (+4)

SAVING THROWS WISDOM +5, CHARISMA +7

SKILLS ARCANA +5, DECEPTION +7, HISTORY +5, MANASPHERE +5

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS NONE

LANGUAGES GNOMISH, COMMON, TRADESPEECH, GOBLINOID, UNDERCOMMON, VERI'URK

FEATS MODERATELY ARMORED

CHALLENGE 6 (XP 2,300)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SIMPLE WEAPONS

Stone Camouflage. Firble gains *advantage* on Dexterity (Stealth) checks when he is attempting to hide in rocky terrain.

Gnome Cunning. Firble gains *advantage* on Intelligence, Wisdom, and Charisma saves against magic.

Innate Spellcasting. Firble can innately cast a number of spells per day. His spellcasting ability for these spells is Intelligence (DC 11, +5 to hit):

At will - nondetection (self only)

1/day (each) - blindness/deafness, blur, disguise self

Moderately Armored. Firble is proficient in wearing medium armor.

Otherworldly Patron - Cthulhu

Awakened Mind. Firble can communicate telepathically with any creature who can understand language within 30 feet.

Eldritch Invocations. Firble can cast the following spells at will: *mage armor, detect magic, bane*. He can cast *slow* by using one of his spell slots.

Book of Shadows. Firble carries with him a small book that contains the spells: *friends, resistance, thaumaturgy*; he can cast these spells at will.

Entropic Ward. Firble can use his *reaction* to impose *disadvantage* on one attack roll against him. If it misses, he gains *advantage* on his next attack roll on his next turn. He can do this once before a short or long rest.

Spellcasting. Firble is an 8th level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to spell attacks). He has 2 4th level spell slots and he knows 9 Warlock spells.

Cantrips (At will) - *mage hand, prestidigitation, chill touch*

Spells Known - *charm person, hex, darkness, invisibility, shatter, dispel magic, fly, major image, dimension door*

ACTIONS

Light Crossbow. Ranged Weapon Attack. +5 to hit, range 80/320 ft., One target. Hit: 7 (1d8+2) piercing damage.

Quarterstaff +1. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 4 (1d6+1) bludgeoning damage or 6 (1d8+1) if used with two hands.

EQUIPMENT

Common clothes, belt pouch (50 gp), 2 vials of acid, light crossbow, crossbow bolt case with 20 bolts, scroll case, healer's kit, holy symbol (Cthulhu), manacles, fine clothes, spyglass, waterskin **MAGICAL** *bag of holding, boots of levitation, cap of water breathing, mithril breastplate, pearl of power, potion of greater healing, potion of fire resistance, stone of controlling earth elementals, wand of binding, quarterstaff +1, ring of mind shielding*

TRAITS

Personality - "I am quite loquacious when properly inebriated. Let us locate the egress and procure ourselves a bottle of something better."

Ideal - "This world is full of forbidden knowledge. A perfect place for great Cthulhu to devour."

Bond - "I research the Manasphere in secret, hoping to unlock its secrets. Then I will call the Great One."

Flaw - "Civilization on this planet will cease to exist. A small price to pay for completing my life's work."

Firble recently found himself on Shin'ar when he was unknowingly caught up in a planar rift on his home world. He emerged underground, in a series of caves that lay below the City-State of Montero.

After making his presence known, he was taken to the Council for questioning. The Council was intrigued by him, having not seen a Deep Gnome in many generations. Firble's questions about his new surroundings were soon answered, and he was asked to stay in the city.

He managed to trade a few trinkets he had on his person for a large sum of gold and he bought a small house that had an extensive cellar.

He soon began to rent his services out as a sage, specializing in planar travel. The majority of coin he earned is spent on his research into the Manasphere, and in funding adventuring bands to search for Lluruth or Drazil artifacts.

He has become a fixture at parties and galas hosted by the Council members. His charm, however, is a facade. His singular goal in life is to usher in his patron's emergence to the world, and its subsequent total destruction.

To that end, he wears a smile and is quick with a witty quip, all to put people at ease and away from learning too much about his ultimate goal.

LADY BRIZA XAN'XORLAR

Medium, Female Humanoid (Dark Elf), CE

5E

CLASS	ARMOR CLASS
CLERIC 4/WIZARD 4	15
BACKGROUND	HIT POINTS
ACOLYTE	47 (4D8+4D6)
OCCUPATION	SPEED
GUARD CAPTAIN	30 FT.

STR 13 (+1) DEX 15 (+2) CON 12 (+1) INT 16 (+3) WIS 17 (+3) CHA 15 (+2)

SAVING THROWS WISDOM +6, CHARISMA +5, INTELLIGENCE +6

SKILLS HISTORY +6, INSIGHT +6, MEDICINE +6, RELIGION +6

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 13

TOOLS NONE

LANGUAGES DROW, UNDERCOMMON, GOBLINOID, GIANT, TRADESPEECH, ELTRA'URK

FEATS SHARPSHOOTER

CHALLENGE 6 (XP 2,300)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, RAPIER, SHORTSWORD, HAND CROSSBOW

Sunlight Sensitivity. Briza has *disadvantage* on attack rolls and Wisdom (Perception) checks when in direct sunlight.

Drow Weapon Training. Briza is proficient with rapiers, shortswords, and the hand crossbow.

Innate Spellcasting. Briza's spellcasting ability to cast the innate spells is Charisma (DC 13, +5 to hit).

At will: *dancing lights*

1/day (each) - *faerie fire, darkness*

Sharpshooter. Briza's ranged attacks from long range are not made at a *disadvantage*. She ignores ½ and ¾ cover and she can take a -5 on a ranged attack roll. If successful, she can add +10 to the damage.

Divine Domain - Trickster

Blessing of the Trickster. Briza can grant *advantage* on Dexterity (Stealth) checks. This lasts for 1 hour, or until used again.

Channel Divinity. Briza can channel divinity once before a long rest.

Invoke Duplicity. Briza can channel divinity and create a near perfect illusionary double within 30 ft. She can use her bonus action to move the double up to 30 feet.

Arcane Recovery. Briza can gain back 2 spell slots when having a short rest.

Arcane Tradition - Evocation

Evocation Savant. Briza is adept at copying evocation spells into her spellbook, it costs her ½ as much gold and time to do so.

Sculpt Spells. Briza can choose 1+ spell level worth of creatures to automatically make their save against her spells.

Spellcasting. Briza is an 8th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to spell attacks).

Cantrips (At will): *light, mending, resistance, thaumaturgy, fire bolt, mage hand, ray of frost, shocking grasp*

1st level (4 slots): *bane, cure wounds, guiding bolt, sanctuary, charm person, disguise self, false life, magic missile, mage armor, tenser's floating disk*

2nd level (3 slots): *blindness/deafness, hold person, silence, blur, melf's acid arrow, scorching ray*

ACTIONS

Dagger +1. Melee Weapon Attack. +6 to hit, range 5 ft., One target. Hit: 4 (1d4+3) piercing damage.

Light Crossbow of Piercing. Ranged Weapon Attack. +6 to hit, range 80/320 ft., One target. Hit: 8 (1d8+3) piercing damage plus 2 points of additional piercing damage.

Vicious Mace. Melee Weapon Attack. +4 to hit, range 5 ft., One target. Hit: (1d6+1) bludgeoning damage and plus 7 weapon damage on a roll of 20.

EQUIPMENT

Fine clothes, dark common clothes, flask of Alterian fire, crossbow bolt case with 20 bolts, arcane focus (crystal), backpack, scroll case, holy symbol (Lloth), 2 flasks of oil, vial of poison, signal whistle, spellbook, tinderbox, waterskin **MAGICAL** *vicious mace, light crossbow of piercing, dagger +1, 8 bolts +3, boots of elvenkind, brooch of shielding, ioun stone (sustenance), potion of greater healing, potion of mind reading, ring of water walking, scroll of spider climb, wand of fear, mithril chain shirt, medium rune crystal of spirit guardians*

TRAITS

Personality - "I am accustomed to a pampered life, though I earned my place by blood and deed."

Ideal - "I will prove myself worthy of Lloth by spreading chaos and death to my enemies."

Bond - "I guard the temple with my life."

Flaw - "Once I have made up my mind, I do not change it."

Lady Briza is the great-granddaughter of the Matron Mother of House Xorlar, one of three noble houses that vie for control of shared territory underneath the Eltra Mountains.

Briza enjoyed a relatively laid back life. She was her grandmother's favorite, and was given special attention by the Matron Mother for many of her early years. When she reached the age of 40, and graduated the clerical school with honors, her grandmother put her on her personal guard.

Being her grandmother's bodyguard was a prestigious job, and her appointment over other seasoned priestesses did not go well with the rest of the family. Briza survived eight assassination attempts in the first year.

Her grandmother moved her to the temple's honor guard, an equally prestigious position, though this one earned through her skill and resourcefulness defending herself from attack, and uncovering the identity of six of her assailants.

After two years guarding the temple, she has now been promoted to captain of the guard.



TORINN TURNURUTH

Medium, Male Humanoid (Dragonborn), LG

5E

CLASS ARMOR CLASS

PALADIN 3 17

BACKGROUND HIT POINTS

ACOLYTE 28 (3D10)

OCCUPATION SPEED

BODYGUARD 30 FT.

STR 19 (+4) DEX 12 (+1) CON 14 (+2) INT 14 (+2) WIS 16 (+3) CHA 17 (+3)

SAVING THROWS WISDOM +5, CHARISMA +5

SKILLS ATHLETICS +6, INSIGHT +5, INTIMIDATION +5, RELIGION +5

SENSES PASSIVE PERCEPTION 13

TOOLS NONE

LANGUAGES DRACONIC, TRADESPEECH, VERI'URK, ALTERIAN, GIANT

FEATS NONE

CHALLENGE 2 (XP 250)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Draconic Ancestry - Gold

Breath Weapon. Torinn can breathe a 15 foot cone of fire that deals 2d6 fire damage or half as much on a successful Dexterity save vs DC 12.

Damage Resistance. Torinn has resistance to fire damage.

Divine Sense. Torinn can sense the location of any celestial, fiend, or undead creature within 60 feet. He can do this 4 times before a long rest.

Lay on Hands. Torinn can heal up to 15 hit points before a long rest.

Fighting Style - Defense. When Torinn is wearing armor, he gains a +1 to his AC.

Divine Health. Torinn is immune to disease.

Sacred Oath - Vengeance

Channel Divinity. Torinn can channel divinity once before a short or long rest.

Abjure Enemy. Torinn can channel divinity and as his action, he can choose one creature within 60 feet. On a failed Wisdom save, they gain the *frightened* condition for 1 minute or until it takes any damage. On a successful save, its movement speed is reduced to 0 for 1 minute or until it takes any damage.

Vow of Enmity. Torinn can channel divinity and using his *bonus* action, he gains *advantage* on attack rolls against a creature he can see for 1 minute or until that creature's hit points are reduced to 0.

Spellcasting. Torinn is a 2nd level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to spell attacks). He can prepare 3 paladin spells.

1st level (3 slots): *bane**, *command*, *heroism*, *hunter's mark**, *searing smite*

***Oath spells**

ACTIONS

Longsword +1. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 10 (1d8+5) slashing damage.

Mana Infused Heavy Crossbow. Ranged Weapon Attack. +3 to hit, range 100/400 ft., One target. Hit: 8 (1d10+1) piercing + 1 point of fire damage.

Hand Axe. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 7 (1d6+4) slashing damage.

EQUIPMENT

Holy symbol (Bahamut), prayer book, 5 sticks of incense, vestments, common clothes, belt pouch (20 gp), ring mail, shield, handaxe, backpack, bedroll, mess kit, tinderbox, 10 torches, 10 days rations, waterskin, bag of caltrops, vial of antitoxin, mana infused heavy crossbow (*round cut crystal of burning*), crossbow bolt case with 10 bolts **MAGICAL** *longsword +1*, *potion of healing*, *ring of water walking*, *minor rune crystal of Wisdom +3*, *4 bolts +2*

TRAITS

Personality - "The Great Dragon always says, 'Live a full life, and worry will roll off your scales like rainwater'".

Ideal - "The Great Dragon guides my actions."

Bond - "The Silver Horn of Self Reliance was stolen from my temple. I vow to recover it some day."

Flaw - "Your deeds speak volumes, and deafen my own accomplishments."

Torinn is employed by the Council of Medra as a bodyguard to visiting council-members from other City States. He takes his job very seriously, and is known for overreacting at the most inopportune time. He hails from a small island off the coast of Medra where a group of Gold Dragonborn were once marooned centuries ago.

DURAAS ROCKSMASHER

Medium, Male Humanoid (Dwarf), CG

5E

CLASS

FIGHTER 6

BACKGROUND

FOLK HERO

OCCUPATION

ADVENTURER

ARMOR CLASS

20

HIT POINTS

64 (6D10)

SPEED

25 FT.

STR 18 (+4) DEX 13 (+1) CON 18 (+4) INT 12 (+1) WIS 12 (+1) CHA 10 (+0)

SAVING THROWS STRENGTH +7, CONSTITUTION +7

SKILLS ANIMAL HANDLING +3, ATHLETICS +7,
PERCEPTION +4, SURVIVAL +4

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 14

TOOLS BREWER'S SUPPLIES

LANGUAGES DWARVISH, GNOMISH, TRADESPEECH

FEATS NONE

CHALLENGE 4 (XP 1,100)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR,
HEAVY ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL
WEAPONS

Dwarven Resilience. Duraas has *advantage* on saves to resist the poisoned condition and resistance to poison damage.

Dwarven Combat Training. Duraas is proficient with the battleaxe, handaxe, throwing hammer, and warhammer.

Dwarven Armor Training. Duraas is proficient with heavy armor.

Stonecunning. Duraas doubles his proficiency with Intelligence (History) checks when dating the origin of stonework.

Fighting Style - Defense. Duraas gains +1 to his AC.

Second Wind. Duraas can heal himself for 1d10+6 hit points once before a short or long rest.

Action Surge. Duraas can act twice on his turn once before a short or long rest.

Martial Archetype - Champion

Improved Critical. Duraas scores a critical strike on a roll of 19-20.

Extra Attack. Duraas can attack twice, instead of once, when using the Attack action on his turn.

ACTIONS

Throwing Hammer. Melee and Ranged Weapon Attack. +7 or +4 to hit if thrown, reach 5 feet or range 20/60 ft., One target. Hit: 5 (1d4+4) bludgeoning damage or 2 (1d4+1) bludgeoning damage if thrown.

War Pick of Armor Piercing. Melee Weapon Attack. +7 to hit, reach 5 ft., One target. Hit: 9 (1d8+4) piercing damage that ignores resistance to piercing damage.

Heavy Crossbow. Ranged Weapon Attack. +4 to hit, range 100/400 ft., One target. Hit: 8 (1d10+1) piercing damage.

EQUIPMENT

Common clothes, splint mail, heavy crossbow, throwing hammer, crossbow bolt case with 20 bolts, belt pouch (30 gp), backpack, 10 feet of chain, brewer's supplies, vial of antitoxin, 3 flasks of oil, 10 iron spikes, waterskin, 1 dose of adrenaline, 1 emergency light **MAGICAL** 3 bolts +1, shield +1, war pick of armor piercing, decanter of endless water, elemental gem (emerald), 2 potions of greater healing, medium rune crystal of blink

TRAITS

Personality - "I'm as stubborn as a mule, so you best just get out me way."

Ideal - "Ye like to pick on the weak, eh? Well, I got a wee little hammer for yer face if ye think ye can do it in me presence!"

Bond - "I miss my family dearly, though I have no way to get back to them."

Flaw - "I carry with me the scars of my captivity, and it shows in my behavior."

Duraas was born on a distant planet and lived in a small, but influential, dwarven city that commanded the respect of the surrounding peoples. His father was a member of a famous group of frenzied warriors who were the personal guard of the king. His dream was to follow in his father's footsteps. On the day of his evaluation to join the prestigious brigade, he was captured by a Drow raiding party.

Duraas lived for eighteen years in captivity, made to work for his captors and fight for their entertainment. He, along with hundreds of others, were swept up into a errant portal while his master's compound was being assaulted. He found himself on another world, and in the chaos, managed to run to freedom. He wondered Shin'ar for a time before settling in the Calvoid city of Kragum.

KARL TOSSCOBBLE

Small, Male Humanoid (Halfling), N

5E

CLASS	ARMOR CLASS
BARBARIAN	14
3/MONK 2	HIT POINTS
BACKGROUND	41 (3D12+2D8)
OUTLANDER	SPEED
OCCUPATION	35 FT.
BODYGUARD	

STR 13 (+1) DEX 16 (+3) CON 13 (+1) INT 11 (+0) WIS 09 (-1) CHA 10 (+0)

SAVING THROWS STRENGTH +5, CONSTITUTION +5

SKILLS ANIMAL HANDLING +3, ATHLETICS +4, NATURE +3, RELIGION +2, STEALTH +6, SURVIVAL +2

SENSES PASSIVE PERCEPTION 9

TOOLS REED PIPES, LEATHER WORKING TOOLS

LANGUAGES HALFLING, COMMON, KALIV

FEATS NONE

CHALLENGE 3 (XP 700)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Lucky. Karl can reroll any attack, save, or ability check that rolls a 1. He must use the new roll.

Brave. Karl gains advantage against being *frightened*.

Halfling Nimbleness. Karl can move through the space of any creature that is a size larger than him.

Stout Resistance. Karl gains *advantage* against the *poisoned* condition and resistance to poison damage.

Rage. Karl can enter a rage 3 times before a long rest. While in a rage he gains +3 to damage and *advantage* on strength saving throws and ability checks. He also gains resistance to bludgeoning, piercing, and slashing damage.

Unarmed Defense. Karl's can add his Constitution and Wisdom modifiers to his AC if he is wearing no armor.

Reckless Attacks. Karl can choose to gain *advantage* on his first melee attack but attackers gain *advantage* against him until his next turn.

Danger Sense. Karl gains *advantage* on saving throws against effects he can see.

Primal Path - Wolf

Spirit Seeker. Karl can cast *beast sense* and *speak with animals* as ritual spells.

Totem Spirit. Karl can grant *advantage* on melee attacks to his allies while he is in a rage if they are within 5 feet of him.

Martial Arts. Karl's unarmed melee attacks deal 1d4 bludgeoning damage. He can make one unarmed strike as a *bonus* action.

Ki. Karl has 2 ki points (DC 10).

- **Flurry of Blows.** Karl can spend 1 ki and make 2 unarmed strikes as his *bonus* action.
- **Patient Defense.** Karl can spend 1 ki and take the Dodge action as a *bonus* action.
- **Step of the Wind.** Karl can spend 1 ki and take the Disengage action as a *bonus* action, and his jump distance is doubled for the turn.

ACTIONS

Unarmed Strike. Melee Weapon Attack. +6 to hit, reach 5 ft., One target. Hit: 4 (1d4+3) bludgeoning damage.

Quarterstaff +1. Melee Weapon Attack. +5 to hit, reach 5ft., One target. Hit: 5 (1d6+2) bludgeoning damage or 7 (1d8+2) if used with two hands.

Sickle. Melee Weapon Attack. +4 to hit, reach 5 ft., One target. Hit: 4 (1d6+1) slashing damage.

EQUIPMENT

Sickle, common clothes, holy symbol (Urman), hunting trap, hooded lantern, 3 flasks of oil, belt pouch (20 gp), signal whistle, waterskin **MAGICAL** quarterstaff +1, headband of protection, necklace of adaptation, potion of growth, potion of healing, wand of enemy detection, medium rune crystal of lesser restoration

TRAITS

Personality - "I prefer to keep watch with the animals or alone."

Ideal - "I try and stay away from civilized areas whenever I can."

Bond - "I do not know where my tribe is. It is up to me that everyone knows who they are through my deeds."

Flaw - "You there! Yes you! You glared at me two weeks ago for a full thirty seconds. I demand to know why you hate me!"

Karl came to Shin'ar over ten years ago when he fell through a portal on his home world. Unable to return the way he came, he wondered for a time, and was eventually captured by a Kalarin patrol near the Monastery of the Gem Studded Paw. The monks took him in and gave him a job guarding the monastery's pack animals. His feral demeanor has not earned him many friends among his benefactors.

TUVIEN EMERALDEYES

Medium, Male Humanoid (Half Moon Elf), CN

5E

CLASS

ROGUE 12

BACKGROUND

CHARLATAN

OCCUPATION

CON ARTIST

ARMOR CLASS

19

HIT POINTS

75 (12D8)

SPEED

30 FT.

STR 13 (+1) DEX 18 (+4) CON 12 (+1) INT 15 (+2) WIS 15 (+2) CHA 17 (+3)

SAVING THROWS DEXTERITY +8, INTELLIGENCE +6

SKILLS ACROBATICS +8, DECEPTION +7, INSIGHT +6, PERFORMANCE +7, PERSUASION +7, SLIGHT OF HAND +8, STEALTH +8

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS THIEVES' TOOLS, DISGUISE KIT, FORGERY KIT

LANGUAGES COMMON, ELVISH, GNOMISH, TRADESPEECH, THIEVE'S CANT

FEATS DUAL WIELDER, KEEN MIND

CHALLENGE 10 (XP 5,900)

PROFICIENCIES LIGHT ARMOR, SIMPLE WEAPONS, HAND CROSSBOW, LONGSWORD, RAPIER, SHORTSWORD

Fey Ancestry. Tuvien gains *advantage* on saving throws to resist charm and sleep spells and effects.

Skill Versatility. Tuvien is proficient in 2 additional skills.

Duel Wielder. Tuvien gains +1 to his AC while he wields two one hand melee weapons. He can use weapons that are not light in his off hand and he can draw or stow two weapons at a time.

Keen Mind. Tuvien always knows which way is North and the number of hours left before sunrise or sunset. He can accurately recall anything he has seen or heard within the past month.

Expertise. Tuvien doubles his proficiency bonus when using Acrobatics, Persuasion, Stealth, and Thieves' Tools.

Sneak Attack. If Tuvien can catch his target unaware or unable to defend themselves, he can target and strike a vital spot for extra damage. If Tuvien has *advantage* on the attack roll, he can add an additional 6d6 to the damage dealt.

Cunning Action. Tuvien can take the Dash, Disengage, or Hide action as a *bonus* action any time.

Roguish Archetype - Arcane Trickster

Mage Hand Legerdemain. Tuvien is able to do the following when he casts *mage hand*:

- Stow one object the hand is holding
- Retrieve an object in a container
- Use thieves' tools to pick locks and disarm traps at range

Magical Ambush. If Tuvien is hidden from a creature when he casts a spell on it, the creature has *disadvantage* on any saving throw it makes against the spell.

Uncanny Dodge. Tuvien can use his *reaction* to half the damage he receives when an attacker he can see hits him.

Evasion. Tuvien takes no damage when he is successful with a Dexterity saving throw that would normally allow for ½ damage.

Reliable Talent. Tuvien can treat a d20 roll of 9 or lower as a 10 when rolling ability checks he is proficient with.

Spellcasting. Tuvien is a 10th level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to spell attacks). He knows 8 wizard spells.

Cantrips (At will): *mage hand, dancing lights, minor illusion, ray of frost*

1st level (4 slots): *charm person, feather fall, grease, silent image, thunderwave*

2nd level (3 slots): *blur, detect thoughts, mirror image*

ACTIONS

Mana Infused Rapier +2. Melee Weapon Attack. +10 to hit, reach 5 ft., One target. Hit: 9 (1d8+4) piercing damage +2 points of acid damage. (*pear cut crystal of acid*)

Dagger +1. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 6 (1d4+5) piercing damage.

Dart +1. Ranged Weapon Attack. +9 to hit, range 20/60 ft., One target. Hit: 6 (1d4+5) piercing damage.

Hand Crossbow. Ranged Weapon Attack. +8 to hit, range 30/120 ft., One target. Hit: 7 (1d6+4) piercing damage.

EQUIPMENT

Fine clothes, disguise kit, thieves' tools, deck of marked cards, belt pouch (50 gp), hand crossbow, crossbow bolt case with 10 bolts, backpack, crowbar, 10 pitons, small hammer, 2 flasks of oil, tinderbox, 5 days rations, waterskin, 50 feet of hemp rope **MAGICAL** *mana infused rapier +2 (advanced slot: pear cut crystal of acid), 5 dart +1, dagger +1, 4 bolt +2, 2 potions of greater healing, medium rune crystal of blade ward, 2 emergency lights, feather token: fan, figurine of wondrous power (dire wolf), ring of jumping, stone of good luck, cloak of protection, leather armor +2*

TRAITS

Personality - "By the Goddess! You are, by far, the most beautiful thing I have seen in the last hour!"

Ideal - "Cards today. Tomorrow might be dice. If I feel like it, I can run a money changing scam."

Bond - "My family on my home world was discredited and banished from our lands. I will get them back."

Flaw - "That fat merchant is begging to be robbed. Hold my ale!"

Tuvien was born the second son of a wealthy and influential merchant prince. His father paid him little mind, though loved him dearly. When his father passed on, his uncles ran him and his elven mother off their land and took possession of it for themselves.

His older half-brother was in on the plot, and took up their father's dealings as a figurehead for their uncles. Years later, against his mother's wishes, Tuvien snuck back onto their lands and planted evidence of foul play and dealings with pirates that were later uncovered by the authorities. His half-brother was imprisoned, though his uncles were not.

His plot backfired, and when his uncles found out it was Tuvien who ruined their plans, they paid assassins to find him and his mother. It took almost a year before the assassins could reach them, and after a climactic battle all but one assassin lay dead. His mother, unfortunately, would succumb to a poisoned blade during the battle.

Later that week, Tuvien returned to his family home and slew two of his uncles in their sleep. He set the mansion on fire and fled into the wilderness.

While on the run, he would join and leave many different adventuring parties under assumed names. On one dangerous outing he came across an old ruin. In that ruin he would encounter a mysterious portal. Against his adventuring companions better judgement, Tuvien entered the portal.

He emerged in the back ally of a sprawling city, one that was very unknown to him. After coming to terms with his inability to return to his home world, Tuvien managed to find a place in the cities' underworld as a competent thief and con man.

He has lived on Shin'ar for over a decade now, and though he longs to return to his home world and retake his lands, he has put such thoughts on hold, for now.

SUTHA GOLDTUSK

Medium, Female Humanoid (Half-orc), CE

5E

CLASS

BARBARIAN 6

BACKGROUND

SOLDIER

OCCUPATION

MERCENARY

ARMOR CLASS

14

HIT POINTS

71 (6D12)

SPEED

40 FT.

STR 18 (+4) DEX 13 (+1) CON 18 (+4) INT 12 (+1) WIS 15 (+2) CHA 11 (+0)

SAVING THROWS STRENGTH +7, CONSTITUTION +7

SKILLS ATHLETICS +7, INTIMIDATION +3, PERCEPTION +5, SURVIVAL +5

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 12

TOOLS VEHICLES (LAND), BONE DICE

LANGUAGES ORCISH, TRADESPEECH, JUTEN

FEATS NONE

CHALLENGE 3 (XP 700)

PROFICIENCIES LIGHT ARMOR, SHIELDS, SIMPLE WEAPONS, MARTIAL WEAPONS

Menacing. Sutha is proficient in the Intimidation skill.

Relentless Endurance. When Sutha is reduced to 0 hit points but not killed outright, she can instead drop to 1 hit point. She can't use this feature again until she finishes a long rest.

Savage Attacks. When Sutha scores a critical strike with a melee weapon, she can roll one of the weapon's damage dice one additional time and add it to the total.

Rage. Sutha can enter a rage 4 times before a long rest. While in a rage, she does 2 additional damage on successful strikes; has resistance to bludgeoning, piercing, and slashing damage; and *advantage* on Strength checks and saving throws.

Unarmored Defense. Sutha can add her Constitution modifier to her Armor Class if she is wearing no armor.

Reckless Attack. Sutha can attack recklessly, and doing so gives her *advantage* on melee attack rolls that use Strength, but attacks against her also gain *advantage* until her next turn.

Danger Sense. Sutha can sense nearby danger and gains *advantage* on Dexterity saving throws against effects she can see.

Primal Path - Berserker

Frenzy. Sutha can go into a frenzy when in a rage that gives her the ability to make a single melee weapon attack as a *bonus* action on her turn. When her rage ends, she suffers 1 point of exhaustion.

Mindless Rage. Sutha can not be *charmed* or *frightened* while she is in a rage.

Extra Attack. Sutha can attack twice, instead of once, when she takes the attack action.

Fast Movement. Sutha's movement increases by 10 feet if she is not wearing heavy armor.

ACTIONS

Greatsword of Nine Lives Stealing. Melee Weapon Attack. +9 to hit, reach 5 ft., One target. Hit: 15 (2d6+6) slashing damage. On a critical strike, a Con save (DC15) is needed or be instantly slain. Sutha's sword has 4 charges remaining.

Light Crossbow. Ranged Weapon Attack. +4 to hit, range 80/320 ft., One target. Hit: 6 (1d8+1) piercing damage.

EQUIPMENT

Military insignia, broken tusk (dipped in gold), bone dice, common clothes, belt pouch (30 gp), chain shirt, backpack, bedroll, tinderbox, 2 flasks of oil, light crossbow, crossbow bolt case with 10 bolts, 3 days rations, waterskin **MAGICAL** *greatsword of nine lives stealing, necklace of adaptation, potion of growth, potion of greater healing, ring of free action, medium rune crystal of heroism, minor rune crystal of Strength* +2

TRAITS

Personality - "People come and people go. I care not."

Ideal - "In battle, I have no time to hold your hand."

Bond - "If you fight beside me and show your worth, I will respect you."

Flaw - "Can you even lift that sword? HA!"

Sutha hails from the Darkfrost Mountains in Jutan. Her mother was kidnapped by Orc raiders who boiled out of the mountains one year after being deposited via a wayward portal. The orcs were all but defeated, though some managed to flee with captives. Sutha ran away from the dark cave system where she was born and traveled in Jutan as a sword for hire before settling in Alteria. She has served in various mercenary companies and even served a tour-of-duty with the Second Auxiliary Legion.

AKTA HIGHGLORY

Medium, NB Humanoid (Tiefling), LE

5E

CLASS	ARMOR CLASS
CLERIC 4 OF ALCOR	16
BACKGROUND	HIT POINTS
OUTLANDER	27 (4D8)
OCCUPATION	SPEED
SPY	30 FT.
<hr/>	
STR 11 (+0) DEX 14 (+2) CON 12 (+1) INT 15 (+2) WIS 16 (+3) CHA 17 (+3)	

SAVING THROWS WISDOM +4, CHARISMA +5

SKILLS ATHLETICS +2, MEDICINE +5, PERSUASION +5, SURVIVAL +5

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 18

TOOLS HAND DRUM

LANGUAGES INFERNAL, TRADESPEECH, ELTRA'URK

FEATS OBSERVANT

CHALLENGE 2 (XP 250)

PROFICIENCIES LIGHT ARMOR, MEDIUM ARMOR, SHIELDS, SIMPLE WEAPONS

Hellish Resistance. Akta has resistance to fire damage.

Infernal Legacy. Akta is able to cast the *thaumaturgy* cantrip. She can also cast *hellish rebuke* once before a long rest.

Observant. If Akta can see a creature's mouth while it is speaking, she can interpret what is saying by reading their lips. She gains a +5 bonus to her passive Wisdom (Perception) and Intelligence (Investigation) checks.

Divine Domain - Trickery

Blessings of the Trickster. Akta can grant *advantage* on Dexterity (Stealth) checks. This lasts for 1 hour, or until used again.

Channel Divinity. Akta can channel divinity once before a long rest.

Invoke Duplicity. Akta can channel divinity and create a near perfect illusionary double within 30 ft. She can use her bonus action to move the double up to 30 feet.

Turn Undead. Akta can channel divinity and attempt to turn undead beings. If the undead creature fails a Wisdom saving throw, they must move away from Akta for 1 minute, or until it takes damage.

Spellcasting. Akta is a 4th level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to

spell attacks).

Cantrips (at will): *sacred flame, spare the dying, resistance, guidance*

1st level (4 slots): *charm person*, disguise self*, bane, command, cure wounds, guided bolt*

2nd level (3 slots): *mirror image*, pass without trace*, hold person, blindness/deafness, spiritual weapon*

***Domain spell**

ACTIONS

Mana Infused Mace +1. Melee Weapon Attack. +3 to hit, reach 5 ft., One target. Hit: 4 (1d6+1) bludgeoning damage +1 point of acid damage. (*round cut crystal of acid*)

Sling. Ranged Weapon Attack. +4 to hit, range 30/120 ft., One target. Hit: 3 (1d4+2) bludgeoning damage.

EQUIPMENT

Glass Eye (trophy), traveler's clothes, belt pouch (25 gp), leather armor, sling, pouch of 20 sling bullets, backpack, bedroll, 10 candles, tinderbox, 3 days rations, waterskin **MAGICAL** *mana infused mace +1 (simple slot: round cut crystal of acid), 3 shredder bullets, 3 bullet +1, bag of devouring, elemental gem (fire), cape of the mountebank, shield +1, wand of magic missiles, potion of healing*

TRAITS

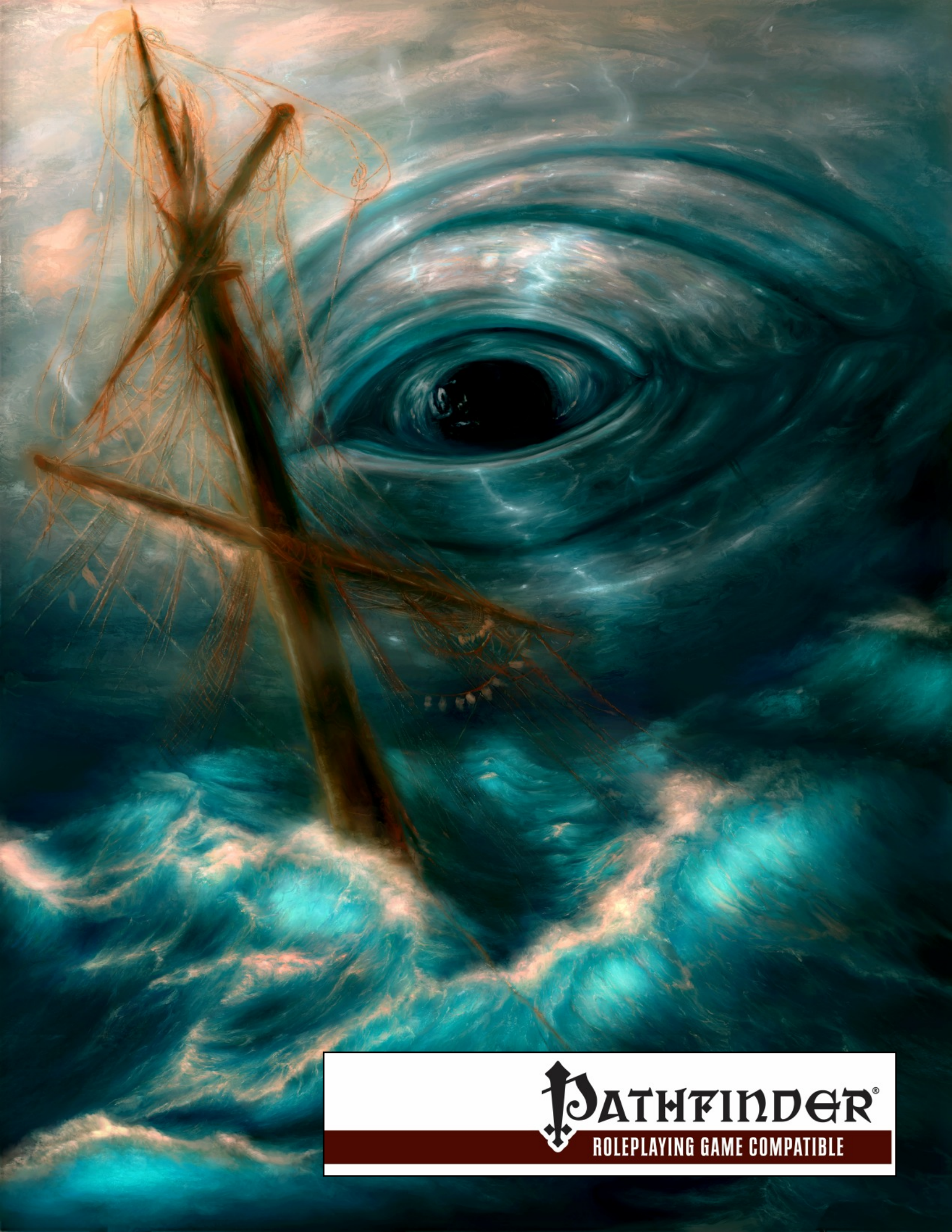
Personality - "The teachings of Alcor have a great lesson on why you should never trust anyone who says they trust you."

Ideal - "Though I delight in duplicity, I try not to dishonor myself or my God."

Bond - "The Dark Sun Woods are my home."

Flaw - "My horns remind you of what? Draw steel sir! You wound me with your words!"

Akta grew up in the Dark Sun Woods as a ward of a high ranking priest in Alcor's church. The priest belonged to a group of Eltra ex-pats who chose to live in the forest instead of their frigid mountain cities. Because of her infernal heritage, she found herself overlooked by others as just another Tiefling among the thousands that seem to infest the region. She uses this, coupled with her natural charisma and intelligence, to get close to people and groups that would normally exclude her. While doing so, she observes all she can, and makes regular reports back to her superiors.



Pathfinder[®]
ROLEPLAYING GAME COMPATIBLE

MEDIUM HUMANOID (ARAVORK) CN

Cold resistance, alternate movement (flight), weapon familiarity (shortbow)

INIT +4; **SENSES** Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (armor, dex)

HP 89 (14d8+14)

FORT +5 **REF** +13 **WILL** +8; (+6 Fort vs. Cold damage)

OFFENSE

SPEED 30 ft., 60 ft. (Flying)

MELEE +2 *keen shortsword* +20/+15/+10 (1d6+3, 17-20/x2)

RANGED +3 *shortbow of distance* +21/+16/+11 (1d6+3/x3)

SPECIAL ATTACKS Death from above 5d6, divebomb 2/day

AERIALIST SPELLS PREPARED (CL 11; Concentration +13)

4th - *cure serious wounds* (3d8+11)

3rd - *instant enemy, venomous bolt* (DC16)

2nd - *cure light wounds* (1d8+5), *hold animal* (DC15), *hunter's eye, wind wall*

1st - *animal messenger, delay poison, gravity bow, resist mana*

TACTICS

BEFORE COMBAT Laleah will try and find a high perch before battle. She will drink her *potion of hiding* if she is preparing an ambush.

DURING COMBAT Laleah prefers to use ranged weapons in combat, which allows her to direct the flow of battle from behind the front lines. She will activate her *ring of blinking* if she gets into melee combat.

STATISTICS

STR+1 **DEX**+4 **CON**+1 **INT**+1 **WIS**+3 **CHA**+2

BASE ATK +14; **CMB** +15; **CMD** 19

FEATS Alertness, Combat Expertise, Improved Disarm, Improved Feint, Critical Focus, Deadly Aim, Weapon Finesse, Point Blank Shot, Precise Shot, Rapid Shot

SKILLS Acrobatics +13, Bluff +12, Diplomacy +12, Escape Artist +11, Fly +14, Knowledge: Geography

+10, Knowledge: Local +10, Perception +12, Sense Motive +12, Stealth +12, Survival +11

LANGUAGES Avar'urk, Tradespeech, Veri'urk

SQ Track, scan surroundings, flight endurance, combat style: archery, swift tracker, quarry

COMBAT GEAR +2 *keen shortsword*, +3 *shortbow of distance*, 20 arrows, 10 +1 arrows, *arrow of demon slaying*, *potion of cure serious wounds* (3d8+15), flask of Alterian fire

OTHER GEAR *mithril shirt, ring of blinking, rod of negation, cloak of persuasion, elixir of hiding, feather token: whip, gloves of dueling, scroll case, belt pouch, hourglass, 2 flasks of oil, 2 days rations, signal whistle, 2 torches, 2 sunrods, 3 tindertwigs; 14 cp, 12 sp, 22 gp, 8 pp*

Laleah has traveled the world as part of dozens of Migration Guard units, and has earned the love and respect of many Aravork for her actions in keeping them safe.

She delights in the accolades and respect she is given by her people, but chose to leave their service to dedicate her life to the eradication of undead beings.

She has spent the last eight years in the employ of the Council of Montero as the leader of a small mercenary group who specializes in combating the undead. When she is not out patrolling with her men, she can be found at her modest manor house, which doubles as her company's barracks as well.

The Cleansing Blade has the distinction of being one of the only mercenary companies in Verigal to have not only faced an Eltra vampire noble, but slain one as well. Her fickle demeanor has earned her a reputation of unpredictability, but she has always delivered on a contract, and her mercenary company is a welcome sight in the City of Stone.

MEDIUM HUMANOID (ARAVORK) CG

Cold resistance, alternate movement (flight), weapon familiarity (shortbow)

INIT +3; **SENSES** Perception +6

DEFENSE

AC 15, touch 13, flat-footed 12 (leather, dex)

HP 8 (1d8)

FORT +0 **REF** +5 **WILL** +2; (+6 Fort vs. Cold damage)

OFFENSE

SPEED 30 ft.; 60 ft. (Flying)

MELEE shortspear +1 (1d6/x2) or kurkri +1 (1d4, 18-20/x2)

RANGED shortbow +4 (1d6/x3)

SPECIAL ATTACKS Death from above 1d6

TACTICS

BEFORE COMBAT Milad will try and find a hidden perch if he can.

DURING COMBAT Milad will use his shortbow for as long as he can, picking off weaker targets with well aimed shots. He will often throw his shortspear before drawing his kurkri and entering melee.

STATISTICS

STR+0 **DEX**+3 **CON**+0 **INT**+1 **WIS**+2 **CHA**+1

BASE ATK +1; **CMB** +1; **CMD** 14

FEATS Acrobatic

SKILLS Acrobatics +9, Escape Artist +7, Fly +12, Knowledge: Geography +5, Perception +6

LANGUAGES Avar'urk, Calvish, Tradespeech

SQ Track

COMBAT GEAR shortspear, kurkri, shortbow, 30 arrows, *potion of cure light wounds* (1d8+2)

OTHER GEAR leather armor, backpack, flint & steel, common lamp, 2 flasks of oil, belt pouch, 4 days rations, 50 feet hemp rope, signal whistle, 4 torches, waterskin, 2 sunrods; 8 cp, 11 sp, 3 gp

Milad is a new recruit in the famed Migration Guard of Antor-Aerie. The Guard protects migrating Aravork to and from Tor-Aerie, far to the south.

Milad was placed in the Sniper Squad when his keen eye and knack for planing ambushes impressed his superiors. He is tasked with his squad mates to fly ahead of the main group and set up sniper positions to cover the non-combatants while they travel.

Milad is most at ease when moving. He finds it difficult to stay in one position for long, and it takes all his will power to lie in wait for an ambush. His excitement to leave Antor-Aerie for the first time was tempered with the loss of his best friend to a dragon's claws just four days into the migration.

He wears a feather from his friend's head on a leather thong around his neck to remind him to always be aware of his surroundings.

MEDIUM HUMANOID (ARAVORK) NE

Cold resistance, alternate movement (flight), weapon familiarity (shortbow)

INIT +5; **SENSES** Perception +2

DEFENSE

AC 17, touch 13, flat-footed 14 (mithril shirt, dex)

HP 23 (4d8)

FORT +4 **REF** +4 **WILL** +6; (+6 Fort vs. Cold damage)

OFFENSE

SPEED 30 ft., 60 ft. (Flying)

MELEE mana infused shortspear +4 (1d6+1/x2 +1 fire damage)

RANGED shortbow +6 (1d6/x3)

SPECIAL ATTACKS Judgement

DOMAIN SPELL-LIKE ABILITIES (CL 4)

5/day - touch of darkness

INQUISITOR SPELLS PREPARED (CL 4; Concentration +6)

2nd - *confess* (DC14), *see invisibility*, *silence*

1st - *alarm*, *bane* (DC13), *cure light wounds* (1d8+4), *tireless pursuit*, *wrath*

0 (at will) - *bleed*, *create water*, *light*, *resistance*, *brand*, *sift*

TACTICS

BEFORE COMBAT Nadim will cast *resistance* on himself before he enters combat. If he is preparing an ambush, he will also cast *silence* around his position.

DURING COMBAT Nadim will use his shortbow from range as much as he can, however, he is not adverse to entering melee combat. If he does enter melee, he will attempt to cast *bane* and *wraith*, in that order, before drawing his shortspear.

STATISTICS

STR+1 **DEX**+3 **CON**+0 **INT**+0 **WIS**+2 **CHA**+1

BASE ATK +3; **CMB** +4; **CMD** 17

FEATS Point Blank Shot, Stealthy, Lookout, Blind-Fight

SKILLS Bluff +7, Diplomacy +6, Disguise +5, Escape Artist +5, Fly +12 Intimidate +8, Knowledge: Religion +5, Sense Motive +9, Spellcraft +6, Stealth +11, Survival +8

LANGUAGES Avar'urk, Calvish

SQ Monster Lore, Stern Gaze, Cunning Initiative,

Track, Solo Tactics, Domain: Darkness

COMBAT GEAR mana infused shortspear (*simple slot: octagon cut crystal of burning*), shortbow, 10 arrows, *potion of cure light wounds* (1d8+4), *elixir of frost breath*, 8 arrows +1, tanglefoot bag

OTHER GEAR *mithril shirt*, bag of caltrops, flint & steel, manacles, 2 flasks of oil, belt pouch, 2 days rations, signal whistle, 3 torches, waterskin, 2 sunrods; 8 cp, 12 sp, 18 gp, 6 pp

Nadim was born in Antor-Aerie to a prominent business man and his cleric wife. Growing up, Nadim hated going to temple with his mother, and snuck away as much as he could. The pretentiousness and overly pious beliefs of his mother and her fellow clerics grated at Nadim's very soul.

One day, while skipping a lesson at the temple, he encountered a small group of dark robed interlopers. The leader of the group, a black feathered Aravork woman, confessed she saw something special in Nadim, and begged for him to accompany the group as they left the Aerie.

Unsure of the woman, but sure that he did not want to stay in the Aerie anymore, he went off with the group as they flew many miles to the southeast. There, they came upon a slim tower of obsidian stone.

Nadim learned that they were cultists of Santrix, the Crow. He was intrigued by their offer to let him stay, and he soon made a name for himself as a quick study and eager learner.

Six months after he left home, Nadim was given an assignment as a new novice Inquisitor for the cult. He was to travel to Jutan and spy on the trade roads that bisected that kingdom.

Three years later, he is still spying on the roads of Jutan, and occasionally joining adventuring groups to earn extra coin. He reports to his superiors at the Obsidian Tower once a new moon, though he is beginning to hate his rather boring assignment.

MEDIUM HUMANOID (ARRAYN) CE

Darkvision, double jointed, extra arms, multiweapon fighting

INIT +3; **SENSES** Darkvision 60 ft., Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (leather, dex)

HP 9 (1d8+1)

FORT +1 **REF** +4 **WILL** +0

OFFENSE

SPEED 30 ft.

MELEE rapier +0 (1d6, 18-20/x2) or punching dagger +0 (1d4/x3) or while **duel wielding**: rapier -2 and punching dagger -4

RANGED dart +3 (1d4/x2)

SPECIAL ATTACKS Sneak attack 1d6, courtesan performance 8 rounds/day (distraction, fascinate)

TACTICS

DURING COMBAT Arezoo will attempt to use her courtesan performance as much as she can to keep her out of melee combat. If she is forced to defend herself, she duel wields, and tries to find any opening where she can use her Sneak Attack.

STATISTICS

STR+0 **DEX**+3 **CON**+1 **INT**+1 **WIS**+0 **CHA**+4

BASE ATK +0; **CMB** +0; **CMD** 13

FEATS Lingering Performance

SKILLS Appraise +5, Bluff +8, Climb +6, Disguise +8, Escape Artist +11, Perform: Lute +8

LANGUAGES Arron, Tradespeech, Eltra'urk

SQ Courtesan's Knowledge, Courtesan's Performance

COMBAT GEAR rapier, punching dagger, 10 darts, flask of acid

OTHER GEAR leather armor, bag of caltrops, small steel mirror, belt pouch, 2 days rations, waterskin, lute, courtier's outfit; 3 cp, 8 sp, 22 gp

Arezoo grew up in pampered luxury. Her father was the personal attaché to the heir to the Esfir noble family, and was entrusted with the daily dealings and accounts for a number of business owned by the noble family.

Her father doted on her, and made sure she never wanted for anything in life. He was also a practical man, and he taught her the ins and outs of Arryn high society, especially how to successfully scam them out of thousands of gold pieces.

Unfortunately, her father's scams were uncovered, and he was imprisoned. With no evidence that young Arezoo was part of her father's schemes, she was allowed to keep the family name.

She now serves as the personal secretary to a minor Esfir cousin in the city of Par. In the short time she has been in the city, she has succeeded in establishing herself in its dangerous underworld as a pick pocket and scam artist.



MEDIUM HUMANOID (ARRAYN)

CG

Darkvision, double jointed, extra arms, multiweapon fighting

INIT +7; **SENSES** Darkvision 60 ft., Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (leather, dex)

HP 103 (14d8+28)

FORT +6 **REF** +11 **WILL** +8; (with *boots of resistance* - F+8, R+13, W+10)

SPECIAL DEFENSE Evasion, uncanny dodge

OFFENSE

SPEED 30 ft.

MELEE +2 *silver rapier* +14/+9 (1d6+3, 18-20/x2)

SPECIAL ATTACKS Sneak Attack 4d6, pressure point manipulation 2/day, courtesan's performance 34 rounds/day (distraction, fascinate, suggestion), beguiling stare 2/day, emotional barrage 2/day

TACTICS

DURING COMBAT Farzin prefers to not enter melee combat if he can avoid it. He will use his courtesan's performance as much as possible to keep him safe. If things look like they are not going his way, he will attempt to paralyze his target with his pressure point manipulation, then make a hasty escape.

STATISTICS

STR+1 **DEX**+3 **CON**+2 **INT**+1 **WIS**+0 **CHA**+4

BASE ATK +10; **CMB** +11; **CMD** 24

FEATS Catch Off Guard, Deft Hands, Improved Initiative, Iron Will, Step Up, Vital Strike, Weapon Focus: Rapier

SKILLS Acrobatics +12, Appraise +9, Bluff +12, Climb +11, Diplomacy +18, Disable Device +10, Disguise +13, Perform: Singing +13, Sense Motive +9, Slight of Hand +15, Stealth +11, Use Magical Device +12

LANGUAGES Arron, Tradespeech, Alterian

SQ Courtesan's Knowledge, Courtesan's Performance, Versatile Performance (3/day), Perk Up 3/day, Emotional Plea, Jack of All Trades

COMBAT GEAR +2 *silver rapier*, *potion of cure serious wounds* (3d8+15), tanglefoot bag

OTHER GEAR *leather armor of improved acid resistance*, crowbar, flint & steel, belt pouch, 3 days rations, waterskin, tindertwig, entertainer's outfit, *ring of force fangs*, *amulet of shielding*, *boots of resistance +2*, *handy haversack*, *periapt of health*, *medium rune crystal of shrink item*, *potion of see invisibility*; 22 cp, 26 sp, 35 gp, 18 pp

Farzin the Bold has been working the common rooms of inns and taverns in the Warrens of Pursa since he was old enough to walk. He was orphaned young and was raised by a troupe of acrobats and musicians who were well known among the noble families. A bit of ill luck saw the troupe ostracized from Arryn high society and forced to work the Warrens instead of the side-cavern villas they were accustomed too.

Farzin's natural talent and nimble hands lent themselves well to the troupe's efforts to climb their way back onto the nobility's party circuit. Soon, they were selling out more reputable inns and taverns. Farzin became known for wild and dangerous shows involving the juggling of flaming torches and poisoned blades, earning him the moniker "The Bold".

The only thing greater than Farzin's talent in juggling is his uncanny ability to say the wrong thing at the wrong time. His words, while quick and often humorous, have led to many beatings and thrown garbage.

The troupe has since disbanded, and Farzin still entertains who he can for what coin he can. He has lived his whole life in Pursa and has recently been toying with the idea of leaving the Great City for parts unknown.

MEDIUM HUMANOID (ARRYN) CG

Darkvision, double jointed, extra arms, multiweapon fighting

INIT +3; **SENSES** Darkvision 60 ft., Perception +0

DEFENSE

AC 16, touch 13, flat-footed 13 (leather, dex)

HP 59 (8d8+16)

FORT +4 **REF** +5 **WILL** +6; (with *belt of resistance* - F+6, R+7, W+8)

OFFENSE

SPEED 35 ft.

MELEE +2 *spear* +8/+3 (1d8+2/x3)

RANGED +1 *dart* +10 (1d4/x2)

SUMMONER SPELLS PREPARED (CL 8; Concentration +11)

3rd - *charm monster* (DC16), *dispel magic*, *locate creature*, *tongues*

2nd - *blur*, *create pit*, *haste*, *invisibility*, *daze monster* (DC14)*

1st - *alarm*, *feather fall*, *grease*, *reduce person* (DC14), *unfetter*

0 (at will) - *acid splash*, *detect magic*, *light*, *mage hand*, *mending*, *resistance*

*=Focused Spell

TACTICS

BEFORE COMBAT If Miz expects combat, he will cast *resistance* on himself and his Eidolon. If he has time to prepare the battlefield, he will cast *grease* and *create pit* in areas he thinks they will help the most.

DURING COMBAT Miz will seek to pepper creatures with liberal casts of *acid splash* before he enters melee. Once in the thick of things, he relies on his Eidolon to do most of the fighting while he softens up targets with his *wand of slow*.

STATISTICS

STR+0 **DEX**+3 **CON**+2 **INT**+3 **WIS**+0 **CHA**+3

BASE ATK +6; **CMB** +6; **CMD** 19

FEATS Focused Spell, Fleet, Scribe Scroll, Brew Potion

SKILLS Climb +6, Craft: Alchemy +10, Escape Artist +11, Handle Animal +10, Knowledge: Arcana +10, Knowledge: Manasphere +10, Perform: Dance +5, Slight of Hand +9, Spellcraft +10, Ride +8, Use Magical Device +10

LANGUAGES Arron, Tradespeech, Goblinoid, Giant, Celestial

SQ Eidolon, Life Link, Bond Senses, Shield Ally, Maker's Call, Transposition, Summon Monster IV 6/day (CL 8; *only if Eidolon is not summoned*)

COMBAT GEAR +2 *spear*, 2 +1 *dart*, 10 darts, *scroll of daze monster*, *scroll of charm monster*, *potion of mage armor*, *medium rune crystal of blur*

OTHER GEAR +1 *leather armor*, 2 scroll cases, flint & steel, 2 flasks of oil, belt pouch, 5 days rations, waterskin, alchemist lab, climber's kit, *ring of water walking*, *wand of slow* (16 charges), *bag of holding* (Type I), *horn of fog*, *belt of resistance* +2; 26 cp, 38 sp, 42 gp, 20 pp

Miz is the firstborn son to the heir to the Ahari Family. Unconcerned with politics, Miz left Pursa at a young age to study wildlife and monstrous creatures. He apprenticed under Livly Das Sorval, a prominent researcher and sage.

The two would form more than a teacher/pupil relationship, and against the warnings of his family, the two were wed in Par three years later. His father was on the verge of disowning him until Miz's mother talked him down. As a compromise, Miz returned to Pursa without his wife for a while to devote time to helping his father start a new business venture in selling exotic monster parts.

During that time, Miz uncovered some illegal dealings of his father and uncles. Instead of turning the information over to the authorities, he instead used it to blackmail his father into letting him return to Par and his wife.

The two live in a modest villa outside of Par's walls where they raise axe beaks for local farmers to use in the defense of their herds.

BARNABIS (QUADRUPED EIDOLON)

STR+3 **DEX**+3 **CON**+1 **INT**-2 **WIS**+0 **CHA**+0

BASE ATK +6; **CMB** +9; **CMD** 22

HP 68 (6d10+1); **AC** 19; **SPEED** 40 ft.; 40 ft. (Climbing)

MELEE bite +9 (1d6+3) or breath weapon (6d6 cold) 2/day

EVOLUTIONS bite, limbs (legs x2), immune: cold, trample, breath weapon (cold), climb, mount

FEATS Combat Reflexes, Dodge, Endurance

SKILLS Bluff +6, Perception +6, Sense Motive +6, Stealth +9

SMALL HUMANOID (CALVOID) NG

Darkvision, industrious, magically attuned, crystal quality control

INIT +1; SENSES Darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 12, flat-footed 14 (size, leather, dex)
HP 9 (1d6+3)

FORT +4 REF +1 WILL +1 (+2 Fort and Will to resist magical spells and effects)

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 20 ft.

MELEE light mace +0 (1d4/x2)

RANGED bomb +2 (1d6+4 fire damage) 5/day

TECHNICIAN SPELLS PREPARED (CL 1; Concentration +5) 15% spell failure while wearing armor

1st - *color spray* (DC15), *hold portal*

0 (at will) - *detect magic*, *mage hand*

TACTICS

DURING COMBAT Askur will try his best to stay behind some form of cover, and use his bombs to keep enemies at bay.

STATISTICS

STR-1 DEX+1 CON+3 INT+4 WIS+0 CHA+1

BASE ATK +0; CMB -2; CMD 09

FEATS Scribe Scroll

SKILLS Appraise +8 (+12 w/mana crystal), Craft: Alchemy +10, Disable Device +5, Knowledge: Engineering +8, Knowledge: Manasphere +8, Spellcraft +8, Stealth +5, Use Magical Device +5

LANGUAGES Calvish, Tradespeech, Avar'urk, Juten, Kaliv, Sylvan

COMBAT GEAR light mace, 3 flash pellets

OTHER GEAR leather armor, 2 scroll cases, belt pouch, 5 sheets of parchment, 2 vials of ink, inkpen, waterskin, tindertwig, alchemist lab, spellbook, *scroll of hold portal*, *scroll of alarm*; 11 cp, 6 sp, 4 gp

Askur was born the son of Master Nabitt Olorvette, a well-respected member of the School of Mercantile & Travel in the city of Sparks. He showed affinity for math and science early on, but instead of devoting his studies to the wizardly arts, he instead decided to pursue his passion in clockwork contraptions and joined the School of Invention and Experimentation.

As a neophyte technician, it is his job to make sure the clockwork clocks in the School are running at peak performance. He is also tasked with making sure the door to his superior's lab is locked and magically held while she is away.

He spends his free time researching obscure essays and thesis on manaphysics hoping to find something the ancient masters overlooked.

SMALL HUMANOID (CALVOID) N

Darkvision, industrious, magically attuned, crystal quality control

INIT +2; **SENSES** Darkvision 60 ft.; Perception +13

DEFENSE

AC 17, touch 14, flat-footed 14 (belt, feat, dex)

HP 100 (14d6+42)

FORT +8 **REF** +19 **WILL** +7; (+12 Fort vs mana poisoning, +2 Fort and Will to resist magical spells and effects)

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 20 ft.

MELEE masterwork silver dagger +9/+4 (1d3-1, 19-20/x2)

RANGED bomb +11/+6 (3d6+4 fire damage) 18/day

TECHNICIAN SPELLS PREPARED (CL 14; Concentration +22)

5th - *cloudkill* (DC19), *elude time*, *mind fog* (DC19), *telekinesis*

4th - *confusion* (DC18), *fire trap* (DC18), *ice storm*, *fire shield*, *solid fog*, *wall of fire*

3rd - *blink*, *daylight*, *dispel magic*, *haste*, *slow* (DC17), *tiny hut*, *wind wall*

2nd - *acid arrow*, *analyze portal*, *blur*, *fog cloud*, *levitate*, *shatter*, *whispering wind*

1st - *alarm*, *bomber's eye*, *color spray* (DC15), *endure elements*, *hold portal*, *magic missile*, *resist mana*

0 (at will) - *acid splash*, *arcane mark*, *daze* (DC14), *detect magic*, *mending*, *ray of frost*

TACTICS

DURING COMBAT Lollla will do whatever she can to stay out of melee combat. Her favorite tactic is to soften up targets with her spells, most notably *slow* and *confusion*, while her golem protects her.

STATISTICS

STR-1 **DEX**+2 **CON**+3 **INT**+4 **WIS**+0 **CHA**+0

BASE ATK +9; **CMB** +7; **CMD** 19

FEATS Combat Casting, Dodge, Iron Will, Spell Penetration, Craft Wand, Empower Spell, Quicken Spell, Throw Anything

SKILLS Appraise +12 (+16 w/mana crystal), Bluff +7, Craft: Masonry +14, Diplomacy +7, Disable Device +11, Knowledge: Arcana +15, Knowledge: Manasphere +15, Linguistics +15, Perception +13, Profession: Professor +11, Spellcraft +15, Stealth +12, Use Magical Device +10

LANGUAGES Calvish, Tradespeech, Juten, Alterian, Veri'urk, Giant

SQ Mana Resistance, Discovery (Acid Bomb, Smoke Bomb, Extend Potion), Clockwork Golem (Upgrade I - Wand)

COMBAT GEAR masterwork silver dagger, *wand of magic missiles* (CL 9, 27 charges), *potion of cure serious wounds* (3d8+11), 1 flask of acid

OTHER GEAR backpack, bedroll, flint & steel, hourglass, small steel mirror, inkpen, 2 vials of ink, belt pouch, 2 days rations, signal whistle, waterskin, spellbook, *ring of air elemental command*, *ring of major acid resistance*, *rod of metal & mineral detection*, *staff of passage* (CL 14, 14 charges), *bag of holding* (Type II), *belt of armor +3*, *decanter of endless water*, *wand of fly* (CL 11, 8 charges), *wand of find traps* (CL 11, 20 charges), *robe of useful items*; 18 cp, 43 sp, 80 gp, 25 pp

Lollla was a promising student, and quickly rose in the ranks of her School. Despite her ample intelligence, she struggled to write her master's thesis, and eventually succumbed to temptation.

She stole her roommate's research notes and framed her for the theft of School property. She turned in her thesis and attained the rank of Master. Years later, and racked with guilt, she has left Sparks on a sabbatical to find her old roommate and try and atone for what she did.

Her only clue to her old friend's whereabouts is a hastily scribbled note left all those years ago when she was forced to flee the city. The note went on to say how she suspected someone of setting her up, and she was going to enlist the help of her brother who was a Master in the School of Law Keeping and Protection in Jutan's capital city of Orinfjord.

Lollla caught the first airship shuttle headed west. Now, newly arrived in Jutan, she hopes she can find her old friend after all these years, tell her face to face what she did to her, and hope she can forgive her.

SMALL HUMANOID (CALVOID) LN

Darkvision, industrious, magically attuned, crystal quality control

INIT +2; SENSES Darkvision 60 ft.; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 11 (ring, dex)

HP 35 (4d8+12)

FORT +7 REF +6 WILL +4; (+9 Fort vs poison)

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 20 ft.

MELEE +1 dagger +5 (1d4+1, 19-20/x2)

RANGED bomb +6 (2d6+4 fire damage) 8/day or light crossbow +6 (1d8, 19-20/x2)

ALCHEMIST EXTRACTS PREPARED (CL 4)

2nd - *invisibility, restoration (lesser)*

1st - *cure light wounds (1d8+4), enlarge person, identify, endure elements*

TACTICS

BEFORE COMBAT If Xora is expecting combat, she will often create a drink a mutagen (augmenting her dexterity) and use her *slippers of spider climbing* to hang somewhere her target is not expecting her to be.

DURING COMBAT Xora will throw bombs at any target she feels is the most threatening. She will drop her *elemental gem (earth)* and run if the odds get out of her favor. She will only do this if she is alone. She would never abandon her caravan.

STATISTICS

STR+0 DEX+2 CON+3 INT+4 WIS+1 CHA+2

BASE ATK +3; CMB +2; CMD 14

FEATS Brew Potion, Iron Will, Craft Wondrous Item, Throw Anything

SKILLS Appraise +10 (+14 w/mana crystal), Craft: Alchemy +14, Disable Device +8, Heal +8, Knowledge: Arcana +10, Knowledge: Nature +10, Perception +7, Profession: Clerk +8, Slight of Hand +8, Spellcraft +10, Stealth +6, Survival +5, Use Magical Device +6

LANGUAGES Calvish, Tradespeech, Juten, Avar'urk, Alterian, Zava

SQ Alchemy, Mutagen, Discovery (Acid Bomb, Smoke Bomb), Poison Use, Swift Alchemy

COMBAT GEAR +1 dagger, light crossbow, 10 bolts, *potion of cure light wounds (1d8+4)*, *medium rune crystal of cat's grace* (CL 9)

OTHER GEAR bedroll, winter blanket, scroll case, small steel mirror, belt pouch, waterskin, alchemist lab, thieves' tools, school vestments, formula book, *ring of protection +1*, *dust of disappearance*, *elemental gem (earth)*, *slippers of spider climbing*; 14 cp, 11 sp, 8 gp, 1 pp

Xora recently obtained the rank of Apprentice in her School. She was placed with a small caravan led by the infamous Master Orvid vor Lobtoll, and made his personal clerk and secretary.

Master Orvid's caravan runs from Kragum to Orinfjord, with stops in various Alterian cities and towns along the way. The caravan sells specialized tools and gadgets used in blacksmithing and metal working. The tools are highly sought after, and very expensive. In the six weeks she has been assigned to the caravan, they have been attacked no less than eight times by brigands and monsters alike.

Xora's duties include keeping a detailed record of sales for Master Orvid, as well as preparing his meals and making sure his personal belongings are securely stowed in the wagon.

Xora loves her job and takes Master Orvid's constant criticism and japes with an open mind. She knows that below his crusty exterior is a kind heart, and someone who can teach her a lot about life and proper caravan management.

MEDIUM HUMANOID (DRAMPYR) N

Darkvision, magically attuned, shadow affinity, sustenance hunger, sunlight sensitivity

INIT +4; **SENSES** Darkvision 90 ft.; Perception +5

DEFENSE

AC 19, touch 15, flat-footed 15 (chain shirt, feat, dex)

HP 9 (1d8+1)

FORT +1 **REF** +8 **WILL** +2; +2 vs magical spells and effects

DEFENSIVE IMMUNITIES Sleep, charm

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned, -1 to all rolls in direct sunlight

OFFENSE

SPEED 30 ft.

MELEE mana infused shortsword +3 (1d6+3, 19-20/x2 +1 cold damage) or dagger +3 (1d4+3, 19-20/x2)

RANGED hand crossbow +4 (1d4, 19-20/x2)

SPECIAL ATTACKS Sneak Attack 1d6

TACTICS

DURING COMBAT Armin will work in concert with his shadow minion while in combat. He will attempt to use his sneak attack at every opportunity.

STATISTICS

STR+3 **DEX**+4 **CON**+1 **INT**+1 **WIS**+1 **CHA**-1

BASE ATK +0; **CMB** +3; **CMD** 17

FEATS Dodge

SKILLS Acrobatics +8, Climb +7, Knowledge: Local +5, Perception +5, Profession: Gladiator +5, Stealth +8 (+10 while in shadows)

LANGUAGES Eltra'urk, Draz, Goblinoid

SQ Eidolon, Life Link

COMBAT GEAR mana infused shortsword (*simple slot: cabochon cut crystal of frost*), dagger, hand crossbow, 10 bolts, 2 bolts of unerring weapon

OTHER GEAR mana infused chain shirt w/armor spikes (*simple slot: octagon cut crystal of stabilize*), bedroll, flint & steel, small steel mirror, belt pouch, waterskin, whetstone, smoke stick, tindertwig; 2 cp, 1 sp, 1 gp

Armin Yacobe was born in the slums of Elmesk. He was sold by his mother to a fighting pit and raised to be a gladiator. His younger years were spent in servitude to his owner's champion, the famed Shadowknight.

Armin learned what he could from the champion, and models his own fighting style after his idol. The Shadowknight fell in contest one year ago, leaving a void in Armin's heart and soul.

He has since volunteered for every fight, though his owner has only put him in a select few. Armin is keen on proving his worth and hopes to earn the name, Shadowknight.

ARMIN'S SHADOW

STR+2 **DEX**+2 **CON**+1 **INT**-2 **WIS**+0 **CHA**+0

BASE ATK +1; **CMB** +3; **CMD** 15

HP 9 (1d8+1); **AC** 16; **SPEED** 30 ft.

FORT +3 **REF** +3 **WILL** +2

MELEE 2x claw +4 (1d4+2)

EVOLUTIONS claws, limbs (arms), limbs (legs), reach (claw)

FEATS Dodge

SKILLS Acrobatics +3

SPECIAL 20% chance to be missed with melee and ranged weapons, ½ damage to corporal creatures

MEDIUM HUMANOID (DRAMPYR) NE

Darkvision, magically attuned, shadow affinity, sustenance hunger, sunlight sensitivity

INIT +4; **SENSES** Darkvision 90 ft.; Perception +11

DEFENSE

AC 21, touch 16, flat-footed 16 (chain shirt, feat, dex)

HP 101 (14d8+28)

FORT +6 **REF** +13 **WILL** +9; +2 vs magical spells and effects

DEFENSIVE IMMUNITIES Sleep, charm

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned, -1 to all rolls in direct sunlight

DEFENSIVE ABILITIES Cold/15, evasion, improved uncanny dodge

OFFENSE

SPEED 30 ft.

MELEE +3 *vermin bane shortsword* +17/+12 (1d6+7, 19-20/x2)

RANGED +1 *hand crossbow* +15/+10 (1d4+1, 19-20/x2)

SPECIAL ATTACKS Sneak Attack 4d6

INNATE SPELLCASTING (CL 14)

3/day - *darkness*

TACTICS

BEFORE COMBAT If Ingram anticipates combat, he will try and sculpt the battlefield to suit him. He does this by casting *darkness* at strategic areas. He will often instruct his shadow to hide within one of the areas to spring an ambush if necessary.

DURING COMBAT Ingram will rely heavily on his hand crossbow, trying to position enemies for a successful ambush by his shadow minion. He will activate his *boots of speed* if he enters melee combat.

STATISTICS

STR+4 **DEX**+4 **CON**+2 **INT**+1 **WIS**+1 **CHA**+0

BASE ATK +10; **CMB** +14; **CMD** 28

FEATS Alertness, Deceitful, Dodge, Mobility, Wind Stance, Nimble Moves, Acrobatic Steps

SKILLS Acrobatics +14, Bluff +9, Climb +14, Disguise +9, Escape Artist +12, Handle Animal +8, Knowledge: Arcana +9, Knowledge: Local +11, Perception +11, Ride +12, Sense Motive +10, Slight of Hand +12, Stealth +12 (+14 in shadows),

Use Magical Device +10

LANGUAGES Eltra'urk, Draz, Necril

SQ Eidolon, Life Link, Bonded Senses, Maker's Call, Shadow Walk 3/day, Shield Ally, Aspect, Shadow Mastery

COMBAT GEAR +3 *vermin bane shortsword*, +1 *hand crossbow*, 10 bolts, 5 +1 bolts, 3 +2 bolts, flask of Alterian Fire, *potion of cure serious wounds* (3d8+15), *medium rune crystal of reduce person*

OTHER GEAR +2 *chain shirt*, *ring of x-ray vision*, *boots of speed*, *elemental gem (water)*, *elixir of swimming*, *gloves of arrow snaring*, *periapt of health*, backpack, bag of caltrops, small steel mirror, belt pouch, 50 feet silk rope, waterskin, 3 tindertwigs, *medium rune crystal of neutralize poison*; 11 cp, 17 sp, 20 gp, 8 pp

Ingram Wackot grew up the servant of a powerful Coven in Eltra. He was trained to be an assassin, and plied his trade for many years at the behest of his masters.

One job took him to the noble villa of a member of a rival Coven. The job went bad and Ingram barely survived the night. He fled Eltra instead of receiving punishment from his masters, certain death or worse, undead servitude.

He has spent the past decade in Verigal, selling his talents to various mercenary companies and adventuring bands that would have him. For the last three years he has served as a lieutenant in the small mercenary band known as Franco's Free-Swords.

He gives orders in a barely audible whisper, and his men have learned to read his body language enough to know his current mood.

INGRAM'S SHADOW

STR+2 **DEX**+2 **CON**+1 **INT**-2 **WIS**+0 **CHA**+0

BASE ATK +; **CMB** +3; **CMD** 15

HP 74 (12d8+14); **AC** 18; **SPEED** 30 ft., Climb 30 ft.

FORT +8 **REF** +4 **WILL** +7

MELEE 2x claw +14 (1d4+3 +1d6 Acid)

EVOLUTIONS claws, limbs (arms), limbs (legs), climb, energy attack (acid)

FEATS Dodge, Mobility, Power Attack, Cleave, Nimble Moves

SKILLS Acrobatics +5, Climb +5, Perception +2, Sense Motive +2, Stealth +5

SPECIAL 20% chance to be missed with melee and ranged weapons, ½ damage to corporal creatures

MEDIUM HUMANOID (DRAMPYR) N

Darkvision, magically attuned, shadow affinity, sustenance hunger, sunlight sensitivity

INIT +4; **SENSES** Darkvision 90 ft.; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 14 (chain shirt, feat, dex)

HP 99 (8d10+8 + 4d10+4)

FORT +8 **REF** +10 **WILL** +4, with *necklace of resistance* - F+9, R+11, W+5; +2 vs magical spells and effects; +2 vs Fear

DEFENSIVE IMMUNITIES Sleep, charm

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned, -1 to all rolls in direct sunlight

DEFENSIVE ABILITIES Bravery +2, canny defense +2, improved reaction +2

OFFENSE

SPEED 30 ft.

MELEE +3 *mana infused rapier* +19/+13 (1d6+6, 18-20/x2 +2 electrical damage)

SPECIAL ATTACKS Precise strike +4, weapons training I (blades +1)

TACTICS

DURING COMBAT Leon will seek to pick off weaker targets first, and quickly. He will drink his *potion of blink* if he fears he will be surrounded.

STATISTICS

STR+2 **DEX**+4 **CON**+1 **INT**+1 **WIS**+1 **CHA**+1

BASE ATK +11; **CMB** +13; **CMD** 27

FEATS Acrobatic, Combat Expertise, Mobility, Spring Attack, Dodge, Quick Draw, Dazzling Display, Strike Back, Vital Strike, Weapon Finesse, Devastating Strike

SKILLS Acrobatics +10, Climb +10, Intimidate +9, Perception +10, Perform: Dance +10, Profession: Bodyguard +9, Ride +12, Sense Motive +12, Survival +6, Swim +7, Stealth +6 (+8 in shadows)

LANGUAGES Eltra'urk, Draz, Veri'urk

SQ Armor Training 2, Enhanced Mobility, Grace

COMBAT GEAR +3 *mana infused rapier* (advanced slot: oval cut crystal of voltage), tanglefoot bag, thunderstone, *potion of cure serious wounds* (3d8+12), *potion of blink*

OTHER GEAR *chain shirt of improved fire resistance, minor rune crystal of Dex +3, boots of speed, necklace of resistance +1, ring of sustenance, bag of caltrops, signet ring, small steel mirror, belt pouch, tindertwig; 16 sp, 20 gp, 8 pp*

Growing up the fourth son to the heir of the Tseng family, Leon learned early on that he would have to work for everything in his life. While his older brothers were being groomed in statecraft and noble relations, young Leon spent his time in fighting pits and arenas.

He applied his love of dancing to his swordplay, and began to fight in the arenas when he came of age, under an assumed name. After a year, and thirty wins with less than a scratch to show for it, he "unmasked" himself for all to see.

His notoriety grew ten-fold that day, however, his family was not pleased. His father, who gave Leon little attention before, was very angry at his son for choosing the life of a performer, even one who was as deadly with a single blade as Leon.

He forbid Leon from entering the area again, and in a now characteristic display of defiance, Leon left Elmesk and his family behind for good. He traveled in Eltra for a few years, trading on his family name when he could for food and lodging. His fame from the arenas would follow him as well, and he soon found himself inundated with offers from other noble houses and wealthy merchants to join their households as a weapon master and bodyguard.

Not wanting to stay in Eltra for fear of his father's growing influence, he instead left for Verigal, and the city-state of Seiasé where Drampyr were a still uncommon sight, but not one in which instantly brought the authorities.

He has enjoyed a somewhat easy life as the personal bodyguard to Lady Maria Alonzo de Seiasé, a council member and wealthy merchant princess.

MEDIUM HUMANOID (VAMPYR) CE

Darkvision, magically attuned, ever alert, sustenance hunger

INIT +2; **SENSES** Darkvision 90 ft.; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (scale mail, dex)
HP 9 (1d8+1)

FORT +1 **REF** +3 **WILL** +1; (+2 vs magical spells and effects)

DEFENSIVE IMMUNITIES Sleep, spells that destroy or trap the soul

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 35 ft. (25 ft. while in armor)

MELEE trident +2 (1d8+1/x3) or dagger +2 (1d4+1, 19-20/x2) or while **duel wielding**: trident +0 and dagger +0

RANGED hand crossbow +3 (1d4, 19-20/x2)

SPECIAL ATTACKS Weapons training (piercing +1)

TACTICS

DURING COMBAT Corbin will throw his thunderstone in the middle of a group of three or more creatures in an attempt to disorient them. He otherwise prefers to duel wield while fighting, keeping targets at bay with his trident and finishing up close with his dagger.

STATISTICS

STR+0 **DEX**+2 **CON**+1 **INT**+3 **WIS**+1 **CHA**+3

BASE ATK +1; **CMB** +4; **CMD** 13

FEATS Fleet, Two-Weapon Fighting

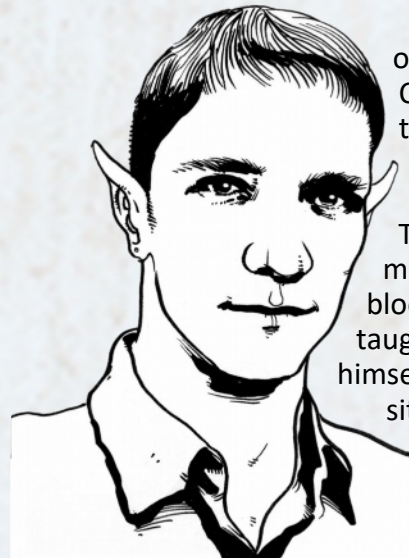
SKILLS Acrobatics +6, Bluff +7, Diplomacy +7, Intimidate +7, Perception +3, Ride +6, Sense Motive +5, Stealth +6

LANGUAGES Eltra'urk, Tradespeech, Veri'urk, Zualo, Infernal

SQ Armor Training I

COMBAT GEAR trident, dagger, hand crossbow, 15 bolts, thunderstone

OTHER GEAR scale mail, backpack, winter blanket, flint & steel, 10 feet of chain, manacles, belt pouch, signet ring, whetstone; 4 cp, 8 sp, 2 sp



Born in the slums of Eltra-Menco, young Corbin survived through the apparent kindness of a local gang leader named Beatrix the Twice Damned. Beatrix made sure Corbin had blood to survive and taught him how to handle himself in dangerous situations.

Now a young man, Corbin works for his adopted mother as a debt collector and leg breaker. He has recently branched out into burglary, and now splits his time between the taverns and flophouses in the slums and prowling the roof top villas of the city's nobility.

He is toying with the idea of running away from Beatrix and her gang, though he has no idea where he would go or what he would do.

MEDIUM HUMANOID (VAMPYR) CE

Darkvision, magically attuned, ever alert, sustenance hunger

INIT +2; **SENSES** Darkvision 90 ft.; Perception +10

DEFENSE

AC 13, touch 13, flat-footed 10 (feat, dex)

HP 51 (12d6+12)

FORT +5 **REF** +6 **WILL** +12; (+2 vs magical spells and effects)

DEFENSIVE IMMUNITIES Sleep, spells that destroy or trap the soul

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 30 ft.

MELEE +2 *dagger* +8/+3 (1d4+2, 19-20/x2)

SPECIAL ATTACKS Dazing touch

ENCHANTER SPELLS PREPARED (CL 12; Concentration +16)

6th - *mass suggestion* (DC22), *repulsion* (DC22)

5th - *dominate person* (DC21), *feeblemind*, *magic jar*

4th - *confusion* (DC20), *crushing despair* (DC20), *locate creature*, *stoneskin*

3rd - *arcane sight*, *dispel magic*, *hold person* (DC17), *halt undead*, *suggestion* (DC19)

2nd - *arcane lock*, *locate object*, *deep slumber* (DC18), *daze monster* (DC18), *blur*

1st - *alarm*, *detect undead*, *charm person* (DC17), *color spray*, *cause fear* (DC17)

0 (at will) - *detect magic*, *detect poison*, *ghost sound*, *mending*

OPPOSITION SCHOOLS Conjuring, Evocation

TACTICS

DURING COMBAT Selena will enjoy the safety of being surrounded by her charmed slaves while in a combat situation. She will make use of her *staff of enchantment* and *wand of charm person* liberally to turn her attackers against their own allies.

STATISTICS

STR+0 **DEX**+2 **CON**+1 **INT**+4 **WIS**+2 **CHA**+3

BASE ATK +6; **CMB** +6; **CMD** 18

FEATS Scribe Scroll, Dodge, Iron Will, Spell Focus (Enchantment), Greater Spell Focus, Spell Penetration, Silent Spell, Craft Wand, Brew Potion

SKILLS Appraise +16, Craft: Woodworking +13, Diplomacy +13, Fly +11, Knowledge: Arcana +15, Knowledge: Manasphere +15, Knowledge: Nobility +12, Knowledge: The Planes +13, Perception +10, Sense Motive +8, Spellcraft +13, Ride +8

LANGUAGES Eltra'urk, Veri'urk, Tradespeech, Goblinoid, Giant, Infernal

SQ Enchanting Smile, Aura of Despair 12 rounds/day

COMBAT GEAR +2 *dagger*, *staff of enchantment* (CL 15, 37 charges), *medium rune crystal of daze monster* (CL 11), *wand of charm person* (CL 8, 18 charges), *potion of cure serious wounds* (3d8+12), 2 flasks of acid

OTHER GEAR scroll case, spellbook, belt pouch, nobles outfit, *bag of holding* (Type I), *ring of shielding* (56 points), *cloak of ethereality*, *periapt of proof against poison*, *robe of elemental body (air)*; 42 sp, 180 gp, 48 pp

Selena was born into the Hywish family, though she was not considered to be part of the family. Her mother was a lady-in-waiting for the aging head of the family, an Eltra vampire lord. She was seduced by her mistresses' second son, a dandy and fop who routinely disappointed the family.

Shortly after Selena was born, her mother was killed and her father was sent off to the city of Eltra-Menco to look after Hywish family dealings there. The baby was raised by her grandmother, though not officially considered a blood relation until she came of age and showed promise in the wizardly arts.

She was sent to apprentice with the family's wizards who instructed her in the arcane arts and taught her the power of the Manasphere. Selena showed great promise in the application of enchantment magics to enspell minds and stoke emotions.

Her grandmother made her the official family ambassador to the Eltra-Menco city council. It was a position that gave her authority over her own father. She has excelled in this role, and is instrumental in keeping the shaky alliance of Vergal and Eltrabi together in that city.

MEDIUM HUMANOID (VAMPYR) CN

Darkvision, magically attuned, ever alert, sustenance hunger

INIT +4; **SENSES** Darkvision 90 ft.; Perception +8

DEFENSE

AC 19, touch 15, flat-footed 15 (mithril shirt, dex)

HP 101 (14d8+28)

FORT +6 **REF** +12 **WILL** +5; (+2 vs magical spells and effects, +3 vs Fear)

DEFENSIVE IMMUNITIES Sleep, spells that destroy or trap the soul

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

DEFENSIVE ABILITIES Evasion, bravery +3

OFFENSE

SPEED 30 ft.

MELEE +2 *flaming burst longsword* +20/+16/+9 (1d8+5, 17-20/x2) or +1 *dagger of venom* +20/+14/+8 (1d4+3, 19-20/x2) or while **duel wielding**: *Selene suffers no penalty for duel wielding with regular attacks*

RANGED +2 *light crossbow* +20/+15/+9 (1d8+2, 19-20/x2)

SPECIAL ATTACKS Weapon training (slashing, piercing)

TACTICS

DURING COMBAT Selene will activate her *ring of blinking* and *boots of teleportation* to quickly move around the battlefield, keeping her opponents on edge. She will activate her *cloak of the manta ray* if she is near a body of water and wishes to escape quickly.

STATISTICS

STR+1 **DEX**+4 **CON**+2 **INT**+3 **WIS**+1 **CHA**+3

BASE ATK +14; **CMB** +18; **CMD** 29 (31 vs disarm and sunder attacks)

FEATS Two-Weapon Fighting, Acrobatic, Combat Reflexes, Deadly Aim, Lunge, Improved Critical: Longsword, Weapon Finesse, Weapon Focus: Longsword, Catch Off Guard, Agile Maneuvers

SKILLS Acrobatics +16, Bluff +13, Climb +11, Disguise +13, Diplomacy +13, Escape Artist +14, Fly +10, Intimidate +13, Knowledge: Local +13, Linguistics +10, Perception +8, Perform: Dance +10,

Ride +14, Slight of Hand +11, Stealth +11, Survival +8

LANGUAGES Eltra'urk, Tradespeech, Veri'urk, Alterian, Goblinoid

SQ Armor Training 4, Blade Dancer Talent (Assault Leader, Expert Leaper, Positioning Attack, Stand Up), Maneuvering Mastery 3/day, Two-Weapon Fighter, True Duel Wield

COMBAT GEAR +2 *flaming burst longsword*, +1 *dagger of venom*, +2 *light crossbow*, 10 bolts, 8 +1 bolts, 2 +2 bolts, flask of acid, *potion of cure serious wounds* (3d8+15)

OTHER GEAR *mithril shirt*, *ring of blinking*, *amulet of proof against detection & location*, *cloak of the manta ray*, *crown of minor blasting*, *figurine of wondrous power (silver raven)*, backpack, bedroll, flint & steel, belt pouch, signet ring, 3 tindertwigs, disguise kit, *minor rune crystal of Constitution +3*; 12 cp, 18 sp, 14 gp, 8 pp

Selene is the sixth daughter of Lord Hibrr Kyzer. She was always a bookish child, and her father made sure she had every bit of knowledge she craved. Selene would lose herself in ancient Urk epics of great warriors and powerful spellcasters.

She split her time between reading worn scrolls and dusty tomes and learning the deadly art of two weapon fighting from her House's Weapons Master. A quick study, she excelled in the rigorous training exercises her tutors gave her, and was defeating much older opponents in duels both in and out of the fighting pits.

With the blessing of her father, Selene lead an expedition to the Southern Continent, and the ruins of Urk. There, she planned on finding evidence of her House's ancient pedigree, something that would help her father obtain a higher standing in the Eltra Royal Court.

Three years have passed, and the only thing Selene has manage to do is get her guides and retainers killed and get herself lost in the unforgiving desert. Selene was rescued from the clutches of a pair of Vrocks by a Gnoll war band. She was taken back to their town and presented to their masters, a trio of extraplanar travelers who were stranded on Shin'ar decades ago.

A deal was reached, and Selene now works as their agent in the desert, in exchange, they provide her with Gnolls and supplies to further her explorations.

SMALL HUMANOID (FRODE)

CG

Augmented healing, augmented breathing, agile swimmer, pious life

INIT +11; **SENSES** Perception +12

DEFENSE

AC 19, touch 15, flat-footed 15 (scale mail, dex, size)

HP 101 (14d8+28)

FORT +9 **REF** +11 **WILL** +11; with *torc of resistance* - F+11, R+13, W+13; +2 vs Enchantment spells

DEFENSIVE IMMUNITIES Poison, disease

OFFENSE

SPEED 20 ft. (15 ft. while in armor)

MELEE +1 *heavy mace of disruption* +11/+6 (1d6+1/x2)

RANGED +1 *holy light crossbow* +15/+10 (1d6+1, 19-20/x2)

SPECIAL ATTACKS Judgement 3/day, stunning fist (fatigue, sickened), positive energy blast 4d6 2/day, bane

TACTICS

DURING COMBAT Baylee fights defensively, and generally waits for her attacker to make the first move. When engaged in melee, she fights with a flurry of attacks and she will attempt to paralyze weaker foes with her stunning fist rather than kill them.

STATISTICS

STR+0 **DEX**+4 **CON**+2 **INT**+1 **WIS**+3 **CHA**+2

BASE ATK +10; **CMB** +13; **CMD** 27

FEATS Combat Reflexes, Improved Grapple, Improved Trip, Blind-Fight, Stand Still, Critical Focus, Improved Initiative, Lunge, Nimble Moves, Vital Strike

SKILLS Climb +11, Craft: Leatherworking +10, Escape Artist +13, Heal +12, Intimidate +18, Knowledge: History +11, Knowledge: Religion +11, Perception +12, Sense Motive +19, Stealth +17, Swim +11

LANGUAGES Froak, Meech, Tradespeech

SQ Undead Lore, Stern Gaze, Cunning Initiative, Maneuver Training, High Jump

COMBAT GEAR +1 *heavy mace of disruption*, +1 *holy light crossbow*, 8 bolts, 3 *bolts* +1, 2 +3 *bolts*, 2 flasks of holy water, *medium rune crystal of cure serious wounds* (3d8+12), tanglefoot bag

OTHER GEAR backpack, 2 candles, flint & steel, bullseye lantern, 3 flasks of oil, belt pouch, 4 days rations, 3 torches, waterskin, 2 tindertwigs, 2 sunrods, *ring of counterspells* (lightning bolt), *bag of tricks* (gray), *amulet of shielding* (23 points), *elixir of major fire resistance*, *torc of resistance* +2, *potion of bloodhound*, *minor rune crystal of Strength* +3; 4 cp, 6 sp, 8 gp, 1 pp

Baylee Ackermen was born into a wealthy family. Her father and uncle run the Ackermen spice empire, one that oversees the cultivation and distribution of nearly half the spice crops in the Kingdom of the Flooded Forest. She was tapped for Special Services by the Fro'kellan Church early on, but thanks to her family connections, she was passed over and allowed to go home with her family from the spawning pools.

Baylee grew up in luxury, but from an early age, she spent most of her time in the less fortunate sections of the capital. She befriended a group of youths who ran errands for an old one eyed street person. They were given protection and training by the old Frode, and the section of slums they lived in was clean and well kept.

One Eye saw something in Baylee, and began to teach her his unorthodox ways. Soon she outpaced his older pupils, but it was not enough to save him from assassination. She caught a glimpse of her master's killer, an albino Meek'ah, who addressed One Eye as "Arthur".

She continued to train, and took the younger street urchins under her protection. She moved them, temporarily, into her family compound, but the presence of the "street people" was beginning to bring shame to her family in the eyes of their peers.

Baylee, unconcerned with such things but understanding her family's role in society, purchased a modest town house near the area old One Eye lived and protected. There, she opened up a school for impoverished youths where she teaches her master's philosophy and training. She has never forgotten her master's killer and is known to pay large sums for any information on who "Arthur" really was, and his connection to his killer.

SMALL HUMANOID (FRODE)

NG

Augmented healing, augmented breathing, agile swimmer, pious life

INIT +3; **SENSES** Perception +3

DEFENSE

AC 20, touch 13, flat-footed 17 (chain mail, dex, shield, size)

HP 31 (4d8+8)

FORT +7 **REF** +5 **WILL** +8

OFFENSE

SPEED 20 ft. (15 ft. while in armor)

MELEE light mace +4 (1d4-1/x2)

RANGED light crossbow +7 (1d6, 19-20/x2)

SPECIAL ATTACKS Channel positive energy 2d6 6/day

DOMAIN SPELL-LIKE ABILITIES (CL 4; Concentration +7)

6/day - touch of good, resistant touch

CLERIC SPELLS PREPARED (CL 4; Concentration +7)

2nd - *delay poison, hold person, cure moderate wounds* (2d8+4), **align weapon* (good)

1st - *bless, cure light wounds* (1d8+4), *entropic shield, remove fear, *sanctuary*

0 (at will) - *spark, light, stabilize, mending*

***Domain Spell**

DOMAINS Good, Protection

TACTICS

BEFORE COMBAT If combat cannot be avoided, Chelsea will cast *bless* and *entropic shield* on herself before entering melee.

DURING COMBAT Chelsea will try and stay out of the way of her larger allies. She will use her *wand of cure light wounds*, spells, and light crossbow as much as possible.

STATISTICS

STR-1 **DEX**+3 **CON**+2 **INT**+1 **WIS**+3 **CHA**+1

BASE ATK +3; **CMB** +1; **CMD** 15

FEATS Extra Channel, Scribe Scroll

SKILLS Diplomacy +7, Heal +7, Knowledge: Religion +7, Knowledge: History +6, Sense Motive +7, Spellcraft +5, Stealth +7, Swim +5

LANGUAGES Froak, Meech, Tradespeech

SQ Aura (Good)

COMBAT GEAR light mace, light crossbow, 15 bolts, 2 +1 bolts, 4 silver bolts, *potion of cure light wounds* (1d8+4), *scroll of weapon of awe*, 2 flasks of holy water

OTHER GEAR chain mail, small wooden shield, backpack, bedroll, scroll case, flint & steel, inkpen, 2 vials of ink, 2 flasks of oil, belt pouch, 3 days rations, 5 torches, sunrod, 3 tindertwigs, healer's kit, silver holy symbol (Fro'kella), *wand of cure light wounds* (CL 9, 18 charges), *feather token: tree, horn of fog, elemental gem (water), scroll of bless*; 14 cp, 8 sp, 4 gp

Chelsea grew up in one of the numerous border towns in the Flooded Forest. Her mother was a cleric and her father a local militia captain, they both taught Chelsea the importance of vigilance and the protection of the Frode people.

Though she grew up with love and affection, she longed to see the world she heard so many stories about, and Chelsea left the Flooded Forest as soon as she could.

She traveled with a caravan run by a family friend for two seasons, making trips to Siimas and Mumbai. She met a group of adventurers in Mumbai who were headed to Alteria in an attempt to form a Talon, an adventuring group sponsored by the great bronze dragon, Acri the Bronze.

Chelsea and her Talon, known as the Bold Blades, traveled throughout the Empire, mostly taking contracts as caravan guards and clearing out pockets of Goblin rebels.

The Bold Blades have since moved further north, into Jutan, and have participated in three seasons of the Thing with moderate success.

Chelsea is considering staying in Jutan and possibly building a small shrine to Fro'kella where she can enjoy an easy life dedicated to her goddess and the betterment of the surrounding commoners.

SMALL HUMANOID (FRODE) LG

Augmented healing, augmented breathing, agile swimmer, pious life

INIT +3; **SENSES** Perception +7

DEFENSE

AC 19, touch 14, flat-footed 17 (chain mail, dex, size)

HP 9 (1d8+1)

FORT +1 **REF** +3 **WILL** +5

OFFENSE

SPEED 20 ft. (15 ft. while in armor)

MELEE morningstar +1 (1d6/x2) or silver sickle +1 (1d4/x2)

RANGED shortbow +4 (1d4/x3)

SPECIAL ATTACKS Judgement 1/day

TACTICS

DURING COMBAT Holden will attempt to protect any innocents first, and when none are about, he will stay close to any spellcasting ally. If pressed into melee combat, he will focus on eliminating the weakest target first.

STATISTICS

STR+0 **DEX**+3 **CON**+1 **INT**+1 **WIS**+3 **CHA**+1

BASE ATK +0; **CMB** -1; **CMD** 12

FEATS Self Sufficient

SKILLS Climb +4, Heal +9, Intimidate +5, Knowledge: Religion +5, Perception +7, Stealth +11, Sense Motive +7, Swim +4, Survival +5

LANGUAGES Froak, Meech, Veri'urk

SQ Undead Lore

COMBAT GEAR morningstar, silver sickle, shortbow, 20 arrows, *potion of cure light wounds* (1d8+3), flask of holy water

OTHER GEAR chain mail, backpack, bedroll, flint & steel, grappling hook, 2 flasks of oil, belt pouch, 4 days rations, 4 torches, waterskin, sunrod, tindertwig; 2 cp, 4 sp, 2 gp

Holden was barely out of the spawning pools when he was tapped for Special Services, the branch of the Fro'kellan Church that deals with heretics and apostates. He trained under the famed Ser Allen the Twice Shining and was instrumental in rooting out a small sect of Krozan worshipers in a village at the kingdom's edge. Holden's intelligence and quick thinking saved not only his life, but the lives of numerous villagers.

He is stationed near that village in an Army watchtower where he relishes in his sworn duty, and annoys the soldiers stationed there with his overly pious beliefs. He visits the village every day and assists the aged priest in his daily rituals.

MEDIUM HUMANOID (HUMAN-ESTANYAN) CG

Mounted lifestyle, weapon familiarity (shortbow, sling, bola)

INIT +1; **SENSES** Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (linothorax, dex)

HP 27 (2d10+2d6+4)

FORT +4 **REF** +1 **WILL** +4; with *boots of fortitude*: F+5

OFFENSE

SPEED 30 ft.

MELEE masterwork mana infused sagaris +6 (1d6+2/x2 +2 points of frost damage) or claws +5 (1d4+2/x2)

RANGED +2 *shortbow* +5 (1d6+2/x3)

SPECIAL ATTACKS Challenge 1/day

SORCERER SPELLS KNOWN (CL 2, Concentration +4), arcane spell failure 15% (linothorax armor)

1st (4/day) - *ventriloquism*, *chill touch* (DC13, +1 cold damage)

0 (at will) - *acid splash*, *ray of frost* (+1 cold damage), *mage hand*

BLOODLINE Draconic (Silver)

TACTICS

DURING COMBAT Musa will try and stay mounted as much as possible, shooting her shortbow and casting spells to help the troops under her command.

STATISTICS

STR+2 **DEX**+1 **CON**+1 **INT**+1 **WIS**+1 **CHA**+2

BASE ATK +3; **CMB** +5; **CMD** 17

FEATS Point Blank Shot, Precise Shot, Lookout, Eschew Materials, Weapon Focus (Shortbow)

SKILLS Bluff +7, Climb +7, Handle Animal +7, Intimidate +6, Knowledge: Arcana +6, Profession: Soldier +6, Ride +8, Sense Motive +6, Swim +6, Perception +5, Spellcraft +6

LANGUAGES Estan, Alterian, Draconic

SQ Mount, Order of the Dragon, Aid Allies, Tactician, Bloodline Arcana

COMBAT GEAR masterwork mana infused sagaris (*advanced slot: pear cut crystal of frost*), +2 *shortbow*, 10 arrows, 10 +1 arrows, 4 +2 arrows, *arrow of human slaying*, *potion of cure light wounds* (1d8+5), tanglefoot bag, 2 flasks of Alterian fire

OTHER GEAR +1 *linothorax*, backpack, bedroll, map case, flint & steel, hourglass, hooded lantern, small steel mirror, 4 flasks of oil, belt pouch, 6 days rations, 50 feet of silk rope, signal whistle, 8 torches, waterskin, *minor rune crystal of Dexterity* +2, *ring of minor mana resistance*, *boots of fortitude* +1, *periapt of health*, *wand of magic missiles* (CL 9, 9 charges); 11 cp, 16 sp, 22 gp, 3 pp

Musa grew up in the slums of Cashan. She was orphaned early as a child, which forced her to run with a tough crowd just to survive. After six weeks of stealing bread and coin she was arrested and sent to a juvenile detention facility.

While serving a light sentence for petty theft, she first started to notice the changes going on with her body. Her eyes changed from a dull brown color to icy blue, and her skin began to take on a silver sheen. When she accidentally shot a *ray of frost* at another inmate, she was taken to the warden and given a choice. She could serve out her sentence and go back to the slums or join an Alterian Legion.

She choose the Legion and was quickly placed with a Scout unit. Her training saw her come into her sorcerous powers, but she also found out she had a special affinity for horses, and requested to train with the Legion's mounted units.

Three years after joining the Legion saw her elevated to Lokhagos (Captain) of her own scouting squad. Older soldiers and officers bristled under her young leadership, but respected her promotion for what it was. She has yet to completely earn their trust, but she is protective of her troops, and she does the best to see that their needs are taken care of.

MEDIUM HUMANOID (HUMAN-ESTANYAN) CN**Mounted lifestyle, weapon familiarity (shortbow, sling, bola)****INIT** +3; **SENSES** Perception +0**DEFENSE****AC** 17, touch 13, flat-footed 14 (hide armor, dex)**HP** 13 (1d10+3)**FORT** +3 **REF** +5 **WILL** +0**OFFENSE****SPEED** 30 ft. (20 ft. while in armor)**MELEE** kanjali +2 (1d6+1, 19-20/x2)**RANGED** masterwork shortbow +5 (1d6/x3)**TACTICS****DURING COMBAT** Renata will attempt to ride around her targets, keeping enough distance to stay out of melee range. She will use her shortbow with deadly efficiency.**STATISTICS****STR**+1 **DEX**+3 **CON**+3 **INT**+1 **WIS**+0 **CHA**+2**BASE ATK** +1; **CMB** +2; **CMD** 15**FEATS** Endurance, Mounted Combat, Mounted Archery, Ride-by-Attack**SKILLS** Craft: Leatherworking +5, Handle Animal +6, Knowledge: Nature +5, Ride +9, Sense Motive +4, Survival +4**LANGUAGES** Estan, Alterian, Centaur**SQ** Mount**COMBAT GEAR** kanjali, masterwork shortbow, 40 arrows, *medium rune crystal of cure light wounds* (1d8+5)**OTHER GEAR** hide armor, backpack, bedroll, 2 bells, 2 candles, flint & steel, hooded lantern, 3 flasks of oil, iron pot, belt pouch, 10 days rations, 50 feet of hemp rope, sewing needle, 5 torches, waterskin, leatherworking tools, barding, bit & bridle, 5 days feed, pack saddle, saddlebag, *ring of jumping*; 13 cp, 24 sp, 4 gp

Renata was born in Cashan, but ran away from home as soon as she could. She joined a band of rebels who roam the plains defying the Alterian law to settle down. They barely keep ahead of the legions, and Renata has twice evaded capture by the skin of her teeth.

She has been questioning her choice to join the rebels lately, and longs to leave Alteria all together and see the wider world. She is just waiting for the opportunity to leave without causing too much anguish to the friends she's come to know.

This has been made all the more difficult with the band's leader becoming increasingly paranoid of a mole in their ranks.

MEDIUM HUMANOID (HUMAN-ESTANYAN) CG

Mounted lifestyle, weapon familiarity (shortbow, sling, bola)

INIT +3; **SENSES** Perception +12

DEFENSE

AC 21, touch 13, flat-footed 18 (adamantine breastplate, dex, buckler)

HP 129 (14d10+28)

FORT +9 **REF** +12 **WILL** +5

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE +3 frostbrand scimitar +19/+14/+9 (1d6+5, 17-20/x2)

RANGED +2 mana infused bolas +19/+14/+9 (1d4+2, 18-20/x2 +2 points of frost damage) or +2 shortbow +19/+14/+9 (1d6+2, 18-20/x3)

SPECIAL ATTACKS Challenge 4/day, scream 2/day

TACTICS

DURING COMBAT Rustam will attempt to use his ranged attacks as much as possible. When he is competing in "death matches", his favorite tactic is using his bolas and *iron bands of binding* to take out other charioteers. He will use his *belt of levitation* to escape a potentially deadly crash.

STATISTICS

STR+2 **DEX**+3 **CON**+2 **INT**+1 **WIS**+1 **CHA**+3

BASE ATK +14; **CMB** +16; **CMD** 29

FEATS Mounted Combat, Mounted Archery, Athletics, Combat Reflexes, Deadly Aim, Ride-by-Attack, Trample, Point Blank Shot, Far Shot, Power Attack

SKILLS Climb +12, Craft: Blacksmithing +9, Handle Animal +11, Heal +9, Intimidate +11, Knowledge: Geography +9, Perception +12, Ride +16, Sense Motive +11, Stealth +13, Survival +9, Swim +12

LANGUAGES Estan, Alterian, Tradespeech

SQ Mount, Track, Horselords' Charge, Summon Mount, Pinpoint Accuracy, Wild Empathy, Swift Tracker, Mighty Charge

COMBAT GEAR +3 frostbrand scimitar, +2 mana infused bolas (advance slot: pear cut crystal of frost), +2 shortbow, 18 arrows, 3 +3 arrows, tanglefoot bag, medium rune crystal of cure serious wounds (3d8+15)

OTHER GEAR adamantine breastplate, +2 buckler shield, bag of caltrops, backpack, bedroll, crowbar, flint & steel, small steel mirror, belt pouch, 2 flasks of oil, 4 days rations, 50 feet of hemp rope, 4 torches, 2 sunrods, 3 tindertwigs, masterwork chariot, military saddle, barding, saddlebag, *potion of jumping*, *potion of neutralize poison*, *ring of major frost resistance*, *belt of levitation*, *gloves of storing*, *iron bands of binding*, *minor rune crystal of Dexterity* +2; 14 cp, 18 sp, 11 gp, 8 pp

Rustam hails from Sprata and grew up in the shadow of that city's famous Hippodrome. Every chance he could get he would watch the races and soon became a regular in the stands. Before each race he would pray in the temple of Alo'staz that no racer would injure themselves too badly because he knew praying for no crashes was like praying for the sun not to rise.

He took to rooting for the often underdog Yellow Team, also known as the Griffons. The Yellow Team manager noticed that every time Rustam was in the stands and cheering, his team would win. He soon took Rustam under his wing and trained him as a rider. Now Rustam is the Yellow Team captain, and has even won the title of Equinis on two separate occasions.

His record for most consecutive races without an injury stands at 37 and some have come to call him The Blessed Thunder for the noise the crowds make when he enters a race.

MEDIUM HUMANOID (HUMAN-JUTE) NG

Healthy living, skilled

INIT +5; **SENSES** Perception +10

DEFENSE

AC 25, touch 11, flat-footed 24 (banded mail, tower shield, dex)

HP 61 (6d8+4d10+0)

FORT +8 **REF** +5 **WILL** +12

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE +1 *heavy mace* +8 (1d8+2/x2)

RANGED javelin +7 (1d6/x2)

SPECIAL ATTACKS Drain stamina, channel positive energy 3d6, channel smite 3d6

DOMAIN SPELL-LIKE ABILITIES (CL 8, Concentration +16)

5/day - touch of glory

6 rounds/day - liberation

CLERIC SPELLS PREPARED (CL 8, Concentration +16)

4th - *divine power*, **freedom of movement*, *spiritual ally*

3rd - *cure serious wounds* (3d8+8), *remove curse*, *sacred bond*, **searing light* (DC17)

2nd - *calm emotions*, *cure moderate wounds* (2d8+8), *lesser restoration*, **remove paralysis*, *weapon of awe*

1st - *bless*, *command* (DC15), *cure light wounds* (1d8+5), *obscuring mist*, *summon monster I*, **shield of faith*

0 (at will) - *create water*, *detect poison*, *light*, *stabilize*

***Domain Spells**

DOMAINS Glory, Liberation

TACTICS

BEFORE COMBAT Harvni will bolster herself with *divine power* if she expects combat. She will also use *spiritual ally* and *summon monster I* so the summoned creatures can watch over her if she is expecting to treat a lot of wounded.

STATISTICS

STR+1 **DEX**+1 **CON**+0 **INT**+2 **WIS**+4 **CHA**+2

BASE ATK +6; **CMB** +7; **CMD** 19

FEATS Channel Smite, Combat Casting, Shield Focus, Covering Defense, Improved Initiative, Tower Shield Proficiency, Brew Potion

SKILLS Appraise +8, Craft: Alchemy +10, Diplomacy +10, Heal +13, Knowledge: Religion +10, Knowledge: Arcana +8, Perception +10, Ride +7, Sense Motive +13, Spellcraft +10, Survival +10, Swim +7, Use Magical Device +8

LANGUAGES Juten, Tradespeech, Meech, Calvish

SQ Aura (Good), Soothing Word 4/day, Restore Body 1/day, Radiant Shield 1/day

COMBAT GEAR +1 *heavy mace*, 4 javelins, 3 *potions of cure moderate wounds* (2d8+8), tanglefoot bag, flask of holy water

OTHER GEAR *banded mail of luck*, mana infused tower shield (*advanced slot: round cut crystal of longstrider*), flint & steel, 4 flasks of oil, belt pouch, 3 days of rations, 3 torches, waterskin, 3 sunrods, tindertwig, healer's kit, *ring of delayed doom*, *catching cape*, *medium rune crystal of bear's endurance* (CL 8), *minor etched rune crystal*, *potion of lesser restoration*, *potion of divine power*; 10 cp, 8 sp, 7 gp, 1 pp

Harvni grew up in a small village at the foot of the Darkfrost Mountains. She joined the clergy of Marvela at an early age, and rose in the ranks of her local temple.

The high priestess approached her to see if she wanted to join a contingent of the temple that accompanied the Jarl's troops into battle. Harvni was overjoyed that she would be considered and threw herself into the rigorous training needed to uphold the position.

She has so far seen many battles in the nearby Gorlan Hills rooting out Goblin bands and brigands alike. She is quiet and speaks seldom, though when she is angered, she screams like a banshee and woe to any man who peaks her ire.

MEDIUM HUMANOID (HUMAN-JUTE) LN

Healthy living, skilled

INIT +1; **SENSES** Perception +8

DEFENSE

AC 25, touch 11, flat-footed 24 (banded mail, dex, shield)

HP 127 (14d10+28)

FORT +12 **REF** +6 **WILL** +7; +2 vs Fear

DEFENSIVE ABILITIES Bravery +2

OFFENSE

SPEED 35 ft. (25 ft. while in armor)

MELEE +3 longsword +22/+16/+11 (1d8+7, 19-20/x2)

SPECIAL ATTACKS Challenge 4/day, winter's touch 1/day

TACTICS

BEFORE COMBAT Knutt will blow his *silver horn of Valhalla* if he thinks he will be outnumbered.

DURING COMBAT Knutt will activate his *boots of striding & sprinting* and move around the battlefield as much as he can. He will challenge the toughest creature in an attempt to keep its focus on him and not any weaker allies.

STATISTICS

STR+3 **DEX**+1 **CON**+2 **INT**+1 **WIS**+2 **CHA**+2

BASE ATK +14; **CMB** +17; **CMD** 28

FEATS Alertness, Blind-Fight, Combat Expertise, Improved Disarm, Improved Feint, Critical Focus, Enforcer, Weapon Focus: Longsword, Fleet, Bodyguard, Crippling Critical, Leadership

SKILLS Bluff +9, Climb +10, Craft: Blacksmithing +8, Diplomacy +9, Knowledge: Religion +8, Handle Animal +9, Intimidate +9, Perception +8, Ride +8, Sense Motive +11, Survival +9, Stealth +5, Swim +10, Use Magical Device +6

LANGUAGES Juten, Tradespeech, Ruskivan

SQ Armor Training 2, Order of the Frozen Tear, Winter Conditioning, Banner, Demanding Challenge

COMBAT GEAR +3 longsword, tanglefoot bag, *potion of cure serious wounds* (3d8+11), *elixir of fire breath*

OTHER GEAR *banded mail of luck*, *lion shield*, backpack, bedroll, 2 candles, flint & steel, 3 flasks of oil, belt pouch, 4 days rations, 50 feet of silk rope, 4 torches, waterskin, holy symbol (Welkor), 2 sunrods, vial of brighteye liquid, heavy armor insulation, *potion of aid*, *medium rune crystal of dispel magic* (CL 12), *ring of water walking*, *boots of striding & springing*, *silver horn of Valhalla*, *pale blue ioun stone*; 8 cp, 12 sp, 17 gp, 2 pp

Knutt grew up in a remote village nestled deep in the Darkfrost Mountains. When he was a boy the village was attacked by murderous savages, killing many, including his parents, before a trio of Anointed Knights happened upon the carnage.

The knights drove off or killed the brutes, but not before losing one of their own in the melee. The remaining two knights took Knutt and three other boys with them back to Winterkeep, where the Order of the Frozen Tear is headquartered.

Young Knutt showed great promise, and quickly rose in the ranks of the faithful. After twenty years of wandering the north in the service of his God, he has recently taken an airship flight to Sparks in search of a holy relic said to be somewhere on the Barren Islands.

While Knutt enjoys the company of his fellow knights, he has gained a reputation as a loner, and has yet to take on a squire. He claims Welkor himself sent him a dream vision of his squire, and he will not accept someone until he finds them.

ULFRUN LORGREN

FEMALE ANOINTED KNIGHT 1

CR ½

XP 200

PFRPG

MEDIUM HUMANOID (HUMAN-JUTE) NG

Healthy living, skilled

INIT +1; **SENSES** Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16 (scale mail, shield, dex)

HP 11 (1d10+1)

FORT +4 **REF** +1 **WILL** +5

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE longsword +4 (1d8+3, 19-20/x2) or dagger +4 (1d4+3, 19-20/x2)

RANGED heavy crossbow +2 (1d10, 19-20/x2)

SPECIAL ATTACKS Challenge 1/day

TACTICS

DURING COMBAT Ulfrun will seek to protect any innocents or weaker allies during combat. She will shield spell casters and healers from harm.

STATISTICS

STR+3 **DEX**+1 **CON**+1 **INT**+0 **WIS**+2 **CHA**+3

BASE ATK +1; **CMB** +4; **CMD** 15

FEATS Iron Will, Improved Shield Bash

SKILLS Knowledge: Religion +4, Sense Motive +6, Ride +5

LANGUAGES Juten, Tradespeech

SQ Order of the Merciful Mother

COMBAT GEAR longsword, dagger, heavy crossbow, 10 bolts, *potion of cure light wounds* (1d8+5), tanglefoot bag

OTHER GEAR scale mail, light steel shield, flint & steel, belt pouch, 3 torches, 1 sunrod, waterskin; 4 cp, 11 sp, 1gp

Ulfrun was orphaned at a young age and spent the first five years of her life as a street urchin. She was found and taken to the Temple of the Trinity in Orinfjord where she was taken care of by the matronly priestesses of Dhalla. She showed exceptional martial promise early on, often scraping with other children who were much older than her and always in the defense of a younger child.

When she came of age, she was given permission from the High Priestess to train with the Order of the Merciful Mother. She now patrols the temple grounds as an aspirant of the Order.

She is still overprotective of the younger orphans who live at the temple and she has been known to box the ear of a bully or two. All the orphans lovingly refer to her as "big sis".

MEDIUM HUMANOID (HUMAN-VERGAL) LG**Good eye, smooth talk****INIT** +2; **SENSES** Perception +7**DEFENSE****AC** 16, touch 12, flat-footed 14 (leather armor, dex)**HP** 45 (4d8+3d8+7)**FORT** +3 **REF** +8 **WILL** +7; +4 vs bardic performance, language-dependent, and sonic; *with amulet of iron will*: W+9**DEFENSIVE ABILITIES** Live to tell the tale 1/day**OFFENSE****SPEED** 30 ft.**MELEE** mana infused rapier +5 (1d6, 18-20/x2 +1 point of electrical damage)**SPECIAL ATTACKS** Bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)**BARD SPELLS KNOWN** (CL 4, Concentration +8)**2nd (2/day)** - *blur, minor image***1st (4/day)** - *alarm, cure light wounds (1d8+4), feather fall, sleep***0 (at will)** - *light, detect magic, mage hand, open/close, read magic, resistance***TACTICS****BEFORE COMBAT** Diane will cast *blur* on herself before she enters melee combat.**DURING COMBAT** Diane will stay behind her bodyguards and let them do their job. She will cast spells and use her wands to the best of her ability.**STATISTICS****STR**+0 **DEX**+2 **CON**+1 **INT**+3 **WIS**+1 **CHA**+4**BASE ATK** +5; **CMB** +5; **CMD** 17**FEATS** Arcane Strike, Deft Hands, Nimble Moves, Scribe Scroll**SKILLS** Acrobatics +10, Appraise +13, Bluff +10, Disable Device +7, Diplomacy +10, Disguise +10, Escape Artist +8, Knowledge: Manasphere +11, Knowledge: Arcana +9, Knowledge: History +11, Linguistics +9, Perform: Oratory +10, Profession: Scribe +9, Ride +6, Spellcraft +9, Slight of Hand +12, Stealth +11, Survival +5, Use Magical Device +8**LANGUAGES** Veri'urk, Tradespeech, Bej'urk, Veshian, Gnoll, Infernal, Alterian**SQ** Bardic Knowledge +2, Versatile Performance (Storytelling), Well-Versed, Deep Pockets 300 gp), Master Scribe (+7), Pathfinding, Improved Aid**COMBAT GEAR** mana infused rapier (simple cut: square crystal of voltage), 2 thunderstones, *potion of cure moderate wounds* (2d8+10), flask of Alterian fire, *scroll of cure light wounds* (1d8+4), *scroll of sleep***OTHER GEAR** *leather armor of spell resistance* (SR13), 2 scroll cases, backpack, bag of caltrops, 2 candles, flint & steel, bullseye lantern, 5 flasks of oil, 8 sheets of paper, inkpen, 2 vials of ink, belt pouch, 50 feet of silk rope, 3 torches, waterskin, sunrod, smokestick, vial of brighteye liquid, *potion of animal friendship*, *ring of sustenance*, *boots of levitation*, *amulet of iron will*, *medium rune crystal of sanctuary* (CL 8), *scroll of alarm*; 20 cp, 17 sp, 24 gp, 14 pp

Diane is the eldest daughter of Lord Antonio Falveti de Fatera, a three time councilmen and wealthy merchant prince. She spent much of her early life in her father's extensive library where she devoured books with an astonishing speed.

Her favorite books were about the ancient Urk Empire and its many magical and scientific breakthroughs. When she came of age, she begged her father to let her explore the Southern Continent, but he refused.

She spent the next five years at the temple of Zephyr, working as a scribe and librarian, all the while accumulating more knowledge of the Urk Empire and its people. When her father passed away, she tentatively asked her aging mother for permission to lead an expedition to Urkhansa. Her mother agreed, but insisted she take a dozen family retainers and guards to keep her safe.

It has now been two years since the group landed in Cathage. Diane has yet to reach Urkhansa, though not for a lack of trying. On three separate occasions, her caravan reached the outer limits of the large ruined city, and each time they were repulsed by demons, Veshian, or undead monsters.

Undeterred from her course, Diane has recently brokered a deal with a Sytash tribe to shelter her group and lead them into the ruins. In exchange, Diane agreed to furnish the tribe with with any religious texts or idols she finds. She is allowed to keep anything else of value.

MEDIUM HUMANOID (HUMAN-VERGAL) CE

Good eye, smooth talk

INIT +4; SENSES Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (scale mail, dex)

HP 86 (14d6+28)

FORT +9 REF +13 WILL +6; with *cloak of resistance*: F+12, R+16, W+9

DEFENSIVE ABILITIES Improved evasion, uncanny dodge

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE +2 *silver rapier* +13/+8 (1d6+3, 18-20/x2)RANGED +3 *mana infused light crossbow* +18/+12 (1d8+3, 19-20/x2 +3 points of electrical damage)

SPECIAL ATTACKS Sneak attack 3d6, mana strike 2/day, mana burst 2/day, mana siphon 1/day

SPELLKNIFE SPELLS KNOWN (CL 14, Concentration +17) arcane spell failure 5% (scale mail & feat)

5th (3/day) - *cone of cold* (DC18), *nightmare* (DC18), *overland flight*, *passwall*4th (3/day) - *confusion* (DC17), *fire shield*, *locate creature*, *stoneskin*3rd (5/day) - *dispel magic*, *hold person* (DC16), *major image*, *wind wall*2nd (6/day) - *alter self*, *blur*, *fog cloud*, *invisibility*, *shatter*1st (7/day) - *color spray* (DC14), *enlarge person*, *expeditious retreat*, *magic missile*, *shield*0 (at will) - *acid splash*, *arcane mark*, *bleed*, *daze* (DC13), *ghost sound*, *light*, *resistance*, *spark*, *touch of fatigue* (DC13)

TACTICS

BEFORE COMBAT If Godiva expects combat, she will cast *stoneskin* and *shield* on herself.DURING COMBAT Godiva fights dirty. She will use every trick in her book to make sure she survives the battle. If cornered, she is known to cast *enlarge person* and *confusion* on a creature and escaping while the authorities deal with a "berserk giant wrecking things".

STATISTICS

STR+1 DEX+4 CON+2 INT+3 WIS+2 CHA+3

BASE ATK +10; CMB +11; CMD 25

FEATS Alertness, Combat Expertise, Improved Trip, Combat Reflexes, Deceitful, Scribe Scroll, Empower Spell, Silent Spell, Eschew Materials, Arcane Armor Mastery

SKILLS Acrobatics +12, Appraise +13, Bluff +15, Climb +9, Craft: Alchemy +11, Disable Device +12, Disguise +10, Escape Artist +12, Intimidate +12, Knowledge: Arcana +13, Knowledge: Local +13, Perception +12, Sense Motive +12, Slight of Hand +12, Spellcraft +11, Stealth +12, Swim +11, Use Magical Device +10

LANGUAGES Veri'urk, Tradespeech, Alterian, Goblinoid, Giant

SQ Spellknife Talent (Fast Fingers, Hard to Fool, Nimble Climber, Slow Reactions)

COMBAT GEAR +2 *silver rapier*, +3 *mana infused light crossbow* (*exquisite slot: princess cut crystal of voltage*), 12 bolts, 4 +1 bolts, *bolt of vampire slaying*, *potion of cure serious wounds* (3d8+15)OTHER GEAR +2 *scale mail*, 3 candles, scroll case, small steel mirror, belt pouch, waterskin, 3 sunrods, 2 tindertwigs, *bag of holding* (Type I), alchemist lab, disguise kit, *ring of mind shielding*, *dust of appearance*, *necklace of fireballs* (Type V), *cloak of resistance* +3, *amulet of proof against detection & location*, *iron bands of binding*, *scroll of expeditious retreat*, *scroll of obscuring mist*, vial of brighteye liquid; 82 cp, 146 sp, 189 gp, 45 pp

Godiva was born in Medra to a mother who was given in partial payment for a debt to another family, and subsequently abused by their new owners for years. Godiva would grow up on tales of her family's former status in the city of Havor and the opulence they lived in. Her mother made sure she knew she was better than a slave.

She slew her master after finding her mother's body in his bedroom. Her subsequent flight from justice saw her hop a ship to Cathage where she spent many years in that city's underworld.

She has since returned to Medra and set herself up as a gang boss and assassin for hire. Her gang has secured a dozen blocks around the docks as their territory. She is known in the streets as Lady Vinchi or The Baroness, and carries herself with the airs of one born above her station.

ROSSO MONTAING DE LORAGO

MALE SPELLKNIFE 1

CR ½

XP 200

PFRPG

MEDIUM HUMANOID (HUMAN-VERGAL) CG

Good eye, smooth talk

INIT +2; **SENSES** Perception +0

DEFENSE

AC 15, touch 12, flat-footed 13 (studded leather, dex)

HP 6 (1d6)

FORT +1 **REF** +4 **WILL** +0

OFFENSE

SPEED 30 ft.

MELEE shortsword +2 (1d6+2, 19-20/x2) or dagger +2 (1d4+2, 19-20/x2)

RANGED sling +2 (1d4/x2)

SPELLKNIFE SPELLS KNOWN (CL 1, Concentration +5) arcane spell failure 15% (studded leather armor)

1st (4/day) - *burning hands* (DC15), *expeditious retreat*

0 (at will) - *bleed*, *daze* (DC14), *ghost sound*, *spark*

TACTICS

DURING COMBAT Rosso will pepper targets with his sling before entering melee, if able. He will use his *burning hands* spell liberally if he is outnumbered and cornered.

STATISTICS

STR+2 **DEX**+4 **CON**+0 **INT**+1 **WIS**+0 **CHA**+4

BASE ATK +0; **CMB** +2; **CMD** 14

FEATS Eschew Materials, Magical Aptitude, Scribe Scroll

SKILLS Acrobatics +6, Appraise +3, Bluff +6, Disable Device +6, Escape Artist +6, Slight of Hand +6, Spellcraft +7, Use Magical Device +6

LANGUAGES Veri'urk, Tradespeech, Sylvan

COMBAT GEAR shortsword, dagger, sling, 20 sling bullets, 2 +1 bullets, *scroll of burning hands*

OTHER GEAR studded leather armor, backpack, bag of caltrops, crowbar, 2 vials of ink, inkpen, 10 sheets of parchment, scroll case, belt pouch, 3 days rations, waterskin, 2 torches, 2 sunrods, *scroll of expeditious retreat*; 12 cp, 11 sp, 8 gp, 1 pp

Rosso was born in a small village just inside the tree line of the Sylvar forest. His father was a laborer and worked the logging camps felling sick and diseased trees and moving them to the city of Lorago.

When he was of age he moved to the city and found work waiting tables in a large tavern. At night, he runs shady card games in the ally behind the tavern. The tavern owner was a retired adventurer and saw potential in young Rosso. He offered to train the youth and allowed Rosso to move into the cellar of the tavern.

Now Rosso spends his time working and training, eager to show off his skills in the local fighting pits. He has won three matches since coming under the tutelage of his employer, and he is quickly gaining a name for himself with his antics in and out of the fighting pit.



MEDIUM HUMANOID (HUMAN-ZULA) CN

Nature born, poison resistance
INIT +4; SENSES Perception +0

DEFENSE

AC 15, touch 15, flat-footed 10 (dex, feat)

HP 10 (1d8+2)

FORT +6 REF +4 WILL +2; +1 vs poison

OFFENSE

SPEED 30 ft.

MELEE *rungu* +1 (1d6+1/x2) or masterwork *mambele* +2 (1d4+1/x2)

RANGED *rungu* +4 (1d6/x2) or masterwork *mambele* +5 (1d4/x2)

TACTICS

DURING COMBAT Elins will work in concert with his animal companion. If it looks like the battle will not go their way, he will toss a tanglefoot bag and try to flee.

STATISTICS

STR+1 DEX+4 CON+2 INT+0 WIS+2 CHA+1

BASE ATK +0; CMB +1; CMD 15

FEATS Great Fortitude, Dodge

SKILLS Handle Animal +5, Knowledge: Nature +4, Stealth +8, Survival +4

LANGUAGES Zualo, Tradespeech

SQ Wild Empathy, Tamer's Bond, Track

COMBAT GEAR *rungu*, masterwork *mambele*, 2 tanglefoot bags, *potion of cure light wounds* (1d8+5)

OTHER GEAR backpack, bedroll, 2 candles, flint & steel, bullseye lantern, 4 flasks of oil, belt pouch, 5 days rations, 50 feet of silk rope, signal whistle, 5 torches, 2 sunrods, 2 tindertwigs, vial of brighteye liquid, *potion of animal friendship*; 8 cp, 12 sp, 11

Elins grew up on the eastern coast of the Southern Continent, in the Ver'wija town of Bamko. His father traded palm oil to Vergal merchants for great profit and was a well-respected member of the Appiah Clan.

Always a loner, Elins prefers the company of his only friend, a wild dog he calls Kano after his sister who died of plague when he was much younger. Elins and Kano have made a habit of running away from his father's estate and have even gotten as far as Cathage before his father's men caught them and brought him back.

KANO (WILD DOG)

Statistics as a Wild Dog with the following changes:
Init +5, HP 12 (2d8+2), F+5, R+4, W+1 Melee bite +3 (1d4+1/x2); BAB +1, CMB +2, CMD 13 (17 vs trip); Feats Skill Focus (Perception), Improved Initiative; Skills Acrobatics +2 (+10 Jumping), Perception +8, Survival +2 (+6 scent tracking); SQ Link, Share Spells

MEDIUM HUMANOID (HUMAN-ZULA) N**Nature born, poison resistance****INIT** +3; **SENSES** Perception +11**DEFENSE****AC** 18, touch 14, flat footed 14 (leather, feat, dex)**HP** 83 (7d10+4d8+11)**FORT** +8 **REF** +9 **WILL** +6; +1 vs poison**OFFENSE****SPEED** 30 ft.**MELEE** +2 *rungu* +13/+5 (1d6+3/x2) or masterwork mambele +12/+4 (1d4+1/x2) or while **dual wielding**: +2 *rungu* +11 & masterwork mambele +10**RANGED** +2 *shortbow* +15/+7 (1d6/x3) or masterwork mambele +14 (1d4/x2)**SPECIAL ATTACKS** Favored enemies (vermin +2, humans +4)**NATURE WARDEN SPELL-LIKE ABILITIES** (CL 11)**1/day** - *speak with animals***RANGER SPELLS PREPARED** (CL 7, Concentration +10)**2nd** - *cure light wounds* (1d8+5), *spike growth***1st** - *charm animal*, *summon nature ally I***TACTICS****DURING COMBAT** Gugu prefers to pepper targets with ranged fire, keeping himself out of melee if possible. When he is forced to defend himself, he duel wields, and casts *summon nature ally I* to give himself an advantage.**STATISTICS****STR**+1 **DEX**+3 **CON**+1 **INT**+1 **WIS**+3 **CHA**+2**BASE ATK** +10; **CMB** +14; **CMD** 24**FEATS** Acrobatic, Animal Affinity, Combat Reflexes, Dodge, Skill Focus (Animal Handling), Two-Weapon Fighting, Quick Draw, Agile Maneuvers**SKILLS** Acrobatics +6, Climb +11, Craft: Woodworking +11, Handle Animal +15, Heal +11, Knowledge: Geography +9, Knowledge: Nature +11, Perception +11, Ride +15, Spellcraft +9, Stealth +11, Survival +13, Swim +8**LANGUAGES** Zualo, Veri'urk, Tradespeech**SQ** Track, Wild Empathy, Favored Terrain (Plains), Hunter's Bond (Falcon), Woodland Stride, Natural Empathy, Mystic Harmony, Wild Stride, Animal Speech (Plains, CL 11), Silver Claw**COMBAT GEAR** +2 *rungu*, masterwork mambele, +2 *shortbow*, 14 arrows, 6 +1 arrows, 3 +2 arrows, tanglefoot bag, *potion of cure serious wounds* (3d8+15)**OTHER GEAR** +2 *leather armor*, backpack, bedroll, flint & steel, small steel mirror, 3 flasks of oil, belt pouch, 4 days ration, 2 torches, waterskin, *potion of mind shielding*, *ring of improved jumping*, *bracers of minor fire resistance*, *boots of disguise*, *medium rune crystal of resistance*, *medium rune crystal of reduce animal*; 6 cp, 12 sp, 20 gp, 8 pp

Gugu was always fascinated by animals, even at a young age. He would volunteer to watch the herds when other boys his age were concerned with learning a trade. Gugu would find solace among the animals and consider them his true friends.

When he came of age, Gugu left his village and traveled east to the Kalahga Preserve. He earned an apprenticeship with the wardens who tend the herds of pegasi. Years would go by, and Gugu would rise in the ranks among volunteers who watched over the majestic flying horses.

Recently, he fell in love with an infrequent visitor to the Preserve, a mysterious woman named Natalia. The two would talk at lengths about the pegasi and Natalia would go on to donate hundreds of gold pieces to the volunteers for use in protecting the herds.

Unknown to Gugu, Natalia is actually the leader of a vicious and powerful thieves guild in Cathage. Her love of the pegasi is real, however, she uses her trips to the Preserve to conduct business for her guild, mostly by paying large sums to brigands who prowl the eastern plains. In turn, the brigands waylay specific targets that her guild provides them with.

Natalia has gifted Gugu with magical items, notably the *boots of disguise* and *potion of mind shielding*, and instructed him to use them should certain individuals come looking for her. Gugu was suspicious of the gifts, but his love of Natalia has blinded him to her noticeably secretive ways.

MEDIUM HUMANOID (HUMAN-ZULA) CG**Nature born, poison resistance****INIT** +8; **SENSES** Perception +10**DEFENSE****AC** 19, touch 14, flat-footed 15 (natural, dex)**HP** 87 (14d8+14)**FORT** +10 **REF** +13 **WILL** +7**DEFENSIVE ABILITIES** Natural armor +5**DEFENSIVE IMMUNITIES** Poison**OFFENSE****SPEED** 30 ft.**MELEE** +2 *shortspear of defending* +14/+9 (1d6+4/x2)**RANGED** +2 *sling of seeking* +16/+11 (1d4+2/x2)**SPECIAL ATTACKS** Quarry**BEAST TAMER SPELL-LIKE ABILITIES** (CL 10, Concentration +13)**1/day** - *summon nature's ally IV***BEAST TAMER SPELLS PREPARED** (CL 10, Concentration +13)**4th** - *commune with nature***3rd** - *cure moderate wounds* (2d8+10), *water walk***2nd** - *cat's grace*, *cure light wounds* (1d8+5), *snares***1st** - *alarm*, *delay poison*, *jump*, *magic fang***TACTICS****BEFORE COMBAT** Ntombi will cast *cat's grace* and *magic fang* on her warthog companion before battle. She will use her call of the wild ability if she feels she will be outnumbered.**DURING COMBAT** Ntombi will fight side-by-side with her warthog. Her cheetah companion will guard them and make sure they are not cornered or flanked.**STATISTICS****STR**+2 **DEX**+4 **CON**+1 **INT**+1 **WIS**+3 **CHA**+3**BASE ATK** +10; **CMB** +12; **CMD** 26**FEATS** Athletic, Combat Expertise, Critical Focus, Deadly Aim, Improved Initiative, Natural Spell, Point Blank Shot, Precise Shot**SKILLS** Climb +11, Craft: Trap Making +8, Fly +11, Handle Animal +10, Heal +10, Intimidate +10, Knowledge: Nature +8, Knowledge: Geography +8, Perception +10, Ride +11,

Spellcraft +8, Stealth +11, Survival +12, Swim +11

LANGUAGES Zualo, Tradespeech, Goblinoid**SQ** Wild Empathy, Tamer's Bond II, Trackless Step, Wild Shape 2/day, Woodland Stride, Swift Tracker**COMBAT GEAR** +2 *shortspear of defending*, +2 *sling of seeking*, 10 bullets, 8 +1 bullets, 3 bullets of *shredding*, thunderstone, *medium rune crystal of cure serious wounds* (3d8+11)**OTHER GEAR** bag of caltrops, flint & steel, belt pouch, 3 days rations, signal whistle, 2 torches, waterskin, *circlet of shielding*, *elixir of hiding*, *goggles of night*, *horn of fog*, *medium rune crystal of remove disease* (CL 9), *minor rune crystal of Strength* +3; 4 cp, 8 sp, 2 gp

Ntombi grew up deep in the Great Jungle's interior. Originally from the town of Laski, she was stranded in the interior when her father's caravan was attacked by Goblins. She survived by running and managed to evade capture thanks to the help of her companion, the cheetah she calls Haraka. The young Ntombi lived by her wits and the survival skills her father and uncles taught her.

She has lived many years in isolation, except for her trusted companions and any animals she saves and fosters back to health. She has recently come back from a sojourn to the south. Whatever secrets she saw deep in Goblin territory has spurned her to break her isolation, and to locate able bodied individuals who will go with her back south and deal with the growing evil.

HARAKA (CHEETAH)*Statistics as Cheetah (Great Cat) with the following changes: AC 23, HP 103, F+13, R+15, W+6***Melee** bite +15 (1d6+5), 2 claws +15 (1d3+5)**S**+5 **D**+4 **C**+2 **I**-3 **W**+1 **Ch**-2**Feat** Improved Initiative, Weapon Finesse, Power Attack, Cleave, Combat Reflexes, Dodge, Alertness, Skill Focus (Stealth); **BAB** +11 **CMB** +7 **CMD** 21**SQ** Link, Share Spells, Devotion, Evasion, Multiattack**PUMBA (BOAR)***Statistics as Boar with the following changes: AC 19, HP 82, F+6, R+4, W+4; Melee* gore +11 (1d8+4); **S**+3**D**+1 **C**+3 **I**-3 **W**+1 **Ch**-3; **Feat** Toughness, Power Attack, Cleave, Improved Bull Rush, Improved Overrun, Dodge; **BAB** +8 **CMB** +11 **CMD** 22**SQ** Link, Share Spells, Devotion, Evasion, Multiattack

MEDIUM HUMANOID (ILLUMNARUS) LG

Low-light vision, keen senses, unstable lighting, magically attuned, made from mana

INIT +5; **SENSES** Low-light, Perception +7

DEFENSE

AC 17, touch 11, flat-footed 16 (breastplate, dex)
HP 8 (1d8)

FORT +1 **REF** +1 **WILL** +2; +2 vs magical spells and effects

DEFENSIVE IMMUNITIES Sleep, spells that trap or destroy the soul

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE dire crystal flail +2 (1d8+2/1d8+2/x2)

RANGED light crossbow +1 (1d8, 19-20/x2)

SPECIAL ATTACKS Smite evil 1/day, aging touch 1/day

CRYSTALMANCER SPELLS PREPARED (CL 1, Concentration +4) +2 on level checks to overcome spell resistance if adjacent to another Illumnarus; +1 to CL for level-dependent spell variables

1st - *resist energy, shield other*

0 (at will) - *detect magic, mending, spark*

TACTICS

BEFORE COMBAT Alum will use his *medium rune crystal of bless* on himself before entering combat

DURING COMBAT Alum will fight to disable and not kill as much as he can.

STATISTICS

STR+2 **DEX**+1 **CON**+0 **INT**+3 **WIS**+1 **CHA**+3

BASE ATK +0; **CMB** +2; **CMD** 13

FEATS Improved Initiative

SKILLS Bluff +7, Diplomacy +7, Knowledge: Arcana +7, Knowledge: Manasphere +7, Knowledge: Religion +7, Perception +7, Sense Motive +3, Spellcraft +7

LANGUAGES Lumnar, Draz, Juten, Tradespeech, Sylvan

SQ Mystery: Time

COMBAT GEAR dire crystal flail, light crossbow, 15 bolts, 2 +1 bolts, *potion of cure light wounds* (1d8+5)

OTHER GEAR breastplate, small steel mirror, 1 flask of oil, belt pouch, 2 days rations, waterskin, *medium rune crystal of bless* (CL 7); 3 cp, 4 sp, 2 gp

Alum is one of the few young initiates of the Temple of Rital in Silmba who has undergone the Mystery of Time. While not as popular as the initiates of Fire or Life, Alum stays busy nevertheless with devising new ways to shore up the wards and defenses Topside.

He is known to be intense and single minded when it comes to the defense of the temple and his kin. His attitude has contributed further to his perceived anti-social behavior.



MEDIUM HUMANOID (ILLUMNARUS) N

Low-light vision, keen senses, unstable lighting, magically attuned, made from mana

INIT +3; **SENSES** Low-light, Perception +16

DEFENSE

AC 17, touch 17, flat-footed 13 (ring, dex, feat)

HP 63 (5d8+3d6+3d8+11)

FORT +5 **REF** +14 **WILL** +8; +2 vs magical spells and effects, +1 vs poison

DEFENSIVE ABILITIES Evasion, situational awareness, trap sense +2

DEFENSIVE IMMUNITIES Sleep, spells that trap or destroy the soul

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 30 ft

MELEE *rapier of speed* +8 (1d6, 18-20/x3)

RANGED masterwork hand crossbow +12 (1d4, 19-20/x3)

SPECIAL ATTACKS Sneak attack 4d6

SORCERER SPELLS KNOWN (CL 3, Concentration +7) +2 on level checks to overcome spell resistance if adjacent to another Illumnarus; +1 to CL for level-dependent spell variables

1st (6/day) - *alarm, summon monster I, charm person* (DC15), *identify*

0 (at will) - *resistance, daze* (DC14), *touch of fatigue* (DC14), *mage hand*

ASA-AIER SPELLS KNOWN (CL 3, Concentration +7)

1st (6/day) - *cure light wounds* (1d8+3), *expeditious retreat*

0 (at will) - *dancing lights, flare* (DC14), *sift*

BLOODLINE Arcane

TACTICS

DURING COMBAT Balmora will attempt to take out weaker targets first, relying on her sneak attack and *wand of lighting bolts* to help her achieve this. If she is cornered or outnumbered, she will attempt to use her *wand of stinking cloud* to cover her escape.

STATISTICS

STR+0 **DEX**+3 **CON**+1 **INT**+3 **WIS**+2 **CHA**+4

BASE ATK +8; **CMB** +8; **CMD** 21

FEATS Alertness, Catch Off Guard, Scribe Scroll, Dodge, Persuasive, Craft Wondrous Item, Eschew Materials

SKILLS Acrobatics +14, Appraise +11, Bluff +14, Climb +8, Craft: Metalworking +11, Diplomacy +14, Disable Device +13, Disguise +14, Escape Artist +11, Intimidate +12, Knowledge: Local +11, Perception +16, Perform: Orator +12, Sense Motive +16, Slight of Hand +11, Stealth +11, Swim +6, Use Magical Device +12

LANGUAGES Lumnar, Draz, Tradespeech, Veri'urk, Arron

SQ Trapfinding, Rogue Talents (Fast Stealth, Quick Disable), Arcane Bond (Rat), Metamagic Adept

COMBAT GEAR *rapier of speed*, masterwork hand crossbow, 10 bolts, 10 +1 bolts, 2 bolts of sleep, 2 bolts of poison, thunderstone, scroll of summon monster I

OTHER GEAR bag of caltrops, hourglass, small steel mirror, scroll case, 2 flasks of oil, belt pouch, waterskin, thieves' tools, artisan's tools: metalworking, *ring of protection* +3, *scroll of alarm*, *deck of illusions*, *boots of combat reflexes*, *minor rune crystal of Constitution* +2, *minor etched rune crystal*, *Lluruth cloak*, *ring of major mana resistance*, shadow silk shirt, *wand of lightning bolts* (CL 10, 9 charges), *wand of stinking cloud* (CL 14, 11 charges); 14 cp, 22 sp, 30 gp, 18 pp

Balmora runs a general store in the underground Illumnarus city of Silmba. While visiting the Arryn city of Par, she was recruited into the secret espionage guild known as the *Asa-Aier*.

She now runs a small cell of like-minded Illumnarus who wish to expand their influence beyond their magical wards. She reports the movements of the Elder Flames to her handler and makes sure *Asa-Aier* safe houses in Silimba are fully stocked and protected.

She will never work against the interests of her people or put any Illumnarus in danger with her antics. She does not, however, see anything wrong with lying to the Elder Flames and the ruling council when it comes to information she gets from the agency. Her disinformation tactics have so far stalled the council's attempt to regain lost territory on the surface, something she is convinced they are not prepared for.

MEDIUM HUMANOID (ILLUMNARUS) LN

Low-light vision, keen senses, unstable lighting, magically attuned, made from mana

INIT +2; **SENSES** Low-light, Perception +15

DEFENSE

AC 21, touch 13, flat-footed 18 (half-plate, dex, feat)

HP 73 (14d8)

FORT +7 **REF** +6 **WILL** +12; +2 vs magical spells and effects

DEFENSIVE ABILITIES Spirit shield 14 hours/day, reflect energy damage 2/day, crystal copies 3/day

DEFENSIVE IMMUNITIES Sleep, spells that trap or destroy the soul, disease

DEFENSIVE VULNERABILITIES Double the amount of mana poisoning points earned

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE +1 *sundering dire crystal flail* +12/+7 (1d8+2/1d8+2/x2)

SPECIAL ATTACKS Smite evil 4/day, channel positive energy 5d6 3/day, phantom touch 7/day, storm of souls 7d8 2/day

CRYSTALMANCER MYSTERY SPELLS (CL 14, Concentration +18)

1/day each - *unseen servant, heroism, telekinesis, ethereal jaunt*

CRYSTALMANCER SPELLS PREPARED (CL 14, Concentration +18) +2 on level checks to overcome spell resistance if adjacent to another Illumnarus; +1 to CL for level-dependent spell variables

4th - *cure serious wounds* (3d8+14), *dispel chaos, fire of vengeance, oath of peace, stay the hand*

3rd - *cure moderate wounds* (2d8+10), *dispel magic, mass ghostbane dirge, prayer, sanctify armor*

2nd - *bestow grace, bull's strength, bright lance, sacred bond, wake of light*

1st - *bless, challenge evil, cure light wounds* (1d8+5), *divine favor, restoration*

0 (at will) - *create water, detect magic, detect poison, mending, resistance, spark*

TACTICS

BEFORE COMBAT Xormin casts *resistance, bless, and divine favor* on himself before entering melee.

DURING COMBAT Xormin likes to be in the thick of battle. He will seek to engage the strongest target at all times. He will enable his spirit shield ability to give him extra protection if needed.

STATISTICS

STR+1 **DEX**+2 **CON**+0 **INT**+4 **WIS**+3 **CHA**+4

BASE ATK +10; **CMB** +11; **CMD** 23

FEATS Blind-Fight, Combat Expertise, Improved Disarm, Dodge, Iron Will, Extend Spell, Still Spell

SKILLS Appraise +17, Bluff +14, Craft: Alchemy +17, Craft: Mana Crystal +14, Diplomacy +14, Handle Animal +14, Knowledge: Arcana +17, Knowledge: Manasphere +17, Knowledge: The Planes +14, Perception +15, Sense Motive +18, Spellcraft +18, Use Magical Device +14

LANGUAGES Lumnar, Draz, Tradespeech, Infernal, Meech, Eltra'urk

SQ Mystery: Ancestor (Sacred Council)

COMBAT GEAR +1 *sundering dire crystal flail*, 2 thunderstones, 2 *medium rune crystals of cure serious wounds* (3d8+14), flask of acid

OTHER GEAR +2 *half-plate*, scroll case, belt pouch, 2 days rations, signet ring, waterskin, sunrod, 2 *tindertwigs*, *Lluruth cloak*, *slippers of Llur*, *cube of force*, *elemental gem (earth)*, *elixir of vision*, *scroll of magic circle against chaos*, *medium rune crystal of heroism* (CL 9); 2 cp, 8 sp, 14 gp

Xormin was born in the city of Ritvel and apprenticed early to the temple of Rital to become a crystalmancer. When the call went out for volunteers to travel to the Great Jungle, Xormin was one of the first in line.

His exemplary service to the cause and his people quickly earned him accolades from his peers, and the position as Guard Captain of the new outpost of Navu Llur.

He prefers to capture intruders on their lands alive. Unfortunately, this led to him bringing several Stazi warriors back to the outpost, seemingly unconscious and under control. However, the Stazi wanted to be captured, and soon transmitted the location of the outpost telepathically to their waiting brethren.

Xormin tried to resign his position in disgrace for his miscalculation of this new enemy. The Elder Council refused, and instead gave him further accolades for his defense of the outpost against the incest-like monsters.

MEDIUM HUMANOID (KALARIN) NG**Low-light, agile beings, inherent stalker****INIT** +3; **SENSES** Low-light, Perception -1**DEFENSE****AC** 13, touch 13, flat-footed 10**HP** 10 (1d8+2)**FORT** +2 **REF** +5 **WILL** -1**OFFENSE****SPEED** 30 ft.**MELEE** unarmed strike +1 (1d6+1/x2)**RANGED** sling +3 (1d4/x2)**GEOMANCER SPELLS KNOWN** (CL 1, Concentration +4)**1st (2/day)** - *shocking grasp* (DC14)**0 (at will)** - *ray of frost* (DC13), *resistance***TACTICS****BEFORE COMBAT** Abhey will cast *resistance* on himself before battle.**DURING COMBAT** Abhey prefers to use his sling in combat, keeping his distance as much as possible. If pressed into melee, he will use *shocking grasp* as much as he can before striking with his fists.**STATISTICS****STR**+1 **DEX**+3 **CON**+2 **INT**+1 **WIS**-1 **CHA**+3**BASE ATK** +0; **CMB** +1; **CMD** 14**FEATS** Improved Unarmed Strike, Eschew Materials, Prone Slinger**SKILLS** Acrobatics +9, Knowledge: Arcana +5, Stealth +9, Swim +5**LANGUAGES** Kaliv, Tradespeech**COMBAT GEAR** sling, 30 sling bullets, 3 *shredder* bullets**OTHER GEAR** flint & steel, belt pouch, 4 days rations, waterskin, *medium rune crystal of hide from animals* (CL 6); 8 cp, 11 sp, 2 gp

Abhey Chawla is a young student at the Monastery of the Golden Paw. He was brought here by his uncle, a member of the Merchant Caste and someone who was in great debt to the monastery.

Abhey's father is a traveling merchant who was arrested in Alteria and has since lost all contact with his family in Kala. His uncle, unwilling to feed and house the boy anymore, gave him to be raised by the monks and Geomancers who tend the monastery.

He has recently attained the rank of novice, and can leave the monastery grounds to patrol the nearby hills. He takes his duty seriously, and spends his down time tutoring the young orphans who find themselves being raised by the kind monks who took him in.

MEDIUM HUMANOID (KALARIN)

LN

Low-light, agile beings, inherent stalker**INIT** +4; **SENSES** Low-light, Perception +8**DEFENSE****AC** 17, touch 14, flat-footed 13 (amulet, dex, feat)**HP** 101 (14d8+28)**FORT** +6 **REF** +13 **WILL** +6**DEFENSIVE ABILITIES** Improved evasion, geomancer stance 3/day, reflect energy damage 2/day**OFFENSE****SPEED** 30 ft.**MELEE** unarmed strike +11/+6 (2d6+1/x2)**SPECIAL ATTACKS** Flurry of blows, absorb element 3/day**GEOMANCER SPELLS KNOWN** (CL 14, Concentration +16)**4th (1/day)** - *minor creation***3rd (5/day)** - *fireball* (DC15), *wind wall***2nd (7/day)** - *analyze portal*, *levitate*, *resist mana*, *see invisibility*, *stone call***1st (7/day)** - *endure elements*, *feather fall*, *jump*, *true strike*, *shocking grasp* (DC13)**0 (at will)** - *detect magic*, *detect poison*, *light*, *mage hand*, *mending*, *message*, *open/close*, *ray of frost* (DC12), *resistance*, *spark***TACTICS****DURING COMBAT** Cedi has not been in a real fight in almost 20 years. His favorite tactic is to cast multiple *fireballs* against large groups of targets. He will then use one of his many wands or spells to keep himself alive until help arrives.**STATISTICS****STR**+1 **DEX**+4 **CON**+2 **INT**+1 **WIS**+0 **CHA**+2**BASE ATK** +10; **CMB** +11; **CMD** 25**FEATS** Arcane Strike, Blind-Fight, Dodge, Mobility, Wind Stance, Craft Wand, Scribe Scroll, Quicken Spell, Silent Spell, Widen Spell, Eschew Materials, Improved Unarmed Strike**SKILLS** Acrobatics +14, Climb +9, Escape Artist +12, Knowledge: History +12, Knowledge: Arcana +9, Perception +8, Profession: City Administrator +11, Sense Motive +8, Stealth +14, Spellcraft +9**LANGUAGES** Kaliv, Tradespeech
SQ Wholeness of Body (+14 hp)**COMBAT GEAR** *wand of magic missiles* (CL 11, 18 charges), *wand of fireball* (CL 14, 20 charges), *wand of color spray* (CL 5, 19 charges), *potion of cure serious wounds* (3d8+15)**OTHER GEAR** bag of caltrops, flint & steel, inkpen, 2 vials of ink, belt pouch, 2 days rations, waterskin, courtier's outfit, scroll case, *amulet of natural armor* +3, *rind of force shield*, *carpet of flying* (5ftx5ft), *robe of useful items*, *scroll of false life* (CL 8), *scroll of gust of wind* (CL 8), *scroll of levitate* (CL 14), *potion of barkskin*; 12 cp, 14 sp, 20 gp, 8 pp

Cedi Kapoor is the third son of Jav Kapoor, head of the Kapoor Noble Clan of Shima. Cedi was groomed early on to administer over one of the city districts the Kapoor Clan is responsible for. He first started as an assistant to the Sewers and Waterways Manager in the capital, his third uncle on his mother's side.

After three years under his tutelage, Cedi was appointed 2nd Manager of Refuse and Debris of Block 27 in the Temple's District. This is where he really came into his own as a nobleman and middle manager. Impressed with his efficiency and strict adherence to the *Book of Coda*, Cedi was promoted by his father to be Managing Supervisor of Kapoor Holdings in the Temple's District and he has held this office for twenty years.

His is strict with his underlings, but generally well liked. When his father died, he refused a promotion within the family by his uncle, the new head of the Kapoor Noble Clan. He instead choose to remain in his current position where he is grooming his own sons to replace him when he is gone.

MEDIUM HUMANOID (KALARIN) LE**Low-light, agile beings, inherent stalker****INIT** +8; **SENSES** Low-light, Perception +0**DEFENSE****AC** 19, touch 14, flat-footed 19 (splint mail, shield, dex)**HP** 39 (4d10+8)**FORT** +6 **REF** +5 **WILL** +1; +1 vs Fear; with *cloak of resistance*: F+7, R+6, W+2**DEFENSIVE ABILITIES** Bravery +1**OFFENSE****SPEED** 30 ft. (20 ft. while in armor)**MELEE** +1 *scimitar* +8 (1d6+3, 18-20/x2)**RANGED** masterwork light crossbow +9 (1d8, 19-20/x2)**TACTICS****DURING COMBAT** Jav has orders to take prisoners so he fights to subdue rather than kill. However, he has no problem slaying a foe who will obviously cause trouble for him later.**STATISTICS****STR**+2 **DEX**+4 **CON**+2 **INT**+1 **WIS**+0 **CHA**+2**BASE ATK** +4; **CMB** +6; **CMD** 20**FEATS** Combat Reflexes, Intimidating Prowess, Improved Initiative, Weapon Focus (Scimitar), Nimble Moves**SKILLS** Acrobatics +6, Climb +8, Intimidate +10, Profession: Soldier +6, Ride +10, Stealth +6, Swim +8, Survival +6**LANGUAGES** Kaliv, Tradespeech**SQ** Armor Training I**COMBAT GEAR** +1 *scimitar*, masterwork light crossbow, 20 bolts, tanglefoot bag, *potion of cure moderate wounds* (2d8+11), 2 flash pellets**OTHER GEAR** splint mail, +1 *small steel shield*, 3 manacles, belt pouch, signal whistle, waterskin, *elixir of truth*, *cloak of resistance* +1, *boots of levitation*, *medium rune crystal of see invisibility* (CL 6), jar of Surguano salve; 8 cp, 13 sp, 16 gp, 2 pp

Jav is a Kaptaan (Captain) in the Eastern Army, a post he earned through backstabbing other officers or extorting them. Through his family connections, he obtained a prestigious post along the main road from Shadow Pass to the city of Mathura.

He takes his squad of elite killers out daily to harass merchant traffic and wayward adventurers. Those who cannot answer his questions to his satisfaction are placed under arrest and taken to one of the nearby military barracks or detention facilities.

Once there, Jav and his men take any items of value while the prisoners are being processed. Many adventurers and merchants have complained about missing coin and gear after being arrested by Jav, though since he is the de-facto law within fifty miles, nothing ever comes of it.

Jav is quick to turn over powerful magical items and gems to his superiors in Mathura, and in turn, they let him get away with his power-mad antics.

Jav is especially rude to female members of other races. He boasts to anyone who will listen about the treatment they receive after he arrests them. He bears a long scar down his back from a Rusk woman who did not take kindly to being mistreated by him. He wears a braid of her fur tied to his belt as a trophy, taken after his men killed her.

SMALL HUMANOID (MEEK'AH) LG

Low-light, augmented breathing, poison & disease resistance, natural swimmer

INIT +3; **SENSES** Low-light, Perception +10

AURA Courage (10 ft.), Good (10 ft.)

DEFENSE

AC 24, touch 16, flat-footed 23 (half-plate, size, dex, shield, feat)

HP 118 (7d10+3d12+30)

FORT +12 **REF** +8 **WILL** +11; +2 vs poison and natural diseases

DEFENSIVE ABILITIES Defensive stance 11 rounds/day (fearless defense), uncanny dodge

DEFENSIVE IMMUNITIES Disease, fear

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE +1 *adamantine shortsword* +12/+4 (1d4+2, 19-20/x2)

SPECIAL ATTACKS Smite evil 3/day, channel positive energy 4d6

PALADIN SPELLS PREPARED (CL 7, Concentration +9)

2nd - *bull's strength, shield other*

1st - *bless, cure light wounds* (1d8+5)

TACTICS

BEFORE COMBAT Herrk will cast *bless* and *bull's strength* on himself.

DURING COMBAT Herrk will try and subdue rather than kill his targets. If he is faced with evil foes, he will use his smite evil ability.

STATISTICS

STR+1 **DEX**+3 **CON**+3 **INT**+1 **WIS**+2 **CHA**+2

BASE ATK +10; **CMB** +11; **CMD** 23

FEATS Dodge, Endurance, Toughness, Improved Shield Bash, Step Up

SKILLS Craft: Weaponsmithing +8, Diplomacy +10, Heal +9, Intimidate +10, Knowledge: Nobility +8, Perception +10, Ride +9, Sense Motive +9, Spellcraft +7, Stealth +8, Swim +10

LANGUAGES Meech, Juten, Tradespeech

SQ Detect Evil, Lay on Hands (6/day), Mercy (Fatigued, Dazed), Divine Bond (Riding Dog)

COMBAT GEAR +1 *adamantine shortsword*, 2 thunderstones, 2 flasks of holy water, *potion of cure serious wounds* (3d8+11)

OTHER GEAR +2 *half-plate*, mana infused light steel shield (*advanced slot: pear cut crystal of acid*), backpack, winter blanket, 3 flasks of oil, flint & steel, belt pouch, 4 days ration, waterskin, vial of antitoxin, tindertwig, silver holy symbol (Kythlu), healer's kit, *potion of luck, potion of climbing, medium rune crystal of see invisibility* (CL 11), *ring of telekinesis, helm of underwater action, stone of alarm*; 8 cp, 12

Herrk is a member of House Sep'sesth, a noble house of Jutan. He grew up on stories of his great-uncle, Herrk the Mighty, a Meek'ah warrior who knew no fear. Young Herrk vowed to model his life after his and joined the temple of Kythlu as a paladin aspirant as soon as he could.

Dedication and hard work saw him rise among the initiates and Herrk earned the title of Paladin at a young age. Since then, he has dedicated his life to the protection of not only his House, but of all Jutan Meek'ah.

For his bravery and valor defeating a blood thirsty band of brigands who made their lair in the Dragonblood Swamp, he was awarded the title of Thane of the Basket by the Jarl. He wears his medal of valor for all to see when he ventures outside of his modest tower house on the outskirts of the city of Bresken.

Herrk is getting older and he knows it. He has spent his life protecting others with little thought to what he will do when he is no longer able to swing his sword. To this end, he has been seen courting many young Meek'ah women in the tiny villages found in the Dragonblood Swamp. He is respectful, but persistent, and unfortunately unsuccessful thus far in finding love.

SMALL HUMANOID (MEEK'AH) NE

Low-light, augmented breathing, poison & disease resistance, natural swimmer

INIT +3; **SENSES** Low-light, Perception +7

DEFENSE

AC 14, touch 14, flat-footed 11 (size, dex)

HP 7 (1d6+1)

FORT +2 **REF** +5 **WILL** +5; +2 vs poison and natural disease

OFFENSE

SPEED 30 ft.

MELEE kurkri (1d3-1/x3)

RANGED blowgun +4 (1d2/x2)

WITCH DOCTOR SPELLS PREPARED (CL 1, Concentration +1)

1st - *ray of enfeeblement* (DC11)

0 (at will) - *flare* (DC10), *purify food & drink*, *stabilize*

TACTICS

DURING COMBAT Kentrok is a coward and will run if he is outnumbered. He will surrender if he loses more than ½ of his hit points.

STATISTICS

STR-1 **DEX**+3 **CON**+1 **INT**+0 **WIS**+3 **CHA**+0

BASE ATK +0; **CMB** -2; **CMD** 11

FEATS Spell Penetration

SKILLS Climb +2, Heal +7, Knowledge: Nature +4, Perception +7, Stealth +7, Swim +3, Survival +7

LANGUAGES Meech, Juten

SQ Familiar (Tarantula)

COMBAT GEAR kurkri, blowgun, 20 blowgun darts, tanglefoot bag

OTHER GEAR backpack, 3 candles, chalk, 2 flasks of oil, belt pouch, 8 days rations, waterskin, 2 tindertwigs; 13 cp, 8 sp, 3 gp

Kentrok grew up in the slums of Barrowtown. His parents were simple greenhouse farmers who grew vegetables for the Sansrokk crime family. When Kentrok came of age, he left his meager home and joined a gang of Meek'ah who ran low level operations for the Sansrokk.

Much to his parents dismay, young Kentrok has grown to like his new life as a smuggler and thief. He hopes to one day move up the food chain and work for the Sansrokk Sisters directly, especially since he has developed a crush on the younger sister, though she doesn't know who he is.

SMALL HUMANOID (MEEK'AH) CN

Low-light, augmented breathing, poison & disease resistance, natural swimmer

INIT +3; **SENSES** Low-light, Perception +14

DEFENSE

AC 19, touch 14, flat-footed 16 (size, bracers, dex, feat)

HP 86 (14d6+28)

FORT +7 **REF** +7 **WILL** +12; +2 vs poison and natural disease

OFFENSE

SPEED 30 ft.

MELEE *rod of thunder & lightning* +10/+5 (1d4+1/x2)

RANGED +1 *mana infused blowgun* +14/+6 (1+1/x2 +2 acid damage)

SPECIAL ATTACKS Cursed strike 4/day, hex

WITCH DOCTOR SPELL-LIKE ABILITY (CL 14, Concentration +18)

7 rounds/day - spiritual ally

WITCH DOCTOR SPELLS PREPARED (CL 14, Concentration +18)

7th - *chain lighting* (DC21), *heal*

6th - *mass cure light wounds, flesh to stone* (DC20), *stone to flesh*

5th - *baleful polymorph* (DC19), *hold monster* (DC19), *wall of thorns*

4th - *blight, confusion* (DC18), *cure serious wounds* (3d8+14), *divination, solid fog*

3rd - *call lightning, dispel magic, lightning bolt* (DC17), *rage, snare*

2nd - *animal magic, augury, false life, fester, cure moderate wounds* (2d8+10)

1st - *cause fear* (DC15), *chill touch* (DC15), *cure light wounds* (1d8+5), *hypnotism, ray of enfeeblement* (DC15)

0 (at will) - *create water, detect magic, detect poison, flare* (DC14), *mending, virtue*

TACTICS

BEFORE COMBAT Zorkok will summon a spiritual ally and cast *false life* on it.

DURING COMBAT Zorkok will use spells and magical items, notably her *staff of alteration*, as much as possible.

STATISTICS

STR-1 **DEX**+3 **CON**+2 **INT**+4 **WIS**+3 **CHA**+3

BASE ATK +8; **CMB** +6; **CMD** 19

FEATS Improved Familiar, Combat Expertise, Dodge, Persuasive, Brew Potion, Enlarge Spell, Still Spell

SKILLS Craft: Mana Crystal +15, Diplomacy +13, Fly +14, Handle Animal +14, Heal +14, Knowledge: Arcana +15, Knowledge: Local +15, Knowledge: Nature +17, Perception +14, Spellcraft +15, Swim +18, Survival +11, Use Magical Device +14

LANGUAGES Meech, Veri'urk, Tradespeech, Alterian, Giant, Gnoll, Abyssal

SQ Familiar (Smoke Mephit), Nature Sense, Hex (Discord, Healing, Tongues), Wild Empathy, Wild Shape 5/day, Woodland Stride

COMBAT GEAR *rod of thunder & lightning, +1 mana infused blowgun (advanced cut: pear crystal of acid), tanglefoot bag, medium rune crystal of cure serious wounds* (3d8+15), *3 potions of cure moderate wounds* (2d8+10)

OTHER GEAR hourglass, belt pouch, 2 days rations, waterskin, sunrod, 4 tindertwigs, *potion of false life, staff of alteration* (CL 14, 17 charges), *bracers of armor +4, deck of illusions, ever-smoking bottle, ioun stone (pearly white spindle)*; 3 cp, 14 sp, 8 gp

Zorkok is the oldest of eight children, and the head of a large Meek'ah family of share croppers in Verigal. Her family has lived in the area for a thousand years and has been prominent in the politics of the region. Zorkok, or Mama Z as she likes to be called, has had seven children of her own, and is a well respected member of her community. Zorkok's eldest child once sat on the Council of Granda and is regarded as a shrewd, but trustworthy, businessman.

Mama Z runs a small inn on her family's land, one that caters to local Meek'ah as well as travelers to Granda which lies ten miles to the east. Mama Z's is clean and well lit. Her staff are all blood relations and expertly trained. Dishes are modest, cheap, and healthy. Mama Z runs the kitchen staff directly and is well known for her vegetable stew and fresh pies.

She is also the one to talk to for a bit of gossip or lore about the nearby city. If she likes you, Mama Z has been known to sell an odd rune crystal or two, all of which she crafts herself and guarantees their potency.

MEDIUM HUMANOID (RUSK) CE

Low-light, thick skin, fierce looking, weapon familiarity (battleaxe, heavy pick, war hammer, maul)

INIT +1; **SENSES** Low-light, Perception +13

DEFENSE

AC 18, touch 11, flat-footed 17 (hide armor, natural, dex)

HP 157 (14d10+56)

FORT +13 **REF** +8 **WILL** +5; +2 vs cold damage

OFFENSE

SPEED 20 ft.

MELEE +3 trident +23/+18/+13 (1d8+9/x2)

RANGED masterwork shortbow +16/+11/+6 (1d6/x3)

SPECIAL ATTACKS Animalistic rage 34 rounds/day

TOTEMIST SPELL-LIKE ABILITIES (CL 14, Concentration +15)

1/day - *endure elements*

TACTICS

DURING COMBAT Aranyu will fight in concert with her animal companion. She will drop her *elemental gem (fire)* if she needs to retreat, though she has to be convinced to do so.

STATISTICS

STR+6 **DEX**+1 **CON**+4 **INT**+1 **WIS**+3 **CHA**-1

BASE ATK +14; **CMB** +19; **CMD** 30

FEATS Blind-Fight, Critical Focus, Bleeding Critical, Intimidating Prowess, Power Attack, Cleave, Great Cleave, Lunge

SKILLS Acrobatics +12, Climb +16, Handle Animal +14, Intimidate +19, Knowledge: Nature +12, Perception +13, Sense Motive +13, Survival +12

LANGUAGES Ruskivan, Draconic

SQ Rage Points, Totem: White Wurm (opposition totem - Polar Bear), Favored Enemy (Zevrish +2, Human +4, Rusk-Polar Bear Tribe +6), Totemic Bond (White Dragyl), Rage Power (Fearless Rage, Mighty Swing, Quick Reflexes, Rolling Dodge), Wild Empathy, Companion Rage

COMBAT GEAR +3 trident, masterwork shortbow, 10 arrows, 3 +1 arrows, arrow of human slaying, medium rune crystal of cure serious wounds (3d8+9)

OTHER GEAR +2 hide armor, backpack, 10 feet of chain, flint & steel, grappling hook, belt pouch, 2 flasks of oil, 3 days rations, 50 feet of hemp rope, waterskin, *elemental gem (fire)*, *elixir of hiding*, *scarab of protection*, *potion of gaseous form*, *anklet of spider climbing*; 15 cp, 19 sp, 22 gp, 8 pp

Aranyu grew up in the shadow of the three Great Wyrms that rule her tribe. Her parents were favored minions of the dragon siblings, and Aranyu would often accompany them into the presence of their masters.

When she came of age, she was sent to live with a respected, and brutal, totemist at the edge of her Tribe's territory. There she learned to commune with the tundra, and how to live in concert with her totem. She would end up slaying her mentor when he drunkenly tried to force himself upon her.

Even though his death would of been seen as justified, she fled the tundra instead of returning to her family.

After wandering south through enemy territory, she came upon a group of Jute poachers. Instead of killing them, she offered to join them. They fought Snowcat and Elk Tribe Rusk for a few seasons before she grew bored. She moved further south with one of the poachers, a man who she grew to respect and care for, in her own way.

They entered many seasons of the *Thing* in the Clawbite, and lived well, for a time. Her friend was killed by a group of paladins who objected to the pair stealing their marks. She managed to flee and vowed to rip the entrails out of the ones who slew her friend.

WHITE CLAW (WHITE DRAGYL)

Statistics as Adult White Dragyl with the following changes: AC 22, HP 89, F+9, R+7, W+6

Melee bite +9 (1d8+3), 2 claws +9 (1d6+3), slam +9 (1d6+2), tail slap +9 (1d4+3)

S+3 **D**+0 **C**+3 **I**-2 **W**+2 **Ch**+2

Feat Improved Initiative, Alertness, Power Attack, Cleave, Combat Reflexes, Stand Still, Endurance; **BAB** +6 **CMB** +9 **CMD** 19; **SQ** Link, Share Spells, Devotion, Evasion, Multiattack

FENEC THE FRIGHTENING KIT

MALE TOTEMIST 1

CR ½

XP 200

PFRPG

MEDIUM HUMANOID (RUSK)

CG

Low-light, thick skin, fierce looking, weapon familiarity (battleaxe, heavy pick, war hammer, maul)

INIT +1; **SENSES** Low-light, Perception +4

DEFENSE

AC 16, touch 12, flat-footed 15 (hide armor, dex, natural)

HP 14 (1d10+4)

FORT +6 **REF** +1 **WILL** +0; +2 vs cold damage

OFFENSE

SPEED 20 ft.

MELEE warhammer +5 (1d8+4/x3)

RANGED javelin +2 (1d6+2/x2)

SPECIAL ATTACKS Animalistic rage 8 rounds/day

TACTICS

DURING COMBAT Fenec will begin combat by throwing one or more javelins. He will then enter melee with his warhammer.

STATISTICS

STR+4 **DEX**+1 **CON**+4 **INT**+1 **WIS**+0 **CHA**+0

BASE ATK +1; **CMB** +5; **CMD** 16

FEATS Intimidating Prowess

SKILLS Climb +8, Handle Animal +4, Intimidate +10, Perception +4, Stealth +3, Survival +4

LANGUAGES Ruskivan, Tradespeech

SQ Totem: Snowcat (opposition totem: Arctic Rabbit)

COMBAT GEAR warhammer, 4 javelins, tanglefoot bag

OTHER GEAR hide armor, bedroll, flint & steel, 1 flask of oil, belt pouch, 3 days rations, 4 torches, waterskin; 9 cp, 11 sp, 2 gp

Fenec is the fourth son of the Chief of the Snowcat Tribe of Rusk. Small for his age, young Fenec has recently decided it was best for him to leave the tribe for a while, and live on the tundra by himself.

Fenec has lived alone for four moons, single handedly slaying two poachers and a goblin scout that encroached on Snowcat lands. He misses his Tribe, but his oath to Krum to remain apart until he is tougher burns in the back of his mind.



MEDIUM HUMANOID (RUSK) CE

Low-light, thick skin, fierce looking, weapon familiarity (battleaxe, heavy pick, war hammer, maul)

INIT +4; **SENSES** Low-light, Perception +8, blindsense

DEFENSE

AC 15, touch 15, flat-footed 15 (natural, bracers)

HP 96 (1d12+3d6+6d12+30)

FORT +9 **REF** +3 **WILL** +7; +2 vs cold damage

DR 5/cold

OFFENSE

SPEED 30 ft.

MELEE +2 warhammer +15 (1d8+8/x3) or claws +12 (1d4+6/x2) or bite +12 (1d6+6/x2)

SPECIAL ATTACKS Breath weapon (1d6+1 cold; 30 ft. cone, 3/day), rage 8 rounds/day

SORCERER SPELLS KNOWN (CL 7, Concentration +13)

3rd (2/day) - *hold person* (DC15), *haste*

2nd (3/day) - *resist energy*, *scare* (DC14), *levitate*

1st (6/day) - *mage armor*, *summon monster I*, *chill touch* (DC13, +1 damage), *jump*

0 (at will) - *resistance*, *detect magic*, *daze* (DC12), *bleed*, *mage hand*, *open/close*, *mending*

BLOODLINE Draconic (White)

TACTICS

BEFORE COMBAT Vanik will cast *mage armor* and *resistance* on himself before battle. If he is expecting to fight more than two targets, he also casts *haste*.

DURING COMBAT Vanik often begins combat by using his breath weapon. If his target is caught in the blast, he follows up with *hold person*. Once they are incapacitated, he crushes their skull with his warhammer.

STATISTICS

STR+6 **DEX**+0 **CON**+4 **INT**+1 **WIS**+1 **CHA**+2

BASE ATK +6; **CMB** +12; **CMD** 22

FEATS Combat Reflexes, Combat Casting, Extra Rage, Improved Initiative, Power Attack, Weapon Focus (Warhammer), Eschew Materials

SKILLS Acrobatics +7, Bluff +6, Climb +11, Escape Artist +4, Intimidate +9, Knowledge:

Arcana +7, Knowledge: Local +5, Perception +8, Spellcraft +7, Survival +8, Use Magical Device +6

LANGUAGES Ruskivan, Draconic

SQ Fast Movement, Bloodline Arcana

COMBAT GEAR +2 warhammer, *potion of cure serious wounds* (3d8+11), *medium rune crystal of cat's grace* (CL 11), flask of Alterian fire, 2 flash pellets

OTHER GEAR *bracers of armor +1*, *amulet of minor displacement*, *mask of the skull*, *potion of resist energy (fire)*, *medium rune crystal of protection from law* (CL 8), 2 flasks of oil, belt pouch, 3 days rations, 50 feet hemp rope, waterskin; 12 cp, 18 sp, 14 gp, 2 pp

Vanik is an emissary of the White Wyrms to the Alterian government. He resides in Sprata full time and makes himself useful to the local authorities as a bounty hunter when not on official business.

The Senate has twice forbid him from fighting any visiting Rusk in the streets, though he is quick to ignore such decrees. He once served four months in an Imperial prison for murdering two Rusk caravan guards while in the city limits.

Despite this fact, he was not banished from Alteria and he continues to be seen at Senator's villas and offices arguing trade contracts for his tribe. The White Wyrms have little presence outside of their ancestral lands, and Vanik is often mistaken as belonging to a different tribe. He often acknowledges the mistake by swinging his warhammer at the head of the offending person.

MEDIUM HUMANOID (SYTASH) LG

Low-light, poison resistance, nimble footed, water retention

INIT +2; **SENSES** Low-light, Perception +6

DEFENSE

AC 24, touch 12, flat-footed 22 (armor, dex, shield, ability)

HP 176 (10d8+10d10+60)

FORT +15 **REF** +8 **WILL** +18; +2 vs poison, +8 to resist thirst & dehydration

DEFENSIVE ABILITIES Vindicator's shield

OFFENSE

SPEED 30 ft. (25 ft. while in armor)

MELEE *vorpal scimitar* +20/+5 (1d6+3, 18-20/x2)

RANGED +1 shield spike +20/+5 (1d10+1, 19-20/x2)

SPECIAL ATTACKS Channel positive energy 10d6/4/day

DOMAIN SPELL-LIKE ABILITIES (CL 17, Concentration +21)

7/day - strength surge (+5), touch of law

5 rounds/day - staff of order

10 rounds/day - might of the gods (+10)

CLERIC SPELLS PREPARED (CL 17, Concentration +21)

9th - **summon monster IX* (law), *miracle*

8th - *discern location*, *stormbolts* (DC22), **clenched fist*

7th - *mass cure serious wounds* (3d8+15), *dictum* (DC21), *symbol of stunning* (DC21), **grasping hand*

6th - *mass cure moderate wounds* (2d8+10), *heal*, *greater dispel magic*, *wind walk*, **hold monster* (DC20)

5th - *break enchantment*, *breath of life*, *insect plague*, *cleans*, **dispel chaos*

4th - *cure critical wounds* (4d8+17), *death ward*, *divine power*, *order's wrath*, *blessings of fervor*, **spell immunity*

3rd - *continual flame*, *cure serious wounds* (3d8+15), *dispel magic*, *remove curse*, *sacred bond*, **magic circle against chaos*

2nd - *aid*, *cure moderate wounds* (2d8+10), *hold person* (DC16), *blessings of courage & life*, *share language*, **align weapon* (law)

1st - *bless*, *cause fear* (DC15), *cure light wounds*

(1d8+5), *obscuring mist*, *sanctuary*, **enlarge person 0 (at will)* - *create water*, *detect poison*, *light*, *virtue*
***Domain Spell**

DOMAINS Law, Strength

TACTICS

DURING COMBAT Aamir will cast *insect plague* to distract any spellcasters. He likes to fight on the front lines, healing allies and bolstering their resolve.

STATISTICS

STR+3 **DEX**+2 **CON**+3 **INT**+2 **WIS**+4 **CHA**+3

BASE ATK +17; **CMB** +20; **CMD** 22

FEATS Alertness, Channel Smite, Alignment Channel, Combat Reflexes, Stand Still, Fleet, Iron Will, Empower Spell, Extend Spell, Still Spell

SKILLS Appraise +11, Craft: Brewing +12, Climb +9, Heal +13, Intimidate +11, Knowledge: Arcana +11, Knowledge: Religion +14, Knowledge: History +12, Perception +6, Profession: Tribal Chief +17, Ride +10, Sense Motive +15, Spellcraft +11, Swim +9

LANGUAGES Bej'urk, Vesh'urk, Tradespeech, Zualo

SQ Aura (Good), Stigmata, Faith Healing, Divine Wrath, Blood Fire, Versatile Channel, Divine Judgement, Bloodrain, Divine Retribution

COMBAT GEAR *vorpal scimitar*, *spined shield*, 10 *potion of cure serious wounds* (3d8+15), *ring of forcefangs*

OTHER GEAR *celestial armor*, *belt of speed*, *amulet of teleportation*, *figurine of wondrous power (griffon)*, *horn of blasting*, *ioun stones (lavender, green ellipsoid)*, *portable hole*, *stone salve*, 3 sunrods, 4 tindertwigs, holy symbol (Shytan), waterskin, healer's kit, brewer's supplies, belt pouch; 20 cp, 20 sp, 20 gp, 20 pp

Aamir is the chief of the Kathiri Tribe. He was instrumental in forging an alliance of convenience with the Gnolls of Yrrbon. Members of the Kathiri Tribe can seek rest and supplies in Yrrbon and tribe members do not attack or otherwise hinder the Gnolls who they encounter on the open sand.

Some hardliners in the tribe do not like the arrangement and do not trust the Gnoll's masters, however, they trust Aamir and follow his decrees.

MEDIUM HUMANOID (SYTASH) CN

Low-light, poison resistance, nimble footed, water retention

INIT +3; **SENSES** Low-light, Perception +3

DEFENSE

AC 16, touch 12, flat-footed 12 (leather armor, dex)

HP 10 (1d8+2)

FORT +2 **REF** +5 **WILL** +3; +2 vs poison, +8 to resist thirst & dehydration

OFFENSE

SPEED 40 ft.

MELEE hand axe +1 (1d6/x3) or starknife +1 (1d4/x3) or while **dual wielding**: handaxe -1 & starknife -1

RANGED starknife +4 (1d4/x3)

TACTICS

DURING COMBAT Hakim will always choose to dual wield if he is able. He will throw his starknife at a retreating foe if they must be stopped from running.

STATISTICS

STR+0 **DEX**+3 **CON**+2 **INT**+0 **WIS**+3 **CHA**+1

BASE ATK +1; **CMB** +4; **CMD** 15

FEATS Two-Weapon Fighting, Agile Maneuvers

SKILLS Acrobatics +7, Climb +4, Knowledge: Local +4, Sense Motive +7, Survival +7

LANGUAGES Bej'urk, Vesh'urk

SQ Fast Movement

COMBAT GEAR hand axe, starknife, *potion of cure light wounds* (1d8+4), flash pellet

OTHER GEAR leather armor, backpack, 2 candles, flint & steel, common lamp, 2 flasks of oil, belt pouch, 4 days rations, 2 torches, waterskin; 8 cp, 11 sp, 4 gp

Hakim was always a moody child. He often found it difficult paying attention at prayer, and his father would often cuff his ear when he would see Hakim staring off into space instead of listening to the sermon.

When he came of age, his mother suggested instead of seminary training with his uncles, Hakim should see her cousin who lived at the Oasis of Honor. When the tribe came to rest at the Oasis of Honor, Hakim was given to his cousin for training.

His cousin leads a troupe of Dervish warriors who defended the Oasis from Veshians and other enemies of the Sytash. Hakim instantly took to the training regimen.

He excelled in combat, and impressed the other warriors with his eagerness. Hakim misses his family and tribe but has found a new home at the Oasis among his new brothers.

MEDIUM HUMANOID (SYTASH) CE

Low-light, poison resistance, nimble footed, water retention

INIT +4; **SENSES** Low-light, Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (studded leather, dex)

HP 87 (14d8+14)

FORT +5 **REF** +13 **WILL** +5; +2 vs poison, +8 to resist thirst & dehydration; (W+6 vs enchantments while in a rage)

DEFENSIVE ABILITIES Uncanny dodge, trap sense +4

OFFENSE

SPEED 45 ft.

MELEE +2 scimitar of shocking burst +17/+12/+7 (1d6+3, 18-20/x2) or +1 ghost touch kukri +19/+14/+9 (1d4+2, 18-20/x2) or while **duel wielding**: +2 scimitar of shocking burst +15 & +1 ghost touch kukri +17

SPECIAL ATTACKS Rage 27 rounds/day

TACTICS

DURING COMBAT Maalik will seek to disorient foes by using his *boots of striding and springing* and his *armor of etherealness* to move about the battlefield.

STATISTICS

STR+1 **DEX**+4 **CON**+1 **INT**+1 **WIS**+2 **CHA**+1

BASE ATK +14; **CMB** +15; **CMD** 30

FEATS Athletic, Blind-Fight, Combat Reflexes, Stand Still, Critical Focus, Fleet, Weapon Finesse, Improved Two-Weapon Fighting, Improved Steal

SKILLS Acrobatics +14, Bluff +11, Climb +13, Escape Artist +14, Intimidate +11, Knowledge: Local +11, Perception +12, Sense Motive +12, Slight of Hand +14, Stealth +14, Survival +12, Swim +10

LANGUAGES Bej'urk, Vesh'urk, Tradespeech

SQ Fast Movement, Dervish Talent (Combat Swipe, Hard to Fool, Fast Tumble, Opportunist), Focused Mind 3/day, Maneuvering Mastery 3/day

COMBAT GEAR +2 scimitar of shocking burst, +1 ghost touch kukri, tanglefoot bag, potion of cure serious wounds (3d8+11), flask of Alterian fire

OTHER GEAR +1 studded leather armor of etherealness, backpack, flint & steel, 2 flasks of oil, belt pouch, 2 days rations, waterskin, sunrod, *potion of water breathing*, *ring of major fire resistance*, *boots of striding & springing*, *chime of interruption*, *gloves of arrow snaring*, *minor rune crystal of Charisma +2*; 12 cp, 20 sp, 14 gp, 8 pp

Maalik was the only son of a respected paladin. His father's words carried a lot of weight in the tribe. Everyone was sure Maalik would follow in his father's footsteps, so much so that the constant nagging and reminding of his duty would often push Maalik into dark moods.

His father's overly critical eye did not make things better for him. In a fit of rage after another tongue lashing by his self-righteous father, Maalik dumped a brazier of hot coals on the rugs of his family's tent. The fire was put out before it raged out of control, but not before two of his sisters were badly burned.

Maalik was exiled and wandered the desert for weeks before coming upon a group of foreign adventurers. The group took Maalik back to their place of origin, a small cave complex where exiles and undesirables congregated. Years would go by, and Maalik would find a place among the ruffians and cultists, even going as far as forming a cult dedicated to Yai-halu. He now defends a small shrine to The Betrayer in the cave complex he shares with other outcasts and undesirables.

MEDIUM HUMANOID (ZEVRIISH) NE

Prone to sickness, poison resistance, combat training: martial weapons

INIT +2; **SENSES** Perception +4

DEFENSE

AC 18, touch 12, flat-footed 16 (linothorax armor, shield, dex)

HP 10 (1d8+2)

FORT +4 **REF** +2 **WILL** +0; -4 vs disease, +2 vs poison

OFFENSE

SPEED 20 ft.

MELEE masterwork shortsword +5 (1d6+3, 19-20/x2)

RANGED masterwork light crossbow +4 (1d8, 19-20/x2)

SPECIAL ATTACKS Sneak Attack 1d6

TACTICS

DURING COMBAT Apollis fights well in formation, especially when he is protected by multiple allies. He will volunteer to use his light crossbow from behind the front lines.

STATISTICS

STR+3 **DEX**+2 **CON**+2 **INT**+2 **WIS**+0 **CHA**+0

BASE ATK +1; **CMB** +4; **CMD** 17

FEATS Intimidating Prowess, Power Attack, Improved Bull Rush

SKILLS Climb +7, Intimidate +7, Perception +4, Ride +6, Use Magical Device +4

LANGUAGES Zava, Alterian, Goblinoid, Giant

COMBAT GEAR masterwork shortsword, masterwork light crossbow, 20 bolts, 1 +1 bolt, *potion of cure light wounds* (1d8+5)

OTHER GEAR linothorax armor, mana infused light steel shield (*simple slot: square cut crystal of guidance*), backpack, bedroll, crowbar, flint & steel, 2 flasks of oil, belt pouch, 2 days rations, 50 feet of hemp rope, signal whistle, tent, 4 torches, waterskin, 2 sunrods, 4 tindertwigs; 6 cp, 18 sp, 14 gp, 3 pp

Apollis hails from the island of Atlantis and is the third son of Zedi Prinkips, assistant to the Third Adjunct of the Order of Atomos on the island. Growing up in the lap of luxury, Apollis' rude and selfish nature went unchecked as a child and he grew into a young man who delighted in vice and excess.

His gambling problem has cost his father thousands of gold paying off his debts. After a recent binge in the slave district, Apollis found himself enlisted in the First Legion by his father, and shipped off to the island of Phantasia.

Apollis now spends his time throwing dice in the hoplite barracks and drilling on the parade grounds. He plans on coasting through his enlistment and returning to Atlantis to murder his father.



MEDIUM HUMANOID (ZEVRISH) CG

Prone to sickness, poison resistance, combat training: martial weapons

INIT +0; **SENSES** Perception +10

DEFENSE

AC 20, touch 10, flat-footed 19 (chain main, shield)

HP 101 (14d8+28)

FORT +10 **REF** +5 **WILL** +4; -4 vs disease, +2 vs poison

DEFENSIVE ABILITIES Evasion, uncanny dodge

OFFENSE

SPEED 20 ft. (15 ft. while in armor)

MELEE +2 *outsider bane battleaxe* +19/+14/+9 (1d8+5/x3)

RANGED mana infused light crossbow +14/+9/+4 (1d8, 19-20/x2 +2 cold damage)

SPECIAL ATTACKS Sneak Attack 4d6, harassing strike 2/day, death from 1000 cuts 1/day

TACTICS

BEFORE COMBAT Silva will make sure she is near one of her spellcasting companions. She will use her potion of *blur* if she expects to fight more than one foe at a time.

DURING COMBAT Silva will try and stay near any weaker companions. She will not pursue a fleeing foe if she has wounded companions who need attention.

STATISTICS

STR+3 **DEX**+0 **CON**+2 **INT**+3 **WIS**+0 **CHA**+1

BASE ATK +14; **CMB** +17; **CMD** 27

FEATS Blind-Fight, Combat Expertise, Improved Feint, Improved Critical: Battleaxe, Improved Bull Rush, Improved Grapple, Improved Trip, Critical Focus, Tiring Critical, Strike Back, Lung, Intimidating Prowess, Bleeding Critical, Power Attack

SKILLS Climb +13, Craft: Weaponsmithing +13, Diplomacy +8, Intimidate +174, Knowledge: Local +13, Perception +10, Profession: Mercenary +10, Ride +10, Sense Motive +10, Swim +13, Stealth +7, Use Magical Device +11

LANGUAGES Zava, Alterian, Veri'urk, Tradespeech, Infernal

SQ Skirmisher Talent (Positioning Attack, Slow Reactions, Crippling Strike, Redirect Attack), Maneuvering Mastery 3/day

COMBAT GEAR +2 *outsider bane battleaxe*, mana infused light crossbow (*advanced slot: pear cut crystal of frost*), 10 bolts, 3 +1 bolts, 2 +2 bolts, 1 +5 bolt, *potion of cure serious wounds* (3d8+14), flask of Alterian fire

OTHER GEAR +2 *chain mail*, +1 *buckler of blinding*, backpack, winter blanket, crowbar, flint & steel, small steel mirror, 2 flasks of oil, belt pouch, 50 feet of silk rope, 4 days rations, 4 torches, waterskin, 2 sunrods, 3 tindertwigs, *belt of levitation*, *minor crown of blasting*, *dust of dryness*, *elixir of vision*, *medium rune crystal of aid* (CL 8), *potion of blur*; 12 cp, 18 sp, 12 gp,

Silva's childhood was spent as a child of criminals. She was constantly on the move from city and town throughout the Empire.

When she was ten, her parent were caught and put to death for conning an Estanyan Senator. As recompense, Silva was given to the Senator's household as an indentured servant until she came of age.

Silva was routinely abused by the Senator and his wife. She was given a small room under a stairwell to sleep. Silva endured this existence for three more years before she got the nerve to run away. She slipped off in the night with the help of some of the other household servants. She ran west, keeping off the Imperial roads and thoroughfares. Eventually, she would end up in Cashan. She enlisted in the Legions under a fake name, hoping they would provide her with the *cure* doses she required.

Silva spent eleven years in the Legion and became a well respected scout, and later, hoplite sergeant. She finished her last tour and choose not to reenlist, instead, she traveled north into Jutan. She spend a few seasons participating in the Thing, earning just enough coin to sleep and eat comfortably for a while. She met a few other Zevrish ex-pats and they decided to form a mercenary company since the Jarls are always looking for outsiders to do a bit of dirty work for them.

The Gluttons number 28 highly trained Zevrish combat veterans who quickly made a name for themselves in the Southern Jarlands for their rowdy antics and no-nonsense deal making. Silva serves as the company's moral compass, making sure they don't get too out of control, but also making sure the contracts they take don't have them acting against the common people.

MEDIUM HUMANOID (ZEVRISH) CE

Prone to sickness, poison resistance, combat training: martial weapons

INIT +1; **SENSES** Perception +11

DEFENSE

AC 17, touch 13, flat-footed 16 (leather armor, ring, dex, feat)

HP 89 (7d8+3d10+30)

FORT +7 **REF** +7 **WILL** +5; -4 vs disease, +6 vs poison

OFFENSE

SPEED 20 ft.

MELEE *beaststrike club* +10 (1d6+2/x2)

RANGED bomb +9 (5d6+4 fire damage)

SPECIAL ATTACKS Bomb 16/day, concussive bomb, shock bomb

ALCHEMIST EXTRACTS PREPARED (CL 9, Concentration +13)

3rd - *haste, gaseous form, water breathing*

2nd - *cure moderate wounds (2d8+9), spider climb, vomit swarm, see invisibility*

1st - *ant haul, disguise self, cure light wounds (1d8+5), reduce person, stone fist*

TACTICS

BEFORE COMBAT Syresious will prepare himself for combat by drinking a *haste* and *spider climb* extract.

DURING COMBAT Syresious will mutate himself only if he is facing more than three foes at once. He will open up with multiple concussive bombs if possible, trying to stun creatures for later capture and experimentation.

STATISTICS

STR+1 **DEX**+1 **CON**+3 **INT**+4 **WIS**+2 **CHA**+0

BASE ATK +8; **CMB** +9; **CMD** 20

FEATS Combat Expertise, Dodge, Iron Will, Extra Bombs, Point Blank Shot, Brew Potion, Throw Anything

SKILLS Appraise +11, Craft: Alchemy +14, Disable Device +11, Escape Artist +8, Heal +9, Knowledge: Manasphere +13, Knowledge: History +11, Knowledge: Nature +11, Perception +11, Slight of Hand +8, Spellcraft +12, Stealth +8, Sense Motive +9, Use Magical Device +9

LANGUAGES Zava, Alterian, Estan, Centaur, Sylvan, Goblinoid

SQ Alchemy, Mutagen, Discovery (Feral Mutagen), Poison Use, Swift Alchemy, Swift Poisoning, Bomb-Thrower, Mutagen Form (Burnaby), Mutate 2/day, Advanced Mutagen (Evasion, Burly), Brutality

COMBAT GEAR *beaststrike club*, 2 flasks of Alterian fire, 3 tanglefoot bags, *potion of cure moderate wounds* (2d8+9)

OTHER GEAR +1 *leather armor, ring of protection +2, ring of water walking, rod of negation, bag of holding* (Type I), *bracers of levitation, horn of evil, medium rune crystal of eagle's splendor* (CL 11), 2 candles, flint & steel, 4 flasks of oil, hooded lantern, belt pouch, 17 days rations, waterskin, masterwork alchemist lab, formulae book, 4 sunrods, 8 tindertwigs; 80 cp, 120 sp, 210 gp, 19 pp

Syresious lives a hermit's life in the wilds of Alteria. He travels every few moons to search for new test subjects and to keep ahead of the authorities. He is researching a way to Lichdom, and possibly, godhood if he can pierce the Manasphere as well.

He is wanted in the cities of Sprata and Cashan for murder. Acri the Bronze has a bounty on his head for the murder of two of his Talon adventuring bands.

His favorite tactic is to pose as an elderly man who has lost his way. After being "rescued", he drinks a mutagen and attacks his rescuers.

MEDIUM HUMANOID (AASIMAR) CG*Celestial resistance, skilled, darkvision***INIT** +3; **SENSES** Darkvision 60 ft.; Perception +7**DEFENSE****AC** 18, touch 13, flat-footed 15 (chain shirt, dex)**HP** 57 (9d8+9)**FORT** +4 **REF** +6 **WILL** +9; with *cloak of resistance*: F+6, R+8, W+11**DR** 5/Acid, 5/Cold, 5/Electricity**OFFENSE****SPEED** 30 ft.**MELEE** +1 *mana infused shortspear* +7/+2 (1d6/x2 +2 acid damage)**RANGED** masterwork sling +10/+5 (1d4/x2)**AASIMAR SPELL-LIKE ABILITIES** (CL 9, Concentration +12)**1/day** - *daylight***SUMMONER SPELL-LIKE ABILITIES** (CL 9, Concentration +12)**6/day** - *summon monster V***SUMMONER SPELLS KNOWN** (CL 9, Concentration +12)**3rd (4/day)** - *black tentacles, fly, spiked pit***2nd (5/day)** - *barkskin, haste, invisibility, slow***1st (6/day)** - *alarm, feather fall, jump, unfetter, ventriloquism***0 (at will)** - *acid splash, daze (DC13), detect magic, light, mage hand, open/close***TACTICS****BEFORE COMBAT** Talia will cast *haste* on herself.**DURING COMBAT** Talia prefers to let her Eidolon fight for her. She will stay behind him casting spells as she fit.**STATISTICS****STR**+0 **DEX**+3 **CON**+1 **INT**+2 **WIS**+3 **CHA**+3**BASE ATK** +6; **CMB** +6; **CMD** 19**FEATS** Alertness, Augment Summoning, Combat Casting, Scribe Scroll, Quicken Spell**SKILLS** Diplomacy +5, Fly +10, Handle Animal +10, Knowledge: Manasphere +10, Knowledge: Arcana +10, Knowledge: The Planes +10, Perception +7, Ride +11, Sense Motive +5, Spellcraft +10, Use Magical Device +9**LANGUAGES** Celestial, Tradespeech, Juten
SQ Eidolon, Life-Link, Bond Senses, Shield Ally, Maker's Call, Transposition**COMBAT GEAR** +1 *mana infused shortspear* (advanced slot: *pear cut crystal of acid*), masterwork sling, 20 sling bullets, 3 *shredder bullets*, *scroll of black tentacles***OTHER GEAR** +1 *chain shirt*, backpack, bedroll, 2 scroll cases, flint & steel, belt pouch, 4 days rations, 3 torches, waterskin, 2 sunrods, *ring of blinking*, *cloak of resistance* +2, *horn of blasting*, *pearl of power* (3rd), *medium rune crystal of guidance* (CL 5), *potion of fly*; 4 cp, 12 sp, 18 gp

Talia was stranded on Shin'ar ten years ago when she entered a malfunctioning portal on her home plane. Since then, she has made herself useful as a part time spellcaster for hire for the local constable of the small Jute town she resides in.

She can often be seen with her 8 foot tall, bronze skinned Eidolon walking in the woods or having drinks at the local tavern.

TALIA'S EIDOLON (CNU)**STR**+4 **DEX**+1 **CON**+1 **INT**-2 **WIS**+0 **CHA**+0**BASE ATK** +7; **CMB** +11; **CMD** 22**HP** 56 (7d10+7); **AC** 17; **SPEED** 30 ft.**FORT** +6 **REF** +5 **WILL** +5**MELEE** claw +11 (1d4+4) or slam +11 (1d8+4) or masterwork greatsword +12 (2d6+4, 19-20/x2)**EVOLUTIONS** claws, limbs (arms), limbs (legs), scent, slam, constrict, grab, weapon training (greatsword), DR 5/cold, fast healing**FEATS** Blind-Fight, Power Attack, Cleave, Lightning Reflexes**SKILLS** Bluff +9, Perception +8, Sense Motive +9, Stealth +10, Climb +12**SPECIAL** Link, Share Spells, Evasion, Devotion, Multiattack, Darkvision 60 ft.

MEDIUM HUMANOID (DRAZIL) NE

Darkvision, low-light vision, gore, Drazil immunities, skilled, sunlight sensitivity

INIT +2; **SENSES** Darkvision 60 ft., Low-light, Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (studded leather, dex)

HP 31 (2d8+2d6+12)

FORT +3 **REF** +5 **WILL** +6

DEFENSIVE IMMUNITIES Sleep, charm

DEFENSIVE VULNERABILITIES -2 to all rolls while in direct sunlight

DEFENSIVE ABILITIES Evasion

OFFENSE

SPEED 30 ft.

MELEE masterwork rapier +6 (1d6+3, 18-20/x2) or horns +5 (1d6+3/x2)

SPECIAL ATTACKS Sneak attack 1d6

DRAZIL SPELL-LIKE ABILITIES (CL 5)

1/day - darkness

BLOODLINE POWERS

4 rounds/day - claws +5 (1d4+3/x2)

SORCERER SPELLS KNOWN (CL 2, Concentration +3)
15% chance of spell failure while in armor

1st (5/day) - color spray, reduce person (DC12)

0 (at will) - acid splash, daze (DC11), ray of frost, bleed, mage hand

BLOODLINE Abyssal

TACTICS

DURING COMBAT Sabina will try and use her sneak attack whenever possible.

STATISTICS

STR+3 **DEX**+2 **CON**+3 **INT**+1 **WIS**+1 **CHA**+1

BASE ATK +2; **CMB** +5; **CMD** 17

FEATS Combat Reflexes, Scribe Scroll, Eschew Materials

SKILLS Acrobatics +7, Escape Artist +6, Intimidate +6, Knowledge: Arcana +5, Perception +6, Slight of Hand +7, Stealth +11

LANGUAGES Draz, Juten

SQ Eidolon, Life-Link, Bonded Senses, Bloodline Arcana (summoned creatures gain DR 1/good)

COMBAT GEAR masterwork rapier, *potion of cure light wounds* (1d8+4), *scroll of reduce person*, flask of acid

OTHER GEAR studded leather armor, backpack, bag of caltrops, crowbar, 2 flasks of oil, small steel mirror, belt pouch, 2 days rations, waterskin, tindertwig, antitoxin, *medium rune crystal of chill touch* (CL 8), *minor rune crystal of Dexterity +2*, *wand of enthrall* (CL 9, 20 charges), *hat of disguise*, *necklace of fireballs (Type II)*, *ring of sending*, blue whisper lotus extract; 4 cp, 8 sp, 18 gp, 4 pp

Sabina has spent the last two years in the Jarland of the Clawbite Hills disguised as a Drampyr mercenary. She has participated in the Thing, and is generally tolerated in a few Jutan towns and villages that see a large influx of foreigners during the contest.

In reality, she is a spy for the Raven Queen of the Drazil in Nariak. Her mission is to report on the movements of the kingdom's southern armies. She reports back to her superiors every new moon.



SABINA'S SHADOW

STR+2 **DEX**+2 **CON**+1 **INT**-2 **WIS**+0 **CHA**+0

BASE ATK +2; **CMB** +5; **CMD** 18

HP 19 (2d8+1); **AC** 15; **SPEED** 30 ft.

FORT +6 **REF** +6 **WILL** +2

MELEE 2x claw +5 (1d6+2)

EVOLUTIONS claws, limbs (arms), limbs (legs), improved damage (claws)

FEATS Power Attack

SKILLS Acrobatics +3

SPECIAL 20% chance to be missed with melee and ranged weapons, ½ damage to corporal creatures; Darkvision, Link, Share Spells, Evasion

MEDIUM HUMANOID (DWARF) CG

Darkvision, defensive training, greed, hatred, hardy, stability, stonecunning, weapon familiarity: dwarven weapons, battleaxe, heavy pick, and warhammer

INIT +1; **SENSES** Darkvision 60 ft., Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (leather armor, dex)
HP 27 (3d8+9)

FORT +4 **REF** +4 **WILL** +5; +2 vs poison

DEFENSIVE ABILITIES +4 dodge vs giants, +4 CMD vs trip and bull rush

OFFENSE

SPEED 20 ft.

MELEE masterwork shortsword +5 (1d6+2, 19-20/x2)

SPECIAL ATTACKS +1 attack vs orcs and goblinoids, bardic performance 9 rounds/day (distraction, countersong, fascinate, inspire courage +1, inspire competence +2)

BARD SPELLS KNOWN (CL 3, Concentration +4)

1st (4/day) - *charm person* (DC12), *cure light wounds* (1d8+3), *grease*, *silent image*

0 (at will) - *daze* (DC11), *ghost sound*, *mage hand*, *open/close*, *resistance*, *summon instrument*

TACTICS

DURING COMBAT Kotri will use her *wand of color spray* to distract foes. If she is fighting beside an ally, she will use her bardic performance to bolster them in battle.

STATISTICS

STR+2 **DEX**+1 **CON**+3 **INT**+1 **WIS**+2 **CHA**+1

BASE ATK +2; **CMB** +4; **CMD** 15

FEATS Scribe Scroll, Lingering Performance

SKILLS Appraise +7, Bluff +7, Climb +6, Diplomacy +7, Escape Artist +5, Knowledge: Local +6, Perception +6, Perform: Sing +7, Sense Motive +6, Slight of Hand +7, Spellcraft +5, Stealth +5, Use Magical Device +5

LANGUAGES Dwarvish, Tradespeech, Juten

SQ Bardic Knowledge, Versatile Performance (sing), Well-Versed

COMBAT GEAR masterwork shortsword, *potion of cure light wounds* (1d8+3), thunderstone

OTHER GEAR leather armor, backpack, winter blanket, flint & steel, 3 flask of oil, 3 sheets of parchment, inkpen, 2 vials of ink, belt pouch, 4 days rations, waterskin, scroll case, *ring of animal friendship*, *elemental gem (air)*, *dust of dryness*, *wand of color spray* (CL 8, 8 charges), *scroll of grease*, *scroll of disguise self*; 14 cp, 22 sp, 9 gp



Kotri belongs to the Stonesong Clan, a small group of musically talented dwarves who make their home in Jutan. Her father was a fixture at the court of the High King until his untimely death at the hands of would-be assassins. He gave his life to save his king by throwing himself in front of a poisoned crossbow bolt.

He was buried with honors in the royal crypt and his family was permanently moved into the palace in Orinfjord. Kotri would grow up here and thrive among the humans. When she came of age, she set off in search of adventure. She has had moderate success fighting brigands and monsters in the southern Jarlands.

MEDIUM HUMANOID (ELF)

N

Low-light, elven immunities, elven magic, keen senses, weapon familiarity: longbow, longsword, rapier, shortbow, and elven weapons

INIT +9; **SENSES** Low-light, Perception +12

DEFENSE

AC 17, touch 13, flat-footed 14 (bracers, dex)

HP 46 (11d6)

FORT +3 **REF** +6 **WILL** +9; +2 vs. enchantment spells

DEFENSIVE IMMUNITIES Sleep

DEFENSIVE ABILITIES Forewarned

OFFENSE

SPEED 30 ft.

MELEE masterwork mana infused dagger +6 (1d4, 19-20/x2 +1 fire damage)

RANGED +1 dart +9 (1d4+1/x2)

ARCANE SCHOOL SPELL-LIKE ABILITIES (CL 11, Concentration +15)

7/day - diviner's fortune

DIVINER SPELLS PREPARED (CL 11, Concentration +15)

+2 on caster level check to overcome spell resistance.

6th - *legend lore, true seeing*

5th - *prying eyes, telepathic bond, telekinesis*

4th - *stoneskin, arcane eye, locate creature, scrying, stone shape*

3rd - *dispel magic, arcane sight, clairvoyance/clairaudiance, tongues, lightning bolt, blink*

2nd - *obscure mist, fog cloud, detect thoughts, locate object, see invisible, daze monster (DC16)*

1st - *alarm, hold portal, mage armor, comprehend languages, identify, true strike*

0 (at will) - *resistance, acid splash, read magic, mending*

OPPOSITION SCHOOLS Illusion, Necromancy

TACTICS

DURING COMBAT If he is forced into a situation where they must defend them self, they will try and incapacitate their attackers rather than kill them.

STATISTICS

STR+0 **DEX**+3 **CON**+0 **INT**+4 **WIS**+2 **CHA**+3

BASE ATK +5; **CMB** +5; **CMD** 18

FEATS Spell Mastery (*identify, arcane sight, tongues, true seeing*), Brew Potion, Scribe Scroll, Craft Wand, Silent Spell, Maximize Spell, Craft Rod

SKILLS Appraise +13, Craft: Glassblowing +13, Fly +10, Knowledge: History +13, Knowledge: Arcana +13, Knowledge: Manasphere +13, Perception +12, Profession: Sage (elven lore and history), Spellcraft +13, Slight of Hand +9, Sense Motive +10

LANGUAGES Elvish, Tradespeech, Lumnar, Calvish, Veri'urk

SQ Arcane Bond (Amulet), Scrying Adept

COMBAT GEAR masterwork mana infused dagger (*simple slot: round cut crystal of burning*), wand of lightning bolt (CL 11, 18 charges)

OTHER GEAR *staff of divination (24 charges), bracers of armor +4, brooch of shielding, rod of cancellation, ring of counterspells (feblemind), elixir of hiding, ioun stone (pale lavender ellipsoid), pearl of power (3rd), hourglass, 2 flasks of oil, belt pouch, small steel mirror, waterskin, spellbook, spell component pouch; 8 cp, 25 sp, 20 gp, 11 pp*

Lanliss is perhaps one of the few people on Shin'ar to actively portal to the planet in hopes of getting trapped there. Lanliss hails from a world ruled by high elven noble houses. Deep within their ancient lore is a tale of the first "elves" journeying to his world from a fabled land of magical crystals and powerful gods.

They studied for a century before being sure that Shin'ar was the place spoken of in the legends. After another decade of researching a way to transport them to the planet, they arrived in the middle of the Sylvanar Forest.

After their intentions were surmised by the local Illumnarus, they were allowed to stay with them. They have since lived among them and became a sage in the lore and history of the elven people, especially the time when all elves where one race known as the Lluruth.

MARRA STEELTOES

FEMALE MONK 2

CR 1

XP 400

PFRPG

SMALL HUMANOID (HALFLING) LN

Fearless, halfling luck, keen senses, sure-footed, weapon familiarity: sling & halfling weapons

INIT +8; SENSES Perception +10

DEFENSE

AC 19, touch 16, flat-footed 15 (feat, dex, size, wisdom)

HP 15 (2d8+2)

FORT +5 REF +8 WILL +7; +2 vs. fear

DEFENSIVE ABILITIES Evasion

OFFENSE

SPEED 20 ft.

MELEE unarmed strike +3 (1d4/x2)

RANGED masterwork sling +7 (1d3/x2)

SPECIAL ATTACKS Flurry of blows, stunning fist 2/day (DC13)

TACTICS

DURING COMBAT Marra will use her flurry of blows as much as possible, especially against foes who resist her stunning fist.

STATISTICS

STR+1 DEX+4 CON+1 INT+1 WIS+3 CHA+3

BASE ATK +1; CMB +1; CMD 18

FEATS Improved Initiative, Improved Unarmed Strike, Deflect Arrows, Dodge

SKILLS Acrobatics +12, Climb +8, Escape Artist +9, Perception +10, Stealth +13

LANGUAGES Halfling, Tradespeech

COMBAT GEAR masterwork sling, 20 sling bullets, 2 tracer bullets, medium rune crystal of cure light wounds (1d8+5)

OTHER GEAR backpack, bag of caltrops, 3 flasks of oil, belt pouch, 5 days rations, 50 feet of hemp rope, 3 torches, flint & steel, waterskin, tindertwig, sunrod, vial of brighteye liquid, *potion of water breathing*, *belt of tumbling*; 2 cp, 8 sp, 1 gp

Marra grew up a slave on her home planet. One day, her master was working on building a portal to the Astral Plane. Unfortunately, the portal malfunctioned and sucked in everything in the room, including young Marra. When she awoke, she was lying near the dead body of her master in a very unfamiliar place.

She fled the scene after stripping the wizard of his possessions and made her way to a nearby town. She could not speak the local language, though through the use of body language and pantomime, the townsfolk were able to direct her to a local temple for help.

She lived in the temple for over a year and in that time she became a young acolyte and adherent to the faith. With no way to go back to her home planet, Marra has decided to make the best of her lot in life. She has recently left the temple in search of adventure.



MEDIUM HUMANOID (HALF-ELF) NG

Low-light, adaptability, elf blood, elven immunities, keen senses, multitalented

INIT +3; **SENSES** Low-light, Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (dex)

HP 47 (9d6+9)

FORT +4 **REF** +8 **WILL** +8; +2 vs. enchantment spells

DEFENSIVE IMMUNITIES Sleep

OFFENSE

SPEED 30 ft.

MELEE +2 dagger +7 (1d4+3, 19-20/x2)

RANGED masterwork dart +8 (1d4/x2)

WITCH SPELLS PREPARED (CL 9, Concentration +13)

5th - *baleful polymorph* (DC19)

4th - *cure serious wounds* (3d8+9), *solid fog*, *summon monster IV*

3rd - *deep slumber* (DC17), *pain strike*, *remove disease*, *seek thoughts*

2nd - *cure moderate wounds* (2d8+9), *daze monster* (DC16), *false life*, *fester*, *glide*

1st - *burning hands*, *charm person* (DC15), *command*, *cure light wounds* (1d8+5), *ill omen*

0 (at will) - *arcane mark*, *detect magic*, *bleed*, *dancing lights*

PATRON Animals

TACTICS

DURING COMBAT Reda will cast *baleful polymorph* on the strongest foe. She will then concentrate on any other adversary.

STATISTICS

STR+1 **DEX**+3 **CON**+1 **INT**+4 **WIS**+2 **CHA**+2

BASE ATK +4; **CMB** +5; **CMD** 18

FEATS Skill Focus (Heal), Improved Familiar, Lightning Reflexes, Nimble Moves, Silent Spell, Widen Spell

SKILLS Craft: Alchemy +12, Heal +15, Knowledge: Arcana +13, Knowledge: Manasphere +13, Knowledge: Nature +13, Perception +6, Spellcraft +8, Stealth +7, Survival +8, Use Magical Device +9

LANGUAGES Juten, Elvish, Sylvan, Lumnar, Ruskivan
SQ Hex (Blight, Charm, Flight, Healing, Ward), Familiar (Pseudodragon)

COMBAT GEAR +2 dagger, 11 masterwork darts, *potion of cure moderate wounds* (2d8+10), 3 tanglefoot bags

OTHER GEAR backpack, scroll case, flint & steel, belt pouch, 3 days rations, waterskin, 4 sunrods, 2 smokesticks, healer's kit, *ring of freedom of movement*, *wand of sleep* (CL 11, 12 charges), *boots of elvenkind*, *cloak of elvenkind*, *scarab of protection*, *elixir of hiding*, *potion of guidance*, *medium rune crystal of glyph of warding* (CL 17); 8 cp, 12 sp, 22 gp

Reda is the daughter of a reclusive Jute witch and her elven lover. Her father, a mysterious planar traveler, was stranded on Shin'ar two decades ago. He was welcomed in the small Jute community where he ended up, but choose to live just inside the tree line of the great Jutal Forest, where he would meet and fall in love with Reda's mother.

They were together for almost ten years before he perished against an unknown assassin. Her mother, stricken with grief and unable to save him, walked into the forest one night and never returned. Young Reda was given to a local farmer and his wife to raise. She grew up loved, but barely remembers her mother and father.

When Reda came of age, she began to commune with the spirit of the great forest and began practicing magic like her mother. She has joined a few adventuring bands through the years, however, she has never left Jutan and her quest to find her father's killer.

MEDIUM HUMANOID (HALF-ORC) NE

Darkvision, intimidating, orc blood, orc ferocity, weapon familiarity: greataxe, falchion, & orc weapons

INIT +4; **SENSES** Darkvision 60 ft., Perception +10

DEFENSE

AC 20, touch 14, flat-footed 16 (hide armor, dex)

HP 80 (8d8+3d8+22)

FORT +5 **REF** +12 **WILL** +4; with *cloak of resistance*: F+7, R+14, W+6

DEFENSIVE ABILITIES Evasion, trap sense +2, improved uncanny dodge

OFFENSE

SPEED 30 ft. (20 ft. while in armor)

MELEE +2 *keen shortsword* +13/+6 (1d6+5, 18-20/x2)

RANGED +3 *shortbow of distance* +15/+8 (1d6+3/x3)

SPECIAL ATTACKS Sneak attack 6d6, death attack

TACTICS

BEFORE COMBAT Alonzo prefers to ambush his targets. He will attempt to conceal himself if possible before a battle. He will also poison a number of arrows as well.

DURING COMBAT Alonzo fights to kill, period. He is not interested in taking prisoners. If he is outnumbered, he will use his *horn of fog* to create cover, then flee on his *ebony fly*.

STATISTICS

STR+3 **DEX**+4 **CON**+2 **INT**+2 **WIS**+1 **CHA**+0

BASE ATK +8; **CMB** +11; **CMD** 25

FEATS Alertness, Blind-Fight, Deadly Aim, Quick Draw, Stealthy, Vital Strike

SKILLS Acrobatics +11, Appraise +12, Bluff +10, Climb +10, Craft: Alchemy +12, Disable Device +11, Disguise +7, Escape Artist +16, Intimidate +12, Knowledge: Local +9, Perception +10, Profession: Poisoner +11, Sense Motive +7, Slight of Hand +14, Stealth +12, Swim +10, Use Magical Device +10

LANGUAGES Orcish, Tradespeech, Veri'urk, Eltra'urk

SQ Trapfinding, Rogue Talents (Bleeding Attack, Rogue Crawl, Surprise Attack, Trap Spotter), Poison Use

COMBAT GEAR +2 *keen shortsword*, +3 *shortbow of distance*, 11 arrows, 8 +1 arrows, 3 +3 arrows, 2 flasks of Alterian fire, 2 flasks of acid, 2 tanglefoot bags, *potion of cure serious wounds* (3d8+12)

OTHER GEAR *rhino hide armor*, backpack, bedroll, flint & steel, hooded lantern, 3 flasks of oil, masterwork poisoner's kit, belt pouch, 4 days rations, waterskin, 8 tindertwigs, *rod of negation*, *ring of freedom of movement*, *cloak of resistance* +2, *belt of levitation*, *figurine of wondrous power: ebony fly*, *horn of fog*; 18 cp, 13 sp, 28 gp, 7 pp

Alonzo ended up on Shin'ar by taking a wrong portal from the Astral City of Sigil. Unable to return the way he came, he instead decided to make the best of a bad situation, especially in a place that didn't know him as the greedy and selfish person he is.

After a year of getting to know his new surroundings, he opened up a small apothecary shop in the town of Eltra-Menco. His smiling, tusk-filled, face greets everyone who comes in his shop, and he is quick to call people by their first name and treat them like a long lost friend.

This, of course, is a ruse, and he uses his shop as a front for his poison making business. A business that sees its fair share of clients thanks to the ever simmering political landscape of the northern Vogogna Hills.

He has also kept himself busy as a contract killer, and he is responsible for 11 murders in and around town.

MEDIUM HUMANOID (GNOLL) N

Darkvision, natural armor

INIT +6; **SENSES** Darkvision 60 ft., Perception +8

DEFENSE

AC 19, touch 12, flat-footed 17 (scale mail, dex, natural)

HP 69 (3d10+3d10+24)

FORT +4 **REF** +7 **WILL** +3

DEFENSIVE ABILITIES Evasion

OFFENSE

SPEED 40 ft. (30 ft. while in armor)

MELEE +1 scimitar +9 (1d6+4, 18-20/x2)

RANGED +1 shortbow +8 (1d6+1/x3)

SPECIAL ATTACKS Favored enemy (magical beasts +2)

EXPLORER SPELL-LIKE ABILITIES (CL 3)

4/day - eagle vision

TACTICS

DURING COMBAT Hashem will attempt to stay behind his allies and shoot his bow. He will use his *boots of spider climbing* to obtain a better position if needed.

STATISTICS

STR+3 **DEX**+2 **CON**+4 **INT**+0 **WIS**+1 **CHA**+0

BASE ATK +5; **CMB** +8; **CMD** 20

FEATS Fleet, Improved Initiative, Endurance, Point Blank Shot, Nimble Moves, Precise Shot

SKILLS Climb +9, Heal +7, Knowledge: Geography +7, Knowledge: Nature +7, Perception +8, Stealth +8, Survival +8, Swim +7

LANGUAGES Gnoll

SQ Track, Wild Empathy, Combat Style: Archery, Favored Terrain (Desert, Underground), Terrain Adaptation

COMBAT GEAR +1 scimitar, +1 shortbow, 17 arrows, 3 +1 arrows, tanglefoot bag, *potion of cure light wounds* (1d8+3)

OTHER GEAR mana infused scale mail (*advanced slot: pear crystal of burning*), backpack, map case, flint & steel, 3 flasks of oil, small steel mirror, belt pouch, 4 days ration, 50 feet of hemp rope, grappling hook, waterskin, smokestick, *potion of see invisible*, *ring of chameleon power*, *brooch of shielding*, *boots of spider climbing*, *minor rune crystal of Strength +3*, *medium rune crystal of sanctuary* (CL 6); 4 cp, 8 sp, 11 gp, 1 pp

Hashem belongs to the Yrrsban Clan of Yrrbon. His father and mother are trusted advisors to the ruling Kolyaruts. Hashem hires himself out as a guide in the desert, though he will never go near any Sytash controlled oasis.

He likes to be alone, and when guiding adventurers through the sands, he stays well ahead of the party. He will not purposely abandon those he hires, though he will not risk his life to save them if they get themselves into a situation he warned them about.

SMALL HUMANOID (GOBLIN)

CE

Darkvision, skilled**INIT** +4; **SENSES** Darkvision 60 ft., Perception +2**DEFENSE****AC** 16, touch 15, flat-footed 12 (bracers, size, dex)**HP** 32 (5d6+10)**FORT** +3 **REF** +5 **WILL** +5**DR** 10/fire**OFFENSE****SPEED** 60 ft.**MELEE** +1 dagger +3 (1d3+1, 19-20/x2)**BLOODLINE SPELL-LIKE ABILITY** (CL 5, Concentration +11)**5/day** - elemental ray (1d6+2 fire damage)**SORCERER SPELLS KNOWN** (CL 5, Concentration +11)**2nd (5/day)** - *scorching ray*, *daze monster* (DC14), *continual flame***1st (7/day)** - *burning hands*, *endure elements*, *magic missile*, *jump*, *reduce person* (DC13)**0 (at will)** - *resistance*, *detect magic*, *ghost sound*, *flare*, *bleed*, *arcane mark***BLOODLINE** Elemental (Fire)**TACTICS****DURING COMBAT** Vogun will try and ignite any flammable substance on the battlefield. He will use his elemental ray and *scorching ray* to do so.**STATISTICS****STR**+0 **DEX**+4 **CON**+2 **INT**+1 **WIS**+1 **CHA**+2**BASE ATK** +2; **CMB** +1; **CMD** 15**FEATS** Combat Casting, Scribe Scroll, Quicken Spell, Eschew Materials**SKILLS** Bluff +8, Fly +8, Intimidate +7, Knowledge: Arcana +6, Perception +2, Ride +9, Spellcraft +7, Stealth +13, Use Magical Device +6**LANGUAGES** Goblinoid, Alterian, Giant**COMBAT GEAR** +1 dagger, staff of fire (CL 11, 32 charges), *potion of cure light wounds* (1d8+5), flask of Alterian fire, *scroll of daze monster* (CL 5)**OTHER GEAR** scroll case, flint & steel, 2 flasks of oil, 4 sheets of parchment, inkpen, 2 vials of ink, belt pouch, 4 days of rations, waterskin, *ring of minor cold resistance*, *bracers of armor +1*, *wand of burning hands* (CL 11, 7 charges), *robe of useful items*, *scroll of mage armor* (CL 8); 14 cp, 11 sp, 8 gp, 2 pp

Vogun is a veteran of the Alterian Legions. He earned his freedom by surviving 10 years in service of the Empire. He now spends his time lording over a small group of freed slaves in the Atlantis slave district where he has opened up a feast hall specializing in smoked fish and charred meats on a stick.

He is not a nice person and saves soothing words and wide smiles for the Atlanteans who infrequently come to his establishment.



GOMB THE PLEASANT

MALE ALCHEMIST 1

CR 3

XP 800

PFRPG

LARGE HUMANOID (OGRE) NE

Darkvision, low-light, extra reach, natural armor
INIT +3; **SENSES** Darkvision 60 ft., Low-light, Perception +5

DEFENSE

AC 15, touch 9, flat-footed 14 (ring, size, natural)
HP 37 (5d8+14)
FORT +8 **REF** +1 **WILL** +5

OFFENSE

SPEED 30 ft.

MELEE masterwork club +8 (1d6+5/x2)

RANGED bomb +1 (1d6+1 fire damage)

SPECIAL ATTACKS Bomb 2/day

ALCHEMIST EXTRACTS PREPARED (CL 1, Concentration +2)

1st - *expeditious retreat*

TACTICS

DURING COMBAT Gomb is will toss his bombs before he enters melee. If he is ever outnumbered more than 2 to 1, he will attempt to flee.

STATISTICS

STR+5 **DEX**-1 **CON**+2 **INT**+1 **WIS**+0 **CHA**+1

BASE ATK +3; **CMB** +9; **CMD** 18

FEATS Iron Will, Toughness, Improved Initiative, Brew Potion, Throw Anything

SKILLS Appraise +6, Climb +7, Craft: Alchemy +6, Perception +5

LANGUAGES Giant, Alterian

SQ Alchemy, Mutagen

COMBAT GEAR masterwork club, 2 *potions of cure light wounds* (1d8+5), 2 flasks of Alterian fire, thunderstone

OTHER GEAR crowbar, hourglass, fine clothes, 2 flasks of oil, belt pouch, 2 days rations, waterskin, 3 sunrods, 5 tindertwigs, alchemist's lab, *ring of protection +2*, *minor rune crystal of Charisma +4*, *potion of bless* (CL 8); 18 cp, 22 sp, 23 gp, 9 pp

Gomb is the attaché to the aging Senator Kurn from Oogoksten in Sprata. He has held the position for eight years and has murdered or discredited any potential rivals. He has his sights set on the Senator's seat, but he is wise enough to let Kurn die of old age rather than attempt to kill him.

Gomb earned his nickname from his pleasant demeanor and jovial manner. His hygiene is impeccable and he is always finely dressed. He is quick with a smile and kind word to everyone he meets. Once it is clear the person can no longer do anything for Gomb, he is also quick to dismiss them, sometimes in very loud and messy ways.

APPENDIX A

The world of Shin'ar is full of colorful characters, heroic bystanders, and despicable villains. Below is a small sample of those types of people, presented without stats for the GM to create as they see fit. Enjoy!



RALLO WYLMYR

Human (Jute) male Barbarian 11; CN

Rallo is the sub-chief of a clan of Jute who dwell high up in the Darkfrost Mountains. The clan raids the villages in the foothills, then retreats back to their mountain homes. The Jarl of Merdah has issued a bounty of 500 gp for his capture or proof of his death. Rallo has caught wind of this bounty and has boasted that if it ever reaches 1,000 gp, he would turn himself in to claim it!

SOPHIA ROMERO DE FATERA

Human (Vergal) NB Cleric 8; CG

Sophia is a cleric of Zephyr, the God of Travel and Commerce. They travel from city to city spreading the word of their god to all who will listen. They cannot stay in one place more than a few days and when it is close to their time to leave, they become visibly agitated and morose. Their mood quickly brightens once they are on the open road once more.





VARGON DUUR

Dwarf male Fighter 14; LE

Vargon was part of an adventuring band that made a fortune raiding a large and infamous dungeon on his native world. On one such expedition, he fled a group of undead black dragon wyrmlings and tripped and fell into a malfunctioning portal. He ended up on Shin'ar and eventually joined a mercenary company operating in Verigal. His gruff manner and no-nonsense way of speaking has not earned him any friends, but his prowess in battle has earned him their respect.

XAXAR XOL'ARRIN

Elf (Drow) male Sorcerer 18; CE

Xaxar was born in the small Drow settlement below the Eltra Mountains. His mother, a high priestess, fell out of favor with their Matron and was killed. Xaxar was given over to slaves to raise and he spent his childhood tending the mushroom fields that fed the noble house. When his sorcerous powers emerged, he was drafted by the noble house into their army, however, after eleven years of such servitude, Xaxar slew his commander and ran away. He traveled extensively around Shin'ar before finally settling in the Great Jungle. There, he researches the exotic and mana-infused flora for use in his experiments.





RONGO

Centaur male Fighter 7; N

Rongo hails from the Jutal Forest and is considered the finest warrior in his small village. He declined the role of chief on two separate occasions, preferring to fight battles instead of lead them. He is generally well liked, but his temper and quickness to jump to conclusions has earned him the ire of the older Centaurs in his clan.

LADY DESMONDA NYSTROM

Eltrabi (Vampyr) female Wizard 4; NE

Desmonda is the daughter of Lord Halster Nystrom, chief advisor to the Queen of Eltra. She has grown up in the lap of luxury and never wanted for anything in her life. Her father is grooming her for a position at Court, however, Desmonda has other plans. She has recently fell in love with a slave, an adventurer who was captured six months ago trying to break into House Nystrom's winter villa. He was tortured and fed upon, but not killed. Desmonda used her influence to release him into her charge. They are plotting to kill her father and take over the family fortunes.





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