



# THE LOST CITY OF BARAKUS

W. D. B. Kenower & Bill Webb

## Iconic Characters



NECROMANCER  
GAMES



Swords  
& Wizardry



FROG GOD  
GAMES



# THE LOST CITY OF BARAKUS

## Iconic Characters

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Note — There is no “Warrid” for Swords & Wizardry

# Bannor

## Background

As a young child, you were abandoned at a monastery of Mitra. Your physical gifts led you to serve as a squire to the holy order of knights. However, almost one year ago, while sweeping the stables, you were struck by an overpowering vision of Muir, a long-forgotten Goddess of Valor. A lesser deity, worship of Muir has all but died out. Her temples are few and most are in ruin or long abandoned by all but a handful of dedicated followers. The revelation of your vision was met with scorn by the brother knights. “Why would Muir appear at a monastery of Mitra to a stable boy,” they asked. Yet in your heart you knew the truth of your vision. You asked for and were granted permission to leave the order. The brother knights gave you your armor and your trusty longsword. Though they advised that it would be better to stay in the service of Mitra, you set out alone to do the will of Muir. Your travels brought you to Reme. There, you stopped for supplies and came across Corian’s notice at the Starving Stirge. You agreed to follow Corian’s path, as it leads towards Fairhill and Bard’s Gate where it is said there is still a temple of Muir.

**BANNOR** CR 1/2  
**XP 200**

Male human paladin of Muir (Goddess of Paladins) 1 (*The Slumbering Tsar Saga* 91)  
 LG Medium humanoid (human)

**Init** +0; **Perception** +1

**Aura** good

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

**hp** 12 (1d10+1 plus 1)

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

**Speed** 20 ft.

**Melee** longsword +5 (1d8+3/19–20) or heavy mace +4 (1d8+3)

**Special Attacks** smite evil 1/day (+2 attack and AC/+1 damage)

**Spell-like Abilities** (CL 1st):



At will—*detect evil*

**Str** 17, **Dex** 11, **Con** 12, **Int** 10, **Wis** 13 **Cha** 15

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Power Attack, Weapon Focus (longsword)

**Skills** Heal +5, Knowledge (religion) +4, Ride –2

**Languages** Common

**SQ** code of conduct

**Combat Gear** holy water; **Gear** scale mail, heavy steel shield, longsword, heavy mace, backpack, bedroll, flint and steel, wooden holy symbol of Muir, 50-ft. hemp rope, sack, 2 sunrods, 5 torches, 8 days trail rations, waterskin, explorer’s outfit, belt pouch with 27 gp, 7 sp, and 5 cp.

**HP - 12**

**Notes**

# PATHFINDER

HP - 27	Notes

At 3rd character level, Bannor's stat block is as follows:

**BANNOR**  
**XP 600**

**CR 2**

Male human paladin of Muir (Goddess of Paladins) 3 (*The Slumbering Tsar Saga* 91)

LG Medium humanoid (human)

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

**Aura** (10 ft.), good

**AC** 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

**hp** 27 (3d10+3 plus 3)

**Fort** +6, **Ref** +3, **Will** +6

**Defensive Abilities** divine grace; **Immune** disease, fear

**Speed** 20 ft.

**Melee** +1 *longsword* +8 (1d8+4/19–20) or heavy mace +6 (1d8+3)

**Special Attacks** smite evil 1/day (+2 attack and AC/+3 damage)

**Spell-like Abilities** (CL 3rd):

At will—*detect evil*

**Str** 17, **Dex** 11, **Con** 12, **Int** 10, **Wis** 13 **Cha** 15

**Base Atk** +3; **CMB** +6; **CMD** 16

**Feats** Extra Lay on Hands, Power Attack, Weapon Focus (*longsword*)

**Skills** Diplomacy +7, Heal +6, Knowledge (religion) +5, Perception +2, Ride +0

**Languages** Common

**SQ** code of conduct, lay on hands 5/day (1d6), mercy (sickened)

**Gear** masterwork breastplate, heavy steel shield, +1 *longsword*, heavy mace, backpack, bedroll, flint and steel, wooden holy symbol of Muir, 50-ft. hemp rope, sack, 5 torches, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 281 gp, 7 sp, and 5 cp.

# Belfin

## Background

As most of your race and profession, you are a loner. Yet you are even more reserved than most. Quiet and grim, you prefer the silence of the woodlands to the din of the city. Those few who know you learn that beneath your gloomy exterior lies a noble heart—a person whose word is his bond. Those who do not know you find you to be a pessimist, seeing doom and ill fortune in all paths. Your dark demeanor is not surprising, given that you are the sole survivor of a troll raid on your elven village. You have pledged your life to seek out these foul creatures and slay them wherever they may lurk without quarter. Stopping in Reme only to acquire some needed equipment, you noticed Corian's post in the Starving Stirge. Intrigued, and against your better judgment, you approached the young sorcerer. Sensing a kindred spirit, you agreed to travel with him wherever the road may take you.

**BELFLIN**  
**XP 200**

**CR 1/2**

Male elf ranger 1  
CG Medium humanoid (elf)  
**Init** +4; **Senses** low-light vision; **Perception** +8

**AC** 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)  
**hp** 11 (1d10+1)  
**Fort** +3, **Ref** +6, **Will** +2; +2 vs. enchantment  
**Immune** magic sleep

**Speed** 30 ft.  
**Melee** longsword +0 (1d8+1/19–20), short sword +0 (1d6/19–20) or longsword +2 (1d8+1/19–20)  
**Ranged** longbow +5 (1d8/x3)  
**Special Attacks** favored enemy (Humanoid [giant] +2)

**Str** 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10  
**Base Atk** +1; **CMB** +2; **CMD** 16



**Feats** Endurance, Two-Weapon Fighting  
**Skills** Climb +4, Handle Animal +4, Knowledge (nature) +4, Perception +8, Spellcraft +0 (+2 identify magic items), Stealth +7, Survival +6 (+7 tracking), Swim +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties  
**Languages** Common, Elven  
**SQ** track +1, wild empathy +1  
**Combat Gear** smokestick; **Other Gear** studded leather armor, longsword, short sword, longbow, 20 arrows, backpack, bedroll, flint and steel, 50-ft. hemp rope, sack, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 8 gp and 8 sp.

**HP - II**

**Notes**

**Arrows**



HP - 24

Notes

Arrows



At 3rd character level, Belfin's stat block is as follows:

**BELFLIN**

**XP 600**

Male elf ranger 3

CG Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; **Perception** +10

**AC** 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

**hp** 24 (3d10+3)

**Fort** +4; **Ref** +7; **Will** +3; +2 vs. enchantment

**Immune** magic sleep

**Speed** 30 ft.

**Melee** +1 *longsword* +3 (1d8+2/19–20), short sword +2 (1d6+1/19–20) or +1 *longsword* +5 (1d8+2/19–20)

**Ranged** *longbow* +7 (1d8/x3)

**Special Attacks** favored enemy (Humanoid [giant] +2), two-handed combat style

**Str** 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

**CR 2**

**Base Atk** +3; **CMB** +4; **CMD** 18

**Feats** Double Slice, Endurance, Point-Blank Shot, Two-Weapon Fighting

**Skills** Acrobatics +6, Climb +7, Handle Animal +4, Knowledge (geography) +4, Knowledge (nature) +5, Linguistics +1, Perception +10, Spellcraft +0 (+2 identify magic items), Stealth +10, Survival +8 (+9 tracking), Swim +6; **Racial**

**Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Elven, Giant

**SQ** favored terrain (forest +2), track +1, wild empathy +3

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** masterwork studded leather armor, +1 *longsword*, short sword, *longbow*, 20 arrows, backpack, bedroll, flint and steel, 50-ft. hemp rope, sack, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 103 gp and 8 sp.



# Cedric

## Background

You are a follower of the dryad Ossyniria. You reside in her grove in a forest near Bard's Gate with you fellow druids. You, however, are the only non-elf. You do not know your parents. Your human half has led you to have a fascination of human civilization. Following the end of your apprenticeship, you requested Ossyniria to allow you to leave the grove and observe men and their cities. Seeing the honesty of your request, she granted your wish. You have since wandered along the Tradeway from Bard's Gate to Reme. There, at the Starving Stirge, you met Corian. You had been away from the grove for some time and longed to return. When Corian asked for your aid you agreed to travel with him on your way back to Bard's Gate and the grove that is your home.

**CEDRIC** **CR 1/2**  
**XP 200**

Male half-elf druid 1  
 N Medium humanoid (elf, human)  
**Init** +6; **Senses** low-light vision; **Perception** +9

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**AC** 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)  
**hp** 9 (1d8+1)  
**Fort** +3; **Ref** +2; **Will** +5; +2 vs. enchantment  
**Immune** magic sleep

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**Speed** 30 ft.  
**Melee** cold iron scimitar +1 (1d6+1/18–20)  
**Ranged** sling +2 (1d4+1)  
**Domain Spell-like Abilities** (CL 1st, ranged touch +2):  
*6/day—storm burst*  
**Spells Prepared** (CL 1st):  
 1st—*cure light wounds, obscuring mist<sup>P</sup>, speak with animals*  
 0 (at will)—*detect poison, know direction, purify food and drink*  
**D** domain spell; **Domain** Weather

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**Str** 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12



**Base Atk** +0; **CMB** +1; **CMD** 13  
**Feats** Improved Initiative, Skill Focus<sup>B</sup> (Knowledge [nature])  
**Skills** Handle Animal +5, Heal +7, Knowledge (nature) +9, Perception +9, Survival +9; **Racial Modifiers** +2 Perception  
**Languages** Common, Druidic, Elven  
**SQ** adaptability, elf blood, nature bond (Weather domain), nature sense, wild empathy +2  
**Gear** leather armor, cold iron scimitar, sling, 20 bullets, 10 silver bullets, spell component pouch, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 13 gp and 5 sp.

<p><b>HP - 9</b></p>	<p style="text-align: center;"><b>Notes</b></p> <div style="border: 1px solid black; padding: 10px; margin: 10px auto; width: fit-content;"> <p style="text-align: center;"><b>Bullets</b></p> <p style="text-align: center;">                 □□□□□                  □□□□□                  □□□□□                  □□□□□             </p> <p style="text-align: center;"><b>Silver Bullets</b></p> <p style="text-align: center;">                 □□□□□                  □□□□□             </p> </div>
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# PATHFINDER

<b>HP - 20</b>	<div style="text-align: center; font-size: 1.2em; font-weight: bold;">Notes</div> <div style="text-align: right; border: 1px solid black; padding: 5px; margin-top: 20px;"> <p style="text-align: center; font-weight: bold;">Bullets</p> <p style="text-align: center;"> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black;"></span> </p> <p style="text-align: center;"> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black;"></span> </p> <p style="text-align: center;"> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black;"></span> </p> <p style="text-align: center; font-weight: bold;">Silver Bullets</p> <p style="text-align: center;"> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black;"></span> </p> <p style="text-align: center;"> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black; margin-right: 2px;"></span> <span style="display: inline-block; width: 10px; height: 10px; border: 1px solid black;"></span> </p> </div>
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At 3rd character level, Cedric's stat block is as follows:

**CEDRIC**  
**XP 600**

Male half-elf druid 3  
N Medium humanoid (elf, human)  
**Init** +6; **Senses** low-light vision; **Perception** +10

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)  
**hp** 20 (3d8+3)  
**Fort** +5; **Ref** +4; **Will** +7; +2 vs. enchantment  
**Immune** magic sleep

**Speed** 30 ft.  
**Melee** mwk cold iron scimitar +4 (1d6+1/18-20)  
**Ranged** mwk sling +5 (1d4+1)  
**Domain Spell-like Abilities** (CL 3rd, ranged touch +4):  
*6/day—storm burst*  
**Spells Prepared** (CL 3rd):  
2nd—*bear's endurance, fog cloud<sup>D</sup>, spider climb*  
1st—*cure light wounds, magic stone, obscuring mist<sup>D</sup>, speak with animals*

**CR 2**

0 (at will)—*detect poison, know direction, purify food and drink, resistance*

**D** domain spell; **Domain** Weather

**Str** 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Dodge, Improved Initiative, Skill Focus<sup>B</sup> (Knowledge [nature])

**Skills** Handle Animal +6, Heal +9, Knowledge (nature) +11, Perception +10, Survival +11, Swim +6; **Racial Modifiers** +2 Perception

**Languages** Common, Druidic, Elven

**SQ** adaptability, elf blood, nature bond (Weather domain), nature sense, trackless step, wild empathy +4, woodland stride

**Gear** +1 *leather armor*, masterwork cold iron scimitar, masterwork sling, 20 bullets, 10 silver bullets, *cloak of resistance +1*, spell component pouch, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 193 gp and 6 sp.

# Corian

## Background

You have lived all your life with your uncle, a mage in the city of Reme. Your parents died when you were a very young child and your uncle has never bothered to hide the insinuation that you were somehow responsible for the fire that took your mother's and father's lives. Your uncle, seeing little other use for you, put you to work as an apprentice. Your innate knack for magic led your uncle to begin teaching you the arcane principles of wizardry. As a student, however, you were an utter failure. You could never seem to grasp the use of all the rote memorization forced on you by your uncle. Why did a mage need to learn such things, you wondered, when all one needed to do was imagine the desired effect and it happened? Despite your stubbornness, you learned the basics of spellcraft—though your instincts still rebelled against the formalism of your uncle's methods.

Finally, in a fit of anger over your lack of interest in your studies, your uncle released you from your apprenticeship. This suited you just fine, for you recently discovered a strange amulet that you were interested in learning more about...

**CORIAN**  
**XP 200**

**CR 1/2**

Male human sorcerer 1  
CG Medium humanoid (human)  
**Init** +1; **Perception** +1

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)  
**hp** 11 (1d6+1 plus 4)  
**Fort** +1; **Ref** +1; **Will** +3

**Speed** 30 ft.  
**Melee** dagger +0 (1d4/19–20) or morningstar +0 (1d8)  
**Ranged** mwk light crossbow +2 (1d8/19–20)  
**Spells Known** (CL 1st):  
1st (4/day)—*identify*, *magic missile*  
0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*  
**Bloodline** arcane

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



**Base Atk** +0; **CMB** +0; **CMD** 11  
**Feats** Eschew Materials, Light Armor Proficiency, Toughness  
**Skills** Craft (alchemy) +6, Knowledge (arcana) +6, Sense Motive +2, Spellcraft +6, Use Magic Device +7  
**Languages** Common, Draconic, Elven  
**SQ** arcane bond (masterwork light crossbow), bloodline arcane  
**Combat Gear** flask of acid; **Other Gear** leather armor, morningstar, dagger, masterwork light crossbow "Betsy", 20 bolts, backpack, bedroll, map case, flint and steel, vial of ink, inkpen, 5 sheets of parchment, 8 days trail rations, waterskin, sack, 3 sunrods, 5 torches, traveler's outfit, belt pouch with 12 gp, 6 sp, and 5 cp.

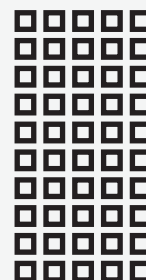
**HP - II**

**Notes**

**Bolts**



**Wand Charges**





# Drebb

## Background

Falsely accused of leaving your post during an orc raid by a superior with a grudge against you, you were expelled from your homeland and disowned by your family. Travelling down the coast road from your homeland in the north, you sought to put your shame behind you and prove your worth by a life of adventure. You dream every day of returning to your homeland, your reputation established, ousting the coward who stained your good name and being accepted by your father. Because the dwarf who falsely accused you was from a noble family, and thus his accusation was not questioned, you have no love for those of wealth and power. You see them as weaklings who cannot match their words with deeds. Finding yourself in Reme at the end of the coast road, you took a room at the Starving Stirge. There, you read Corian's note and decided that joining with Corian would lead you to glory and fame. And redemption.

**DREBB** CR 1/2

**XP 200**

Male dwarf fighter 1

NG Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +0

**AC** 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield) (+4 dodge vs giants)

**hp** 14 (1d10+3 plus 1)

**Fort** +5; **Ref** +1; **Will** +0; +2 vs. poison, spells, and spell-like abilities

**Speed** 20 ft.

**Melee** dwarven waraxe +6 (1d10+4/x3)

**Ranged** heavy crossbow +2 (1d10/19–20)

**Special Attacks** +1 attacks vs. goblinoids and orcs

**Str** 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 6

**Base Atk** +1; **CMB** +5; **CMD** 16 (20 vs. bull rush and trip)



**Feats** Power Attack, Weapon Focus (dwarven waraxe)

**Skills** Appraise +1 (+3 precious metals and gems), Perception +0 (+2 unusual stonework), Swim +2; **Racial**

**Modifiers** +2 Appraise to assess nonmagical metals and gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** armor training 1, stonecunning

**Gear** scale mail, heavy steel shield, dwarven waraxe, heavy crossbow, 15 bolts, backpack, bedroll, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 5 gp and 4 sp.

**HP - 14**

**Notes**

**Bolts**





# PATHFINDER

<b>HP - 33</b>	<div style="text-align: center; font-size: 1.2em; font-weight: bold;">Notes</div> <div style="text-align: right; margin-top: 20px;"> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <p style="text-align: center; margin: 0;"><b>Bolts</b></p> <table style="margin: 0 auto; border-collapse: collapse;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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At 3rd character level, Bannor's stat block is as follows:

**DREBB**

**XP 600**

Male dwarf fighter 3

NG Medium humanoid (dwarf)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +2

**AC** 20, touch 11, flat-footed 19 (+6 armor, +1 Dex, +3 shield)

**hp** 33 (3d10+9 plus 3)

**Fort** +7; **Ref** +3; **Will** +2 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** +4 dodge vs. giants, bravery +1

**Speed** 20 ft.

**Melee** mwk dwarven waraxe +9 (1d10+4/x3)

**Ranged** heavy crossbow +4 (1d10/19-20)

**Special Attacks** +1 attacks vs. goblinoids and orcs

**Str** 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 6

**CR 2**

**Base Atk** +3; **CMB** +7; **CMD** 18 (22 vs. bull rush and trip)

**Feats** Cleave, Power Attack, Shield Focus, Weapon Focus (dwarven waraxe)

**Skills** Appraise +1 (+3 precious metals and gems), Perception +2 (+4 unusual stonework), Sense Motive +1, Swim +4; **Racial Modifiers** +2 Appraise to assess nonmagical metals and gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** armor training 1, stonecunning

**Combat Gear** 2 *potions of cure light wounds*; **Other Gear** +1 *scale mail*, heavy steel shield, masterwork dwarven waraxe, heavy crossbow, 20 bolts, *cloak of resistance* +1, backpack, bedroll, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 279 gp and 9 sp.

# Drinnin

## Background

You were sent by your master from the Monastery of the Standing Stone to retrieve for him a fine ruby. He provided you with a purse of coins and sent you on your way to Reme. He did not explain his purpose, other than to caution you that material possessions often cloud those on the path of truth. Not one to question your master you dutifully traveled to Reme and traded your coins for a brilliant ruby. As you passed through an alleyway within the city, near a tavern called the Starving Sturge, you were set upon by thugs. They apparently were unfamiliar with the uses to which a stout staff may be put in combat. You provided them their education. A likeable fellow named Corian emerged from the tavern and offered you his assistance. When you explained you were unhurt and had an errand requiring your attention he explained he was seeking companions to uncover a mystery. When he mentioned he would be traveling to Fairhill—back towards the Monastery of the Standing Stone—you agreed to accompany him.

**DRINNIN**  
**XP 200**

**CR 1/2**

Male human monk 1  
LN Medium humanoid (human)  
**Init** +2; **Perception** +5

**AC** 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)  
**hp** 9 (1d8+1)  
**Fort** +3; **Ref** +4; **Will** +3

**Speed** 30 ft.

**Melee** quarterstaff +4 (1d6+6) or unarmed strike +4 (1d6+4) or flurry of blow +3/+3 (1d6+4)

**Ranged** dagger +2 (1d4+4/19–20)

**Special Attacks** stunning fist 1/day (DC 11)

**Str** 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 9

**Base Atk** +0; **CMB** +4; **CMD** 18

**Feats** Dodge, Improved Unarmed Strike, Power Attack,



**Stunning Fist**

**Skills** Acrobatics +6, Escape Artist +6, Perception +5, Sense Motive +5, Sleight of Hand +3, Stealth +6

**Languages** Common

**SQ** maneuver training

**Gear** quarterstaff, 2 daggers, backpack, bedroll, 8 days trail rations, waterskin, monk's outfit, belt pouch with 9 gp and 9 sp.

**Stunning Fist (Ex)** After declaring use of this attack, foes damaged by your unarmed attack must make a DC 11 Fortitude save or be stunned for 1 round in addition to taking normal damage.

**HP - 9**

**Notes**

# PATHFINDER

HP - 20	Notes

At 3rd character level, Drinnin's stat block is as follows:

**DRINNIN**

**XP 600**

Male human monk 3  
LN Medium humanoid (human)

**Init** +2; **Perception** +7

**AC** 15, touch 14, flat-footed 12 (+1 armor, +2 Dex, +1 dodge, +1 Wis)

**hp** 20 (3d8+3)

**Fort** +5; **Ref** +6; **Will** +5; +2 vs. enchantment

**Defensive Abilities** evasion

**Speed** 40 ft.

**Melee** mwk quarterstaff +7 (1d6+6) or unarmed strike +6 (1d6+4) or flurry of blow +5/+5 (1d6+4)

**Ranged** dagger +4 (1d4+4/19–20)

**Special Attacks** stunning fist 3/day (DC 12)

**Str** 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 9

**CR 2**

**Base Atk** +2; **CMB** +7 (+9 grapple); **CMD** 20 (22 vs. grapple)

**Feats** Combat Reflexes, Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist

**Skills** Acrobatics +8, Escape Artist +8, Perception +7, Sense Motive +7, Sleight of Hand +5, Stealth +8

**Languages** Common

**SQ** maneuver training

**Combat Gear** *potion of cat's grace, potion of owl's wisdom;*

**Other Gear** *bracers of armor +1, masterwork quarterstaff, 4 daggers, cloak of resistance +1, backpack, bedroll, 8 days trail rations, waterskin, monk's outfit, belt pouch with 78 gp and 9 sp.*

**Stunning Fist (Ex)** After declaring use of this attack, foes damaged by your unarmed attack must make a DC 12 Fortitude save or be stunned for 1 round in addition to taking normal damage.

# Farkle Hurp

## Background

As a youth, a band of orcs raided your home cave in the Under Realms. Many of your brethren were slaughtered and a great gem—an heirloom of your clan—was stolen. At the time, you were a student of illusion magic. You left those studies because they seemed to offer little practical means of revenge. Instead, you began the study of the ways of the warrior.

Setting off on your own, you left your underground home to take revenge on the orcs. However, fate has not brought you the vengeance you seek. You have not located the marauding orc band, nor heard word of the whereabouts of the missing gem. You still carry with you the orcs' token, taken from their fallen chief: a poorly worked medallion bearing the image of a red severed arm over two crossed axes. You also plan one day to resume your study of illusion magic, perhaps to allow you to infiltrate the vile orcs when you find them.

Intrigued by Corian's post in the Starving Stirge, you have agreed to join his company. Hopefully, his powers will be able to aid you in finding the orcs responsible for the slaughter of your relatives.

**FARKLE HURP**

CR 1/2

**XP 200**

Male gnome fighter 1

NG Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; **Perception** +2

**AC** 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

**hp** 14 (1d10+4)

**Fort** +6; **Ref** +1; **Will** -1; +2 vs. illusions

**Defensive Abilities** +4 dodge vs. giant subtype

**Speed** 20 ft.

**Melee** +1 *warhammer* +5 (1d6+2/x3) or dagger +4 (1d3+2/19-20)

**Ranged** light crossbow +3 (1d6/19-20)

**Special Attacks** +1 to attacks vs. goblinoid and reptilian subtypes

**Spell-like Abilities** (CL 3rd):



1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

**Str** 14, **Dex** 12, **Con** 18, **Int** 10, **Wis** 9, **Cha** 11

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Power Attack, Weapon Focus (warhammer)

**Skills** Craft (alchemy) +6, Perception +2, Survival +3; **Racial**

**Modifiers** +2 Craft (alchemy), +2 Perception

**Languages** Common, Gnome

**Gear** chain shirt, warhammer, dagger, light crossbow, 20 crossbow bolts, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 14 gp and 9 sp.

**HP - 14**


**Notes**

**Bolts**





# PATHFINDER

<b>HP - 36</b>	<div style="text-align: center; font-weight: bold; font-size: 1.2em;">Notes</div> <div style="text-align: right; border: 1px solid black; padding: 5px; margin-top: 20px; width: fit-content;"> <div style="text-align: center; font-weight: bold;">Bolts</div>  </div>
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At 3rd character level, Farkle's stat block is as follows:

**FARKLE HURP**  
**XP 600**

Male gnome fighter 3

NG Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; **Perception** +4

**AC** 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

**hp** 36 (3d10+12 plus 3)

**Fort** +7; **Ref** +2; **Will** +0 (+1 vs. fear); +2 vs. illusions

**Defensive Abilities** +4 dodge vs. giant subtype, bravery +1

**Speed** 20 ft.

**Melee** +1 warhammer +8 (1d6+3/x3) or dagger +6 (1d3+2/19–20)

**Ranged** light crossbow +5 (1d6/19–20)

**Special Attacks** +1 to attacks vs. goblinoid and reptilian

**CR 2**

subtypes

**Spell-like Abilities** (CL 3rd):

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

**Str** 14, **Dex** 12, **Con** 18, **Int** 10, **Wis** 9, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Cleave, Power Attack, Toughness, Weapon Focus (warhammer)

**Skills** Craft (alchemy) +8, Perception +4, Stealth +5, Survival +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

**Languages** Common, Gnome, Sylvan

**SQ** armor training 1

**Combat Gear** *potion of barkskin* +2; **Other Gear** chain shirt, +1 warhammer, dagger, light crossbow, 20 crossbow bolts, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 239 gp and 9 sp.

# Flarian

## Background

Few of your race leave the confines of your forest realm. You, however, have long been drawn to humans, who live their short lives with a passion that you feel your race lacks. You wish to travel on to the legendary city of *Bard's Gate*, there to learn the songs of legend. Recently, while performing at the Starving Stirge in Reme, you met an engaging human named Corian. He told you of a strange amulet he possessed. He did not know its history, though his veiled comments made you believe there was an epic story behind it. He told you he wished to unlock its secret and asked you to travel with him. You agreed, believing you might learn the tale of the amulet and thereafter compose a song of its history.

**FLARIAN**

CR 1/2

XP 200

Male elf bard 1

CG Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; **Perception** +5

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

**hp** 9 (1d8+1)

**Fort** +1; **Ref** +5; **Will** +1; +2 vs. enchantment

**Immune** magic sleep

**Speed** 30 ft.

**Melee** rapier +1 (1d6+1/18–20) or dagger +1 (1d4+1/19–20)

**Ranged** shortbow +3 (1d6/x3)

**Special Attacks** bardic performance 7 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

**Spells Known** (CL 1st):

1st (2/day)—*charm person* (DC 14), *remove fear*

0 (at will)—*detect magic*, *flare* (DC 13), *read magic*,

*summon instrument*

**Str** 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +0; **CMB** +1; **CMD** 14



**Feats** Skill Focus (Perform [string])

**Skills** Diplomacy +7, Knowledge (local) +6, Knowledge (nobility) +6, Linguistics +5, Perception +5, Perform (string instruments) +10, Spellcraft +6 (+7 identify magic items), Stealth +7; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic items

**Languages** Common, Elven, Gnome, Goblin

**SQ** bardic knowledge +1

**Gear** leather armor, rapier, dagger, shortbow, 20 arrows, harp, 50-ft. silk rope, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, spell component pouch, belt pouch with 17 gp and 9 sp.

<p><b>HP - 9</b></p>	<p style="text-align: center;"><b>Notes</b></p> <div style="text-align: right; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p style="text-align: center;"><b>Arrows</b></p> <table style="margin: 0 auto;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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# PATHFINDER

<b>HP - 20</b>	<div style="text-align: center; margin-bottom: 20px;"><b>Notes</b></div> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Arrows</b>              □□□□□              □□□□□           </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Cold Iron Arrows</b>              □□□□□           </div> </div> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Silver Arrows</b>              □□□□□           </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> <b>Adamantine Arrows</b>              □□□□□           </div> </div>
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At 3rd character level, Flarian's stat block is as follows:

**FLARIAN**

**XP 600**

Male elf bard 3

CG Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; **Perception** +7

**AC** 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

**hp** 20 (3d8+3)

**Fort** +2; **Ref** +6; **Will** +2; +2 vs. enchantment, +4 vs. bardic performance, sonic, and language-dependent effects

**Defensive Abilities** well-versed; **Immune** magic sleep

**Speed** 30 ft.

**Melee** mwk rapier +6 (1d6+1/18–20) or dagger +5 (1d4+1/19–20)

**Ranged** shortbow +5 (1d6/x3)

**Special Attacks** bardic performance 11 rounds/day (countersong, distraction, *fascinate* [DC 14], inspire competence +2, inspire courage +1)

**Spells Known** (CL 3rd):

1st (4/day)—*charm person* (DC 14), *comprehend*

**CR 2**

*languages, remove fear, ventriloquism* (DC 14)  
 0 (at will)—*detect magic, flare* (DC 13), *ghost sound* (DC 13), *mage hand, read magic, summon instrument*

**Str** 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Skill Focus (Perform [string]), Weapon Finesse

**Skills** Acrobatics +6, Diplomacy +9, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility) +8, Linguistics +5, Perception +7, Perform (string instruments) +14, Spellcraft +7 (+9 identify magic items), Stealth +6; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic items

**Languages** Common, Elven, Gnome, Goblin

**SQ** bardic knowledge +1, versatile performance (Perform [string])

**Combat Gear** 7 *potions of cure light wounds*; **Other Gear** +1 *chain shirt*, masterwork rapier, dagger, shortbow, 10 arrows, 5 silver arrows (–1 damage), 5 cold iron arrows, 5 adamantine arrows, masterwork harp, 50-ft. silk rope, thieves' tools, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, spell component pouch, belt pouch with 595 gp and 4 sp.

# Galdar

## Background

You are a cleric of Vanitthu, the god of the steadfast guard. Following divine law is your all-encompassing mission in life, regardless of whether the result is for good or evil. It is enough that the law of your deity commands an action. While an acolyte at the temple of Vanitthu in Reme, you received a divine vision instructing you to seek out a man named Corian who you were instructed had an amulet in his possession. You were commanded by your god to follow that amulet wherever it might lead. You have found Corian at an inn called the Starving Stirge and you have agreed to travel with him — so long as he retains possession of the amulet.

**GALDAR** CR 1/2  
**XP 200**

Male human cleric of Vanitthu (God of the Steadfast Guard)  
 1 (*Bard's Gate* 151)

LN Medium humanoid (human)

**Init** +1; **Perception** +3

**Aura** law

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

**hp** 15 (1d8+1 plus 1)

**Fort** +4; **Ref** +2; **Will** +6 **Defensive Abilities** domain resistance

**Speed** 20 ft.

**Melee** spear +2 (1d8+3/x3)

**Ranged** heavy crossbow +1 (1d10/19–20) or spear +1 (1d8+2/x3)

**Special Attacks** channel positive energy 4/day (DC 11, 1d6)

**Spell-like Abilities** (CL 1st):

6/day—*battle rage* (+1 damage), *resistant touch*

**Spells Prepared** (CL 1st):

1st—*bles*s, *magic weapon*<sup>D</sup>, *protection from evil*

0 (at will)—*defect magic*, *light*, *virtue*

**D** Domain spell; **Domains** Protection, War

**Str** 14, **Dex** 12, **Con** 13, **Int** 12, **Wis** 16, **Cha** 13

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



**Feats** Selective Channeling, Skill Focus (Heal)

**Skills** Diplomacy +5, Heal +10, Knowledge (religion) +5, Spellcraft +5

**Languages** Celestial, Common

**Gear** hide armor, spear, heavy crossbow, 20 bolts, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, spell component pouch, 8 days trail rations, waterskin, cleric's vestments, belt pouch with 19 gp and 4 sp.

**Domain Resistance** The Protection domain grants +1 resistance bonus per 5 levels to all saving throws (included in stat block above). This bonus disappears when *resistant touch* is used.

**HP - 15**


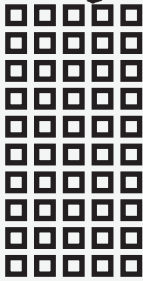
**Notes**

**Bolts**





# PATHFINDER

<b>HP - 23</b>	<b>Notes</b>	<b>Bolts</b> 	<b>Wand Charges</b> 
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At 3rd character level, Galdar's stat block is as follows:

**GALDAR**  
**XP 600**

**CR 2**

Male human cleric of Vanitthu (God of the Steadfast Guard)  
3 (*Bard's Gate* 151)  
LN Medium humanoid (human)  
**Init** +5; **Perception** +3  
**Aura** law

**AC** 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)  
**hp** 23 (3d8+3 plus 3)  
**Fort** +5; **Ref** +3; **Will** +7 **Defensive Abilities** domain resistance

**Speed** 20 ft.

**Melee** mwk cold iron spear +5 (1d8+3/x3)

**Ranged** heavy crossbow +3 (1d10/19–20) or mwk cold iron spear +4 (1d8+2/x3)

**Special Attacks** channel positive energy 4/day (DC 12, 2d6)

**Spell-like Abilities** (CL 3rd):

6/day—*battle rage* (+1 damage), *resistant touch*

**Spells Prepared** (CL 3rd):

2nd—*bull's strength*, *silence* (DC 15), *spiritual weapon*<sup>P</sup> (+5

attack /1d8+1 force, spear)

1st—*bles*s, *divine favor*, *magic weapon*<sup>P</sup>, *protection from evil*

0 (at will)—*detect magic*, *guidance*, *light*, *virtue*

**D** Domain spell; **Domains** Protection, War

**Str** 14, **Dex** 12, **Con** 13, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +2; **CMB** +4; **CMD** 15

**Feats** Improved Initiative, Selective Channeling, Skill Focus (Heal)

**Skills** Diplomacy +7, Heal +12, Knowledge (religion) +7, Spellcraft +7

**Languages** Celestial, Common

**Combat Gear** *wand of cure light wounds* (50 charges);

**Other Gear** +1 *breastplate*, masterwork cold iron spear, heavy crossbow, 20 bolts, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, spell component pouch, 8 days trail rations, waterskin, cleric's vestments, belt pouch with 492 gp and 4 sp.

**Domain Resistance** The Protection domain grants +1 resistance bonus per 5 levels to all saving throws (included in stat block above). This bonus disappears when *resistant touch* is used.

# Helman

## Background

The youngest of twenty-three brothers and sisters, you were always overlooked and forgotten. You did not help matters in that regard for you learned at a young age the skills of coming and going unobserved. With twenty-three siblings, that was not an easy task. You decided on your thirty-first birthday to set out on your own. It was weeks before your brothers and sisters even noticed you were gone. Fascinated all your life with tales of the city, you set out for Reme—the great port city to the north of your homeland. Your curiosity coupled with your nimble fingers and knack for disappearing at just the right time caught the attention of a band of thieves in Reme and soon enough you were a cutpurse of some renown. But you enjoyed your profession more for the thrill of the theft than for the greed of the haul and you quickly ran afoul of your employers who were none too keen on your cavalier disregard for keeping an accurate accounting of your night's takes. As you have always done before, you gave them the slip as well. While laying low at the Starving Stirge, you noticed Corian's post and decided then and there that a life of adventure was just the thing for you—particularly a life of adventuring that would take you away from Reme...at least until you decide on something better to do.

**HELMAN**  
**XP 200**

**CR 1/2**

Male halfling rogue 1  
CG Small humanoid (halfling)  
**Init** +4; **Perception** +6

**AC** 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 size)  
**hp** 9 (1d8+1)  
**Fort** +2; **Ref** +7; **Will** +1; +2 vs. fear

**Speed** 20 ft.  
**Melee** mwk short sword +1 (1d4/19–20) or dagger +1 (1d3/19–20)  
**Ranged** dagger +5 (1d3/19–20)  
**Special Attacks** sneak attack +1d6

**Str** 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14



**Base Atk** +0; **CMB** –1; **CMD** 14

**Feats** Dodge  
**Skills** Acrobatics +9, Appraise +5, Bluff +6, Climb +5, Disable Device +8, Escape Artist +7, Perception +6 (+7 locate traps), Sense Motive +4, Sleight of Hand +7, Stealth +11; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Common, Elven, Halfling

**SQ** trapfinding +1

**Combat Gear** tanglefoot bag; **Other Gear** studded leather armor, short sword, dagger, backpack, bedroll, sunrod, thieves' tools, 8 days trail rations, waterskin, artisan's outfit, belt pouch with 11 gp and 9 sp.

**HP - 9**

**Notes**

# PATHFINDER

HP - 20	Notes

At 3rd character level, Helman's stat block is as follows:

**HELMAN**

**XP 600**

Male halfling rogue 3  
CG Small humanoid (halfling)  
**Init** +4; **Perception** +8

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**AC** 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 size)

**hp** 20 (3d8+3)

**Fort** +3; **Ref** +8 (+9 vs. traps); **Will** +2; +2 vs. fear

**Defensive Abilities** evasion, trap sense +1

---

**Speed** 20 ft.

**Melee** mwk short sword +4 (1d4/19–20) or mwk dagger +4 (1d3/19–20)

**Ranged** mwk dagger +8 (1d3/19–20)

**Special Attacks** sneak attack +2d6

**CR 2**

**Spell-like Abilities** (CL 3rd):

*3/day—open/close*

---

**Str** 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

**Base Atk** +2; **CMB** +1; **CMD** 16

**Feats** Combat Expertise, Dodge

**Skills** Acrobatics +12, Appraise +6, Bluff +8, Climb +8, Disable Device +11, Escape Artist +10, Perception +8 (+9 locate traps), Sense Motive +5, Sleight of Hand +10, Stealth +14, Swim +5; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Common, Elven, Halfling

**SQ** rogue talent (minor magic), trapfinding +1

**Combat Gear** 3 *potions of cure moderate wounds*; **Other Gear** +1 *studded leather armor*, masterwork short sword, masterwork dagger, backpack, bedroll, thieves' tools, 8 days trail rations, waterskin, artisan's outfit, belt pouch with 273 gp and 9 sp.

# Krel

## Background

The unwanted progeny from an orc raid on your village in the frozen north, you were despised by your father, who showed mercy on you at your mother's request by selling you into slavery rather than killing you at birth. For the last ten years you have served as a galley slave and rowed, chained to an oar, on various ships as they sailed the length and breadth of the known world. For all of your life as a slave you suffered cruel beatings for being a half-breed and you learned to hate that part of yourself—the part you feel is responsible for your miserable lot in life. Yet, even as you learned to despise your orc half, you found that it gave you strength and an animal rage that you have slowly learned to control. On your most recent voyage, the ship's captain released you from your chains and made you a member of the crew after you aided the ship in repelling a pirate attack. At landfall in Reme, the captain made you a free man.

With but a few coins to your name, a chainmail shirt given to you by the captain and the greatsword you liberated from a dead pirate, you sought out a pub as far from the docks as possible—desiring to make a new life for yourself. You made your way to the Starving Stirge where you met Corian. He greeted you as a friend. For the first time in your life a person saw you not as a half-breed but as an equal. You agreed at that moment to follow Corian anywhere. You are fiercely loyal to him.

**KREL** **CR 1/2**  
**XP 200**

Male half-orc barbarian 1  
 N Medium humanoid (human, orc)  
**Init** +1; **Senses** darkvision 60 ft.; **Perception** +4

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)  
**hp** 16 (1d12+3 plus 1)  
**Fort** +5; **Ref** +1; **Will** +0  
**Defensive Abilities** orc ferocity

**Speed** 30 ft.  
**Melee** greatsword +5 (2d6+6/19–20) or greatclub +5 (1d10+6)  
**Special Attacks** rage 7 rounds/day

**Str** 18, **Dex** 13, **Con** 17, **Int** 7, **Wis** 10, **Cha** 8  
**Base Atk** +1; **CMB** +5; **CMD** 16  
**Feats** Power Attack  
**Skills** Intimidate +1, Perception +4, Survival +4; **Racial Modifiers** +2 Intimidate  
**Languages** Common, Orc  
**SQ** fast movement, orc blood



**Gear** hide armor, greatsword, greatclub, backpack, bedroll, 8 days trail rations, waterskin, peasant's outfit, belt pouch with 26 gp and 8 sp.

**Orc Ferocity** Once per day when you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought above 0 hit points, you immediately fall unconscious and begin dying.

**Raging**  
**AC** 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, –2 raging)  
**hp** 18 (1d12+5 plus 1)  
**Fort** +7; **Will** +2

**Melee** greatsword +7 (2d6+9/19–20) or greatclub +7 (1d10+9)

**Str** 22, **Con** 21  
**Base Atk** +1; **CMB** +7; **CMD** 18

<b>HP - 16</b>	<b>Notes</b>
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# PATHFINDER

HP - 37	Notes

At 3rd character level, Krel's stat block is as follows:

**KREL**  
**XP 600**  
 Male half-orc barbarian 3  
 N Medium humanoid (human, orc)  
**Init** +1; **Senses** darkvision 60 ft.; **Perception** +6

---

**AC** 16, touch 11, flat-footed 16 (+5 armor, +1 Dex)  
**hp** 37 (3d12+9 plus 3)  
**Fort** +6; **Ref** +2 (+3 vs. traps); **Will** +1  
**Defensive Abilities** orc ferocity, trap sense +1, uncanny dodge

---

**Speed** 40 ft.  
**Melee** mwk greatsword +8 (2d6+6/19-20) or mwk greatclub +8 (1d10+6)  
**Special Attacks** rage 17 rounds/day, rage power (roused anger)

---

**Str** 18, **Dex** 13, **Con** 17, **Int** 7, **Wis** 10, **Cha** 8  
**Base Atk** +3; **CMB** +7; **CMD** 18  
**Feats** Extra Rage, Power Attack  
**Skills** Climb +3, Intimidate +1, Perception +6, Survival +6, Swim +3; **Racial Modifiers** +2 Intimidate  
**Languages** Common, Orc  
**SQ** fast movement, orc blood

**CR 2**  
**Combat Gear** 2 potions of cure moderate wounds, 2 potions of protection from evil; **Other Gear** +1 chain shirt, masterwork greatsword, masterwork greatclub, backpack, bedroll, 8 days trail rations, waterskin, peasant's outfit, belt pouch with 386 gp and 8 sp.

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**Orc Ferocity** Once per day when you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought above 0 hit points, you immediately fall unconscious and begin dying.

**Rage Power (roused anger)** You may enter a rage even if fatigued. While raging after using this ability, you are immune to the fatigued condition. Once this rage ends, you are exhausted for 10 minutes per round spent raging.

## Raging

**AC** 14, touch 9, flat-footed 14 (+5 armor, +1 Dex, -2 raging)  
**hp** 43 (3d12+15 plus 3)  
**Fort** +8; **Will** +3

---

**Melee** mwk greatsword +10 (2d6+9/19-20) or mwk greatclub +10 (1d10+9)

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**Str** 22, **Con** 21  
**Base Atk** +3; **CMB** +9; **CMD** 20  
**Skills** Climb +5, Swim +5



# Marren

## Background

From a young age, you displayed strong logic skills. Aware of your obvious aptitude, your family worked to send you to wizard school. Your family wasn't poor — but they also weren't wealthy, and sacrifices were necessary to afford your education. Your younger brother, who lacked your wits and logic, resented your parents' efforts to provide you an arcane education while he was stuck toiling at the shop. He knew he couldn't take his frustrations out on you, and so he became a bully among his peer group. After years of covering up for him and paying for his mistakes, your father finally had enough and threw your brother out of the house. As he left, he yelled at you, said it was all your fault. Worse, he vowed to get even with you some day.

Freshly removed from your apprenticeship, you eagerly await your fortune in the world, anxious to see where your arcane talents can take you, excited by the possibilities, but also wary of someday encountering your brother.

**MARREN** CR 1/2  
**XP 200**

Female human wizard 1  
 NG Medium humanoid (human)  
**Init** +2; **Perception** +2

---

**AC** 12, touch 12, flat-footed 10 (+2 Dex)  
**hp** 8 (1d6+2)  
**Fort** +2, **Ref** +2, **Will** +3

---

**Speed** 30 ft.  
**Melee** dagger +2 (1d4-1 /19-20)  
**Ranged** light crossbow +2 (1d8/19-20)  
**Special Attacks** hand of the apprentice (7/day)  
**Spells Prepared** (CL 1st, melee touch +2)  
 1st—*mage armor, sleep* (DC 15)  
 0 (at will)—*detect magic, read magic, touch of fatigue* (DC 14)

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**Str** 8, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10  
**Base Atk** +0; **CMB** -1; **CMD** 11  
**Feats** Scribe Scroll, Skill Focus (Spellcraft), Weapon Finesse  
**Skills** Appraise +11, Craft (alchemy) +8, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (planes) +8, Linguistics +8, Perception +2, Spellcraft +11

**Languages** Common, Draconic, Elven, Goblin, Sylvan, Terran  
**SQ** arcane bond (raven)

**Gear** dagger, light crossbow, 10 bolts, backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, spellbook, spell component pouch, 5 days trail rations, 2 sunrods, traveler's outfit, waterskin, belt pouch, 5 gp, 2 sp, 5 cp  
**Spellbook** All prepared spells plus, 0—all; 1st—*grease, hold portal, identify, ray of enfeeblement, silent image*



**POE** CR —  
**XP** —

Male raven familiar  
 N Tiny magical beast  
**Init** +2; **Senses** low-light vision; **Perception** +9

---

**AC** 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)  
**hp** 4 (1 HD; half of master's total)  
**Fort** +1, **Ref** +4, **Will** +4  
**Defensive Abilities** improved evasion

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**Speed** 10 ft., fly 40 ft. (average)  
**Melee** bite +4 (1d3-4)  
**Space** 2 1/2 ft.; **Reach** 0 ft.

---

**Str** 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7  
**Base Atk** +0; **CMB** +0; **CMD** 6  
**Feats** Skill Focus (Perception), Weapon Finesse<sup>B</sup>  
**Skills** Appraise -1, Craft (alchemy) -1, Fly +10, Knowledge (arcana) -1, Knowledge (local) -1, Knowledge (planes) -1, Linguistics -1, Perception +9, Spellcraft -1  
**Languages** Draconic; empathic link  
**SQ** share spells

<p><b>HP - 8</b></p>	<p><b>Notes</b></p>	<p style="text-align: center;"><b>Bolts</b></p> <div style="text-align: center;"> <table border="1" style="margin: auto;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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# PATHFINDER

<b>HP - 19</b>	<div style="text-align: center; font-size: 24px; font-weight: bold; margin-bottom: 20px;">Notes</div> <div style="text-align: right; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <div style="text-align: center; font-weight: bold; margin-bottom: 5px;">Bolts</div> <div style="text-align: center;"> <table style="border-collapse: collapse; margin: 0 auto;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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At 3rd character level, Marren's stat block is as follows:

**MARREN**  
**XP 600**  
 Female human wizard 3  
 NG Medium humanoid (human)  
**Init** +6; **Perception** +4

---

**AC** 12, touch 12, flat-footed 10 (+2 Dex)  
**hp** 19 (3d6++6)  
**Fort** +4, **Ref** +4, **Will** +5

---

**Speed** 30 ft.  
**Melee** mwk cold iron dagger +4 (1d4-1/19-20)  
**Ranged** light crossbow +3 (1d8/19-20)  
**Special Attacks** hand of the apprentice (7/day)  
**Spells Prepared** (CL 3rd; melee touch +3, ranged touch +3)  
 2nd—*glitterdust* (DC 16), *spider climb*  
 1st—*mage armor*, *ray of enfeeblement* (DC 15), *sleep* (DC 15)  
 0 (at will)—*dancing lights*, *detect magic*, *read magic*, *touch of fatigue* (DC 14)

---

**Str** 8, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10  
**Base Atk** +1; **CMB** +0; **CMD** 12  
**Feats** Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Weapon Finesse  
**Skills** Appraise +10, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (local) +10, Knowledge (planes) +10, Linguistics +8, Perception +4, Spellcraft +13, Stealth +4  
**Languages** Common, Draconic, Elven, Goblin, Sylvan, Terran  
**SQ** arcane bond (raven)  
**Combat Gear** *potions of cure moderate wounds* (2), *potion of invisibility*, *potion of reduce person*, smokestick (2), thunderstone; **Other Gear** mwk cold iron dagger, light crossbow, with 10 bolts, *cloak of resistance* +1, antitoxin (3), sunrod (2), backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, 5 days trail rations, waterskin, traveler's outfit, belt pouch, spell component pouch, 213 gp, 2 sp, 5 cp  
**Spellbook** All prepared spells plus, 0—all; 1st—*charm person*, *grease*, *hold portal*, *identify*, *ray of enfeeblement*, *silent image*, *unseen servant*

**CR 2**

**POE**  
**XP** — **CR** —  
 Male raven familiar  
 N Tiny magical beast  
**Init** +2; **Senses** low-light vision; **Perception** +11

---

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)  
**hp** 9 (3 HD; half of master's total)  
**Fort** +1, **Ref** +4, **Will** +5  
**Defensive Abilities** improved evasion

---

**Speed** 10 ft., fly 40 ft. (average)  
**Melee** bite +5 (1d3-4)  
**Space** 2 1/2 ft.; **Reach** 0 ft.

---

**Str** 2, **Dex** 15, **Con** 8, **Int** 7, **Wis** 15, **Cha** 7  
**Base Atk** +1; **CMB** +1; **CMD** 1  
**Feats** Skill Focus (Perception), Weapon Finesse<sup>B</sup>  
**Skills** Appraise +1, Craft (alchemy) +1, Fly +10, Knowledge (arcana) +1, Knowledge (local) +1, Knowledge (planes) +1, Linguistics -1, Perception +11, Spellcraft +1, Stealth +15  
**Languages** Draconic; empathic link  
**SQ** deliver touch spells, share spells

# Phelps

## Background

Slender and nimble, you are a jack-of-all-trades. You were born a street urchin and during your youth learned to live through hard experience. Desiring to escape your gutter life, you indentured yourself to a rich merchant where you learned the customs that accompany wealth. You now move comfortably in either world—the alleyway or the noble’s court. Certain “unfortunate situations” which you are reluctant to discuss in detail have made you desperate to leave Reme. When you read Corian’s posting at the Starving Stirge promising gold and adventure, you decided that maybe a little adventuring “vacation” from Reme was exactly what you were looking for. Besides, Grenish would never bother sending assassins into the wilderness over a few little gems...or so you hope.

**PHELPS** **CR 1/2**  
**XP 200**  
 Male human rogue 1  
 CN Medium humanoid (human)  
**Init** +3; **Perception** +6

**AC** 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)  
**hp** 9 (1d8+1)  
**Fort** +1; **Ref** +5; **Will** +2

**Speed** 30 ft.  
**Melee** mwk rapier +3 (1d6/18–20)  
**Ranged** mwk sling +3 (1d4)  
**Special Attacks** sneak attack +1d6

**Str** 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 14, **Cha** 12  
**Base Atk** +0; **CMB** +0; **CMD** 14  
**Feats** Dodge, Weapon Finesse  
**Skills** Acrobatics +7, Climb +4, Disable Device +7, Disguise +5, Escape Artist +7, Knowledge (local) +6, Linguistics +6,



**Perception** +6, **Sense Motive** +6, **Sleight of Hand** +7, **Stealth** +7, **Use Magic Device** +5

**Languages** Common, Draconic, Elven, Halfling  
**SQ** trapfinding +1

**Combat Gear** acid, alchemist’s fire; **Other Gear** leather armor, rapier, sling, 20 bullets, backpack, bedroll, flint and steel, 50-ft. silk rope, grappling hook, hammer, 6 pitons, sack, thieves’ tools, 8 days trail rations, waterskin, explorer’s outfit, belt pouch with 18 gp and 5 sp.

**HP - 9**

**Notes**

**Sling  
Bullets**



<p><b>HP - 20</b></p>	<p style="text-align: center;"><b>Notes</b></p> <div style="text-align: right; border: 1px solid black; padding: 5px; margin: 10px auto; width: fit-content;"> <p style="text-align: center;"><b>Sling Bullets</b></p> <table style="margin: auto; border-collapse: collapse;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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At 3rd character level, Phelps' stat block is as follows:

**PHELPS**  
**XP 600**

Male human rogue 3  
CN Medium humanoid (human)  
**Init** +3; **Perception** +8

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**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)  
**hp** 20 (3d8+3)  
**Fort** +3; **Ref** +7 (+8 vs. traps); **Will** +4  
**Defensive Abilities** evasion, resiliency, trap sense +1

---

**Speed** 30 ft.  
**Melee** mwk rapier +6 (1d6/18–20)  
**Ranged** mwk sling +6 (1d4)  
**Special Attacks** sneak attack +2d6

---

**Str** 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 14, **Cha** 12  
**Base Atk** +2; **CMB** +2; **CMD** 16  
**Feats** Dodge, Mobility, Weapon Finesse

**CR 2**

**Skills** Acrobatics +9, Climb +6, Disable Device +12, Disguise +7, Escape Artist +9, Knowledge (local) +8, Linguistics +8, Perception +8 (+9 locate traps), Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +7  
**Languages** Aklo, Common, Draconic, Elven, Halfling Undercommon  
**SQ** trapfinding +1  
**Gear** +1 *leather armor, cloak of resistance +1, masterwork rapier, masterwork sling, 20 bullets, backpack, bedroll, flint and steel, 50-ft. silk rope, grappling hook, hammer, 6 pitons, sack, masterwork thieves' tools, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 88 gp and 5 sp.*

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**Rogue Talent (resiliency)** Once per day you gain 3 temporary hit points. Activating this ability is an immediate action that can only be performed when you are brought below 0 hit points. This ability can only be used to prevent you from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

# Warrid

## Background

Even among your people, your lack of height stands out. While always relatively strong and healthy, your small stature made you unfit for physical jobs — or so it was said. Instead, you were taught the Arts, with a heavy focus on illusions. A bit lazy, you were happy to avoid all that nonsense about learning to use hooked hammers and slings. Just the thought of wearing armor makes your skin break out in a rash. Having your nose buried in a book was the right path for you. During your studies, you found necromancy to be vile and filthy and evocation to lack the subtlety necessary from a true practitioner. No, enchantment and illusion — tricks of the mind — were clearly your proper tools.

Wanderlust, however, took hold of your heart and you set off, out into the world to seek fortune, glory, and fame. And gold. Lots of gold. While doing as little work as possible, of course. Being likeable helps, of course, and people seem to soak in your bubbly personality. Those around you realize you're a bit lazy but write it off as part of your charm.

### WARRID

XP 200

Female gnome illusionist 1

CG Small humanoid (gnome)

**Init** +1; **Senses** low-light vision; **Perception** +3

CR 1/2

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size); +4 dodge vs. giants

**hp** 8 (1d6+2)

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

**Speed** 20 ft.

**Melee** mwk quarterstaff +2 (1d4)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids

**Spell-Like Abilities** (CL 1st)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

**Illusionist Spell-Like Abilities** (CL 1st, ranged touch +2)

6 /day—*blinding ray*

**Spells Prepared** (CL 1st)

1st—*color spray* (DC 16), *grease*, *silent image* (DC 16)

0 (at will)—*acid splash*, *detect magic*, *read magic*

**Opposition Schools** evocation, necromancy

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



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

**Feats** Scribe Scroll, Spell Focus (illusion)

**Skills** Appraise +7, Craft (alchemy) +9, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (nature) +7, Perception +3, Spellcraft +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

**Languages** Common, Draconic, Elven, Giant, Gnome, Sylvan

**SQ** arcane bond (quarterstaff), extended illusions +1 round

**Combat Gear** thunderstone; **Other Gear** mwk quarterstaff, backpack, bedroll, ink, inkpen, mirror (small, steel), 10 sheets parchment, 5 days trail rations, spell component pouch, spellbook, traveler's outfit, waterskin, belt pouch, 9 gp, 9 sp

**Spellbook** All prepared spells plus, 0 level—all except evocation and necromancy; 1st level—*charm person*, *expeditious retreat*, *identify*

HP - 8

Notes



HP - 19	Notes
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At 3rd character level, Warrid's stat block is as follows:

**WARRID**  
**XP 200**

Female gnome illusionist 3  
CG Small humanoid (gnome)  
**Init** +1; **Senses** low-light vision; **Perception** +3

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size); +4 dodge vs. giants

**hp** 19 (3d6+6)

**Fort** +3, **Ref** +2, **Will** +4; +2 vs. illusions

**Speed** 20 ft.

**Melee** mwk quarterstaff +3 (1d4)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids

**Spell-Like Abilities** (CL 1st)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

**Illusionist Spell-Like Abilities** (CL 1st, ranged touch +2)

6/day—*blinding ray*

**Spells Prepared** (CL 3rd, melee touch +2, ranged touch +3)

2nd—*hideous laughter* (DC 15), *mirror image*, see *invisibility*

1st—*color spray* (DC 16), *grease*, *silent image* (DC 16),

*summon monster I*

**CR 2**

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 15), *read magic*

**Opposition Schools** evocation, necromancy

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

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

**Feats** Brew Potion, Scribe Scroll, Spell Focus (illusion)

**Skills** Appraise +7, Craft (alchemy) +11, Knowledge (arcana) +9, Knowledge (dungeoneering) +7, Knowledge (geography) +8, Knowledge (nature) +9, Knowledge (religion) +8, Perception +3, Spellcraft +9; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

**Languages** Common, Draconic, Elven, Giant, Gnome, Sylvan

**SQ** arcane bond (quarterstaff), extended illusions +1 round

**Combat Gear** *potion of cure serious wounds*, *potion of invisibility*, *potion of fox's cunning*, acid (2), alchemist's fire, smokestick, tanglefoot bag, thunderstone; **Other Gear** mwk quarterstaff, *pearl of power (1st level)*, everburning torch, tindertwig (5), backpack, bedroll, ink, inkpen, mirror (small, steel), 10 sheets parchment, 5 days trail rations, spell component pouch, spellbook, traveler's outfit, waterskin, belt pouch, 364 gp, 9 sp

**Spellbook** All prepared spells plus, 0—all except evocation and necromancy; 1st—*charm person*, *expeditious retreat*, *identify*, *summon monster I*

# Bannor

## Background

As a young child, you were abandoned at a monastery of Mitra. Your physical gifts led you to serve as a squire to the holy order of knights. However, almost one year ago, while sweeping the stables, you were struck by an overpowering vision of Muir, a long-forgotten Goddess of Valor. A lesser deity, worship of Muir has all but died out. Her temples are few and most are in ruin or long abandoned by all but a handful of dedicated followers. The revelation of your vision was met with scorn by the brother knights. "Why would Muir appear at a monastery of Mitra to a stable boy," they asked. Yet in your heart you knew the truth of your vision. You asked for and were granted permission to leave the order. The brother knights gave you your armor and your trusty longsword. Though they advised that it would be better to stay in the service of Mitra, you set out alone to do the will of Muir. Your travels brought you to Reme. There, you stopped for supplies and came across Corian's notice at the Starving Stirge. You agreed to follow Corian's path, as it leads towards Fairhill and Bard's Gate where it is said there is still a temple of Muir.

**Bannor (Pal1):** HP 8; AC 4[15]; Atk longsword (1d8) or mace (1d6); Move 12; Save 12; AL L; Str 17; Dex 11; Con 12; Int 10; Wis 13; Cha 15; **Special:** divine favor (+2 save bonus included), immune to disease, lay on hands (1/day, 2hp healed or cure disease), summon 5HD warhorse.

**Equipment:** chain mail, shield, longsword, mace, backpack, bedroll, flint and steel, wooden holy symbol of Muir, 1 vial of holy water, 50ft hemp rope, sack, 5 torches, 8 days trail rations, waterskin, belt pouch with 27gp, 7sp, and 5cp.



At 3rd character level, Bannor's stat block is as follows:

**Bannor (Pal3):** HP 18; AC 2[17]; Atk longsword (1d8) or mace (1d6); Move 12; Save 10; AL L; Str 17; Dex 11; Con 12; Int 10; Wis 13; Cha 15; **Special:** divine favor (+2 save bonus included), immune to disease, lay on hands (1/day, 2hp healed or cure disease), summon 5HD warhorse.

**Equipment:** plate mail, shield, longsword, mace, backpack, bedroll, flint and steel, silver holy symbol of Muir, 3 vial of holy water, 50ft hemp rope, sack, 5 torches, 8 days trail rations, waterskin, belt pouch with 281gp, 7sp, and 5cp.

HP - 8	Notes

HP - 18	Notes

# Belfin

## Background

As most of your race and profession, you are a loner. Yet you are even more reserved than most. Quiet and grim, you prefer the silence of the woodlands to the din of the city. Those few who know you learn that beneath your gloomy exterior lies a noble heart—a person whose word is his bond. Those who do not know you find you to be a pessimist, seeing doom and ill fortune in all paths. Your dark demeanor is not surprising, given that you are the sole survivor of a troll raid on your elven village. You have pledged your life to seek out these foul creatures and slay them wherever they may lurk without quarter. Stopping in Reme only to acquire some needed equipment, you noticed Corian's post in the Starving Stirge. Intrigued, and against your better judgment, you approached the young sorcerer. Sensing a kindred spirit, you agreed to travel with him wherever the road may take you.

**Belfin, Elf (Ftr1/MU1/Thf1):** HP 5; AC 8[11]; Atk longsword (1d8+1) or longbow x2 (1d6+1); Move 12; Save 14; AL L; Str 14; Dex 16; Con 11; Int 12; Wis 10; Cha 10; Special: +1 save bonus vs. spells, traps, and magic devices, backstab (x2), darkvision 60ft, find secret doors (4 in 6 when searching, 1 in 6 when not), parry (-3 to hit on enemy attacks), spells (1), thieving skills, two-weapon fighting (+1 to hit).

**Thieving Skills:** Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 25%, Silent 30%, Locks 10%.

**Spells:** 1st—*magic missile*.

**Equipment:** longsword, short sword, longbow, 20 arrows, bedroll, flint and steel, 50ft hemp rope, sack, 8 days trail rations, waterskin, belt pouch with 8gp and 8sp.

At 3rd character level, Belfin's stat block is as follows:

**Belfin, Elf (Ftr2/MU2/Thf2):** HP 8; AC 8[11]; Atk longsword (1d8+1) or longbow x2 (1d6+1); Move 12; Save 13; AL L;



**Str 14; Dex 16; Con 11; Int 12; Wis 10; Cha 10; Special:** +1 save bonus vs. spells, traps, and magic devices, backstab (x2), darkvision 60ft, find secret doors (4 in 6 when searching, 1 in 6 when not), parry (-3 to hit on enemy attacks), spells (2), thieving skills, two-weapon fighting (+1 to hit).

**Thieving Skills:** Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 30%, Silent 35%, Locks 15%.

**Spells:** 1st—*magic missile, sleep*.

**Equipment:** longsword, short sword, longbow, 20 arrows, bedroll, flint and steel, 50ft hemp rope, sack, 8 days trail rations, waterskin, belt pouch with 103gp and 8sp.

HP - 5	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <table style="margin: auto; border-collapse: collapse;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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HP - 18	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <table style="margin: auto; border-collapse: collapse;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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# Cedric

## Background

You are a follower of the dryad Ossyniria. You reside in her grove in a forest near Bard's Gate with you fellow druids. You, however, are the only non-elf. You do not know your parents. Your human half has led you to have a fascination of human civilization. Following the end of your apprenticeship, you requested Ossyniria to allow you to leave the grove and observe men and their cities. Seeing the honesty of your request, she granted your wish. You have since wandered along the Tradeway from Bard's Gate to Reme. There, at the Starving Stirge, you met Corian. You had been away from the grove for some time and longed to return. When Corian asked for your aid you agreed to travel with him on your way back to Bard's Gate and the grove that is your home.

**Cedric, Half-Elf (Ftr1/Clr1/MU1):** HP 6; AC 8[11]; Atk flail (1d8) or sling (1d4); Move 12; Save 14; AL L; Str 13; Dex 16; Con 12; Int 10; Wis 15; Cha 12; **Special:** +1 save bonus vs. spells, paralyzation, and poison; banish undead, darkvision 60ft, find secret doors (4 in 6), parry (-3 to hit on enemy attacks), spells Clr (1), spells MU (1).

**Spells (Clr):** 1st—*cure light wounds*.

**Spells (MU):** 1st—*charm person*.

**Equipment:** flail, sling, 20 stones, spellbook, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 13gp and 5sp.

At 3rd character level, Cedric's stat block is as follows:

**Cedric, Half-Elf (Ftr2/Clr2/MU2):** HP 9; AC 8[11]; Atk flail (1d8) or sling (1d4); Move 12; Save 13; AL L; Str 13; Dex 16; Con 12; Int 10; Wis 15; Cha 12; **Special:** +1 save bonus vs. spells, paralyzation, and poison; banish undead, darkvision 60ft, find secret doors (4 in 6), parry (-3 to hit on enemy attacks), spells Clr (1), spells MU (1).



**Spells (Clr):** 1st—*cure light wounds*.

**Spells (MU):** 1st—*charm person*.

**Equipment:** flail, sling, 20 stones, spellbook, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 13gp and 5sp.

**Gear** +1 *leather armor*, masterwork cold iron scimitar, masterwork sling, 20 bullets, 10 silver bullets, *cloak of resistance +1*, spell component pouch, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 193 gp and 6 sp.

<p><b>HP - 6</b></p>	<p style="text-align: center;"><b>Notes</b></p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;"><b>Stones</b></p> <div style="display: flex; flex-wrap: wrap; justify-content: center;"> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> </div> </div>
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<p><b>HP - 9</b></p>	<p style="text-align: center;"><b>Notes</b></p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;"><b>Stones</b></p> <div style="display: flex; flex-wrap: wrap; justify-content: center;"> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> <div style="width: 20px; height: 20px; margin: 2px;"></div> </div> </div>
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# Corian

## Background

You have lived all your life with your uncle, a mage in the city of Reme. Your parents died when you were a very young child and your uncle has never bothered to hide the insinuation that you were somehow responsible for the fire that took your mother's and father's lives. Your uncle, seeing little other use for you, put you to work as an apprentice. Your innate knack for magic led your uncle to begin teaching you the arcane principles of wizardry. As a student, however, you were an utter failure. You could never seem to grasp the use of all the rote memorization forced on you by your uncle. Why did a mage need to learn such things, you wondered, when all one needed to do was imagine the desired effect and it happened? Despite your stubbornness, you learned the basics of spellcraft—though your instincts still rebelled against the formalism of your uncle's methods.

Finally, in a fit of anger over your lack of interest in your studies, your uncle released you from your apprenticeship. This suited you just fine, for you recently discovered a strange amulet that you were interested in learning more about...

**Corian (MU1):** HP 5; AC 8[11]; Atk staff (1d6) or dagger (1d4) or dart x3 (1d3); Move 12; Save 15; AL L; Str 10; Dex 13; Con 13; Int 17; Wis 12; Cha 14; **Special:** +2 save bonus vs. spells, spells (1).

**Spells:** 1st—sleep.

**Equipment:** staff, dagger, 9 darts, backpack, spellbook, bedroll, map case, flint and steel, vial of ink, inkpen, 5 sheets of parchment, 8 days trail rations, waterskin, sack, 5 torches, belt pouch with 12gp, 6sp, and 5cp.

At 3rd character level, Corian's stat block is as follows:

**Corian (MU3):** HP 12; AC 8[11]; Atk staff (1d6) or dagger (1d4) or dart x3 (1d3); Move 12; Save 15; AL L; Str 10; Dex



13; Con 13; Int 17; Wis 12; Cha 14; **Special:** +2 save bonus vs. spells, spells (3/1).

**Spells:** 1st—charm person, magic missile, sleep; 2nd—mirror image.

**Equipment:** staff, dagger, 9 darts, backpack, spellbook, wand of shield (10 charges), potion of healing, bedroll, map case, flint and steel, vial of ink, inkpen, 5 sheets of parchment, 8 days trail rations, waterskin, sack, 5 torches, belt pouch with 322gp, 6sp, and 5cp.

HP - 5	Notes
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HP - 12	Notes
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# Drebb

## Background

Falsely accused of leaving your post during an orc raid by a superior with a grudge against you, you were expelled from your homeland and disowned by your family. Travelling down the coast road from your homeland in the north, you sought to put your shame behind you and prove your worth by a life of adventure. You dream every day of returning to your homeland, your reputation established, ousting the coward who stained your good name and being accepted by your father. Because the dwarf who falsely accused you was from a noble family, and thus his accusation was not questioned, you have no love for those of wealth and power. You see them as weaklings who cannot match their words with deeds. Finding yourself in Reme at the end of the coast road, you took a room at the Starving Stirge. There, you read Corian's note and decided that joining with Corian would lead you to glory and fame. And redemption.

**Drebb, Dwarf (Ftr1):** HP 9; AC 4[15]; Atk battle ax (1d8+3) or short bow x2 (1d6+3); Move 12; Save 14; AL L; Str 18; Dex 10; Con 14; Int 13; Wis 9; Cha 7; **Special:** +4 save bonus vs. magic, darkvision 60ft, identify stonework.

**Equipment:** chain mail, shield, battle axe, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 5 gp and 4 sp.

At 3rd character level, Drebb's stat block is as follows:

**Drebb, Dwarf (Ftr3):** HP 20; AC 2[17]; Atk battle ax (1d8+3) or short bow x2 (1d6+3); Move 12; Save 12; AL L; Str 18; Dex 10; Con 14; Int 13; Wis 9; Cha 7; **Special:** +4 save bonus vs. magic, darkvision 60ft, identify stonework.

**Equipment:** plate mail, shield, battle axe, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 279gp and 9sp.



<p><b>HP - 9</b></p>	<p><b>Notes</b></p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;"><b>Arrows</b></p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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<p><b>HP - 20</b></p>	<p><b>Notes</b></p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;"><b>Arrows</b></p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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# Drinnin

## Background

You were sent by your master from the Monastery of the Standing Stone to retrieve for him a fine ruby. He provided you with a purse of coins and sent you on your way to Reme. He did not explain his purpose, other than to caution you that material possessions often cloud those on the path of truth. Not one to question your master you dutifully traveled to Reme and traded your coins for a brilliant ruby. As you passed through an alleyway within the city, near a tavern called the Starving Stirge, you were set upon by thugs. They apparently were unfamiliar with the uses to which a stout staff may be put in combat. You provided them their education. A likeable fellow named Corian emerged from the tavern and offered you his assistance. When you explained you were unhurt and had an errand requiring your attention he explained he was seeking companions to uncover a mystery. When he mentioned he would be traveling to Fairhill—back towards the Monastery of the Standing Stone—you agreed to accompany him.

**Drinnin (Mnk1):** HP 5; AC 8[11]; Atk two-handed sword (1d10) or strike (1d4) or longbow x2 (1d6); Move 12; Save 15; AL L; Str 16; Dex 14; Con 13; Int 10; Wis 13; Cha 9; Special: +2 save bonus vs. paralysis or poison, alertness (1 in 6 chance of surprise), deadly strike (attack roll 5 or more than min, 75% to stun for 2d6 rounds, if stunned 25% to kill for HD 2 or less), deflect missiles with save, thieving skills.

**Thieving Skills:** Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

**Equipment:** two-handed sword, longbow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 9gp and 9sp.

At 3rd character level, Drinnin's stat block is as follows:

**Drinnin (Mnk3):** HP 12; AC 6[13]; Atk two-handed sword (1d10+1) or strike (1d6) or longbow x2 (1d6+1); Move 12;



Save 13; AL L; Str 16; Dex 14; Con 13; Int 10; Wis 13; Cha 9; Special: +2 save bonus vs. paralysis or poison, +1 damage with weapons, alertness (1 in 6 chance of surprise), deadly strike (attack roll 5 or more than min, 75% to stun for 2d6 rounds, if stunned 25% to kill for HD 2 or less), deflect missiles with save, thieving skills.

**Thieving Skills:** Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

**Equipment:** two-handed sword, longbow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 78gp and 9sp.

HP - 5	<p style="text-align: center;">Notes</p> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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HP - 12	<p style="text-align: center;">Notes</p> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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# Farkle Hurp

## Background

As a youth, a band of orcs raided your home cave in the Under Realms. Many of your brethren were slaughtered and a great gem—an heirloom of your clan—was stolen. At the time, you were a student of illusion magic. You left those studies because they seemed to offer little practical means of revenge. Instead, you began the study of the ways of the warrior.

Setting off on your own, you left your underground home to take revenge on the orcs. However, fate has not brought you the vengeance you seek. You have not located the marauding orc band, nor heard word of the whereabouts of the missing gem. You still carry with you the orcs' token, taken from their fallen chief: a poorly worked medallion bearing the image of a red severed arm over two crossed axes. You also plan one day to resume your study of illusion magic, perhaps to allow you to infiltrate the vile orcs when you find them.

Intrigued by Corian's post in the Starving Stirge, you have agreed to join his company. Hopefully, his powers will be able to aid you in finding the orcs responsible for the slaughter of your relatives.

**Farkle Hurp, Halfling (Ftr1):** HP 9; AC 5[14]; Atk warhammer (1d4+1) or short bow x2 (1d6); Move 12; Save 14; AL L; Str 14; Dex 13; Con 15; Int 10; Wis 9; Cha 11; Special: +4 save bonus vs. magic, +1 to hit with missile weapons.

**Equipment:** chain mail, warhammer, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 14gp and 9sp.



At 3rd character level, Farkle's stat block is as follows:

**Farkle Hurp, Halfling (Ftr3):** HP 20; AC 5[14]; Atk warhammer (1d4+1) or short bow x2 (1d6); Move 12; Save 12; AL L; Str 14; Dex 13; Con 15; Int 10; Wis 9; Cha 11; Special: +4 save bonus vs. magic, +1 to hit with missile weapons.

**Equipment:** chain mail, warhammer, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 239gp and 9sp.

<p>HP - 9</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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<p>HP - 20</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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# Flarian

## Background

Few of your race leave the confines of your forest realm. You, however, have long been drawn to humans, who live their short lives with a passion that you feel your race lacks. You wish to travel on to the legendary city of *Bard's Gate*, there to learn the songs of legend. Recently, while performing at the Starving Stirge in Reme, you met an engaging human named Corian. He told you of a strange amulet he possessed. He did not know its history, though his veiled comments made you believe there was an epic story behind it. He told you he wished to unlock its secret and asked you to travel with him. You agreed, believing you might learn the tale of the amulet and thereafter compose a song of its history.

**Flarian, Elf (Thf1):** HP 4; AC 6[13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 15; AL N; Str 12; Dex 16; Con 12; Int 12; Wis 8; Cha 16; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), darkvision 60ft, find secret doors (4 in 6 when searching, 1 in 6 when not), thieving skills.

**Thieving Skills:** Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 25%, Silent 30%, Locks 10%.

**Equipment:** leather armor, longsword, longbow, 20 arrows, 50ft silk rope, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 17gp and 9sp.

At 3rd character level, Flarian's stat block is as follows:

**Flarian, Elf (Thf3):** HP 9; AC 6[13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 13; AL N; Str 12; Dex 16; Con 12; Int 12; Wis 8; Cha 16; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), darkvision 60ft,



find secret doors (4 in 6 when searching, 1 in 6 when not), thieving skills.

**Thieving Skills:** Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 35%, Silent 40%, Locks 20%.

**Equipment:** leather armor, longsword, longbow, 20 arrows, 50ft silk rope, backpack, bedroll, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 595gp and 4sp.

HP - 4	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <div style="text-align: center;"> <table border="0"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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HP - 9	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <div style="text-align: center;"> <table border="0"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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# Galdar

## Background

You are a cleric of Vanitthu, the god of the steadfast guard. Following divine law is your all-encompassing mission in life, regardless of whether the result is for good or evil. It is enough that the law of your deity commands an action. While an acolyte at the temple of Vanitthu in Reme, you received a divine vision instructing you to seek out a man named Corian who you were instructed had an amulet in his possession. You were commanded by your god to follow that amulet wherever it might lead. You have found Corian at an inn called the Starving Stirge and you have agreed to travel with him — so long as he retains possession of the amulet.

**Galdar (Clr1):** HP 7; AC 4[15]; Atk mace (1d6) or sling (1d4); Move 12; Save 15; AL L; Str 14; Dex 12; Con 13; Int 10; Wis 15; Cha 13; **Special:** +2 save bonus vs. paralyzation and poison, banish undead, spells (1).

**Spells:** 1st—*cure light wounds*.

**Equipment:** chain mail, shield, mace, sling, 20 stones, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, 8 days trail rations, waterskin, belt pouch with 19gp and 4sp.



At 3rd character level, Galdar's stat block is as follows:

**Galdar (Clr3):** HP 16; AC 2[17]; Atk mace (1d6) or sling (1d4); Move 12; Save 13; AL L; Str 14; Dex 12; Con 13; Int 10; Wis 15; Cha 13; **Special:** +2 save bonus vs. paralyzation and poison, banish undead, spells (3).

**Spells:** 1st—*cure light wounds* (x2), *protection from evil*.

**Equipment:** plate mail, shield, mace, sling, 20 stones, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, 8 days trail rations, waterskin, 2 *potions of healing*, belt pouch with 492gp and 4sp.

HP - 7	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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HP - 16	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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# Helman

## Background

The youngest of twenty-three brothers and sisters, you were always overlooked and forgotten. You did not help matters in that regard for you learned at a young age the skills of coming and going unobserved. With twenty-three siblings, that was not an easy task. You decided on your thirty-first birthday to set out on your own. It was weeks before your brothers and sisters even noticed you were gone. Fascinated all your life with tales of the city, you set out for Reme—the great port city to the north of your homeland. Your curiosity coupled with your nimble fingers and knack for disappearing at just the right time caught the attention of a band of thieves in Reme and soon enough you were a cutpurse of some renown. But you enjoyed your profession more for the thrill of the theft than for the greed of the haul and you quickly ran afoul of your employers who were none too keen on your cavalier disregard for keeping an accurate accounting of your night's takes. As you have always done before, you gave them the slip as well. While laying low at the Starving Stirge, you noticed Corian's post and decided then and there that a life of adventure was just the thing for you—particularly a life of adventuring that would take you away from Reme...at least until you decide on something better to do.

**Helman, Halfling (Thf1):** HP 4; AC 6[13]; **Atk** short sword (1d6) or short bow x2 (1d6); **Move** 12; **Save** 15; **AL** N; **Str** 11; **Dex** 18; **Con** 12; **Int** 13; **Wis** 10; **Cha** 14; **Special:** +4 save bonus vs. magic, +2 save bonus vs. traps and magical devices, +1 to hit with missile weapons, backstab (x2), thieving skills.

**Thieving Skills:** Climb 85%, Tasks/Traps 20%, Hear 3 in 6, Hide 20%, Silent 30%, Locks 20%.

**Equipment:** leather armor, short sword, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 11gp and 9sp.

At 3rd character level, Helman's stat block is as follows:

**Helman, Halfling (Thf3):** HP 9; AC 6[13]; **Atk** short sword (1d6)



or short bow x2 (1d6); **Move** 12; **Save** 13; **AL** N; **Str** 11; **Dex** 18; **Con** 12; **Int** 13; **Wis** 10; **Cha** 14; **Special:** +4 save bonus vs. magic, +2 save bonus vs. traps and magical devices, +1 to hit with missile weapons, backstab (x2), thieving skills.

**Thieving Skills:** Climb 87%, Tasks/Traps 20%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

**Equipment:** leather armor, short sword, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 211gp and 9sp.

HP - 4	Notes
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HP - 9	Notes
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# Krel

## Background

The unwanted progeny from an orc raid on your village in the frozen north, you were despised by your father, who showed mercy on you at your mother's request by selling you into slavery rather than killing you at birth. For the last ten years you have served as a galley slave and rowed, chained to an oar, on various ships as they sailed the length and breadth of the known world. For all of your life as a slave you suffered cruel beatings for being a half-breed and you learned to hate that part of yourself—the part you feel is responsible for your miserable lot in life. Yet, even as you learned to despise your orc half, you found that it gave you strength and an animal rage that you have slowly learned to control. On your most recent voyage, the ship's captain released you from your chains and made you a member of the crew after you aided the ship in repelling a pirate attack. At landfall in Reme, the captain made you a free man.

With but a few coins to your name, a chainmail shirt given to you by the captain and the greatsword you liberated from a dead pirate, you sought out a pub as far from the docks as possible—desiring to make a new life for yourself. You made your way to the Starving Stirge where you met Corian. He greeted you as a friend. For the first time in your life a person saw you not as a half-breed but as an equal. You agreed at that moment to follow Corian anywhere. You are fiercely loyal to him.

**Krel, Half-Orc (Ftr1):** HP 9; AC 5[14]; **Atk** two-handed sword (1d10+3); **Move** 12; **Save** 14; **AL** N; **Str** 18; **Dex** 12; **Con** 15; **Int** 7; **Wis** 10; **Cha** 8; **Special:** -1 to hit in bright light, +1 to hit in darkness or striking from hiding, darkvision 60ft.

**Equipment:** chain mail, two-handed sword, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 26gp and 8sp.



At 3rd character level, Krel's stat block is as follows:

**Krel, Half-Orc (Ftr3):** HP 20; AC 3[16]; **Atk** two-handed sword (1d10+3); **Move** 12; **Save** 12; **AL** N; **Str** 18; **Dex** 12; **Con** 15; **Int** 7; **Wis** 10; **Cha** 8; **Special:** -1 to hit in bright light, +1 to hit in darkness or striking from hiding, darkvision 60ft.

**Equipment:** plate mail, two-handed sword, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 386gp and 8sp.

HP - 9	Notes

HP - 20	Notes

# Marren

## Background

From a young age, you displayed strong logic skills. Aware of your obvious aptitude, your family worked to send you to wizard school. Your family wasn't poor — but they also weren't wealthy, and sacrifices were necessary to afford your education. Your younger brother, who lacked your wits and logic, resented your parents' efforts to provide you an arcane education while he was stuck toiling at the shop. He knew he couldn't take his frustrations out on you, and so he became a bully among his peer group. After years of covering up for him and paying for his mistakes, your father finally had enough and threw your brother out of the house. As he left, he yelled at you, said it was all your fault. Worse, he vowed to get even with you some day.

Freshly removed from your apprenticeship, you eagerly await your fortune in the world, anxious to see where your arcane talents can take you, excited by the possibilities, but also wary of someday encountering your brother.

**Marren, Female (MU1):** HP 5; AC 8[11]; Atk staff (1d6) or dagger (1d4) or darts x3 (1d3); Move 12; Save 15; AL N; Str 8; Dex 13; Con 14; Int 18; Wis 10; Cha 10; **Special:** +2 save bonus vs. spells, spells (1).

**Spells:** 1st—sleep.

**Equipment:** staff, dagger, 9 darts, backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, spellbook, 5 days trail rations, waterskin, belt pouch, 5gp, 2sp, 5cp.

At 3rd character level, Marren's stat block is as follows:

**Marren, Female (MU3):** HP 11; AC 8[11]; Atk staff (1d6) or dagger (1d4) or darts x3 (1d3); Move 12; Save 13; AL N; Str 8; Dex 13; Con 14; Int 18; Wis 10; Cha 10; **Special:** +2 save



bonus vs. spells, spells (1).

**Spells:** 1st—magic missile (x2), sleep; 2nd—web.

**Equipment:** staff, dagger, 9 darts, backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, spellbook, *potion of invisibility*, 5 days trail rations, waterskin, belt pouch, 213gp, 2sp, 5cp.

HP - 5	Notes
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HP - 11	Notes
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# Phelps

## Background

Slender and nimble, you are a jack-of-all-trades. You were born a street urchin and during your youth learned to live through hard experience. Desiring to escape your gutter life, you indentured yourself to a rich merchant where you learned the customs that accompany wealth. You now move comfortably in either world—the alleyway or the noble’s court. Certain “unfortunate situations” which you are reluctant to discuss in detail have made you desperate to leave Reme. When you read Corian’s posting at the Starving Stirge promising gold and adventure, you decided that maybe a little adventuring “vacation” from Reme was exactly what you were looking for. Besides, Grenish would never bother sending assassins into the wilderness over a few little gems...or so you hope.

**Phelps (Thf1):** HP 5; AC 6[13]; Atk short sword (1d6) or dagger (1d4) or sling (1d4); Move 12; Save 15; Str 9; Dex 16; Con 13; Int 12; Wis 10; Cha 12; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), thieving skills, two-weapon fighting (+1 to hit).

**Thieving Skills:** Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

**Equipment:** leather armor, short sword, dagger, sling, 20 stones, backpack, bedroll, flint and steel, 50ft silk rope, grappling hook, hammer, 6 pitons, sack, thieves’ tools, 8 days trail rations, waterskin, belt pouch with 18 gp and 5 sp.

At 3rd character level, Phelps’ stat block is as follows:

**Phelps (Thf3):** HP 12; AC 6[13]; Atk short sword (1d6) or dagger (1d4) or sling (1d4); Move 12; Save 13; Str 9; Dex 16; Con 13; Int 12; Wis 10; Cha 12; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), thieving skills,



two-weapon fighting (+1 to hit).

**Thieving Skills:** Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

**Equipment:** leather armor, short sword, dagger, sling, 20 stones, backpack, bedroll, flint and steel, 50ft silk rope, grappling hook, hammer, 6 pitons, sack, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 88gp and 5sp.

<p>HP - 5</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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<p>HP - 12</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;">                     □□□□□                      □□□□□                      □□□□□                      □□□□□                 </p> </div>
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