

Sogrosh, Human monk 3

LN Medium humanoid (human)

Init +5; **Senses** Perception +10

Defense

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +4 Wis)

hp 20 (3d8+3)

Fort +4, **Ref** +4, **Will** +7; +2 vs. enchantments **Defensive Abilities** evasion

Offense

Speed 40 ft.

Melee unarmed strike +5 (1d6+2) or nunchaku +4 (1d6+2) or unarmed strike flurry of blows +3/+3 (1d6+2)

Ranged shuriken +3 (1d2+2)

Special Attacks flurry of blows, stunning fist (3/day, DC 15)

Tactics

Before Combat The monk drinks her *potion of owl's wisdom* to enhance her AC and Perception, as well as a *potion of mage armor*.

During Combat The monk uses a flurry of blows to make disarm attempts with her nunchaku. If protecting someone, she uses Stunning Fist before withdrawing with her charge.

Base Statistics Without *owl's wisdom* and *mage armor*, the monk's statistics are **Senses** Perception +8; **AC** 15, touch 14, flat-footed 13; **Wis** 15; **CMD** 18; **Skills** Perception +8, [Sense Motive](#) +8, [Survival](#) +3.

Statistics

Str 14, **Dex** 13, **Con** 12, **Int** 10, **Wis** 19, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 20

Feats [Combat Reflexes](#), [Dodge](#), [Improved Initiative](#), [Improved Unarmed Strike](#), Stunning Fist, [Weapon Focus](#) (unarmed strike)

Skills [Acrobatics](#) +7 (+11 when jumping), [Climb](#) +6, [Intimidate](#) +5, Perception +10, [Sense Motive](#) +10, [Stealth](#) +7, [Survival](#) +5, [Swim](#) +6

SQ fast movement, maneuver training

Combat Gear *potions of cure light wounds* (3), *potion of mage armor*, *potion of magic weapon*, *potion of owl's wisdom*, smokesticks (3); **Other Gear** dagger, nunchaku, shuriken (20), [bracers of armor](#) +1, 30 gp

Thultar, Half-elf sorcerer 5

LE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +7

Defense

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

hp 30 (5d6+10)

Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments

Resist acid 5, fire 10

Offense

Speed 30 ft.

Melee mwk light mace +3 (1d6) or 2 claws +2 (1d4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*arcane lock*, [mirror image](#), [resist energy](#)

1st (7/day)—[cause fear](#) (DC 15), [charm person](#) (DC 15), [mage armor](#), [magic missile](#), [ray of enfeeblement](#) (DC 15)

0 (at will)—[acid splash](#), [detect magic](#), [ghost sound](#) (DC 14), [mage hand](#), [message](#), [read magic](#)

Bloodline draconic (green)

Tactics

Before Combat The sorcerer casts [mage armor](#) and [resist energy](#) (fire).

During Combat The sorcerer casts [mirror image](#), then entangles opponents with his *wand of entangle* (using the [Use Magic Device](#) skill). He uses one of his *scrolls of levitate* to avoid melee combat, and casts [cause fear](#) to remove opponents threatening him.

Base Statistics Without [mage armor](#) and [resist energy](#), the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18

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

Feats [Combat Casting](#), [Dodge](#), [Eschew Materials](#), [Lightning Reflexes](#), [Skill Focus](#) ([Use Magic Device](#))

Skills [Intimidate](#) +10, [Knowledge](#) (arcana) +7, Perception +7, [Spellcraft](#) +7, [Use Magic Device](#) +13

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of levitate* (2), *scroll of ray of exhaustion*, *scroll of silent image*, *wand of entangle* (20 charges), smokestick; **Other**

Gear masterwork light crossbow with 10 bolts, masterwork light mace, [cloak of resistance](#) +1, 190 gp

Dretch CR 2

CE Small [outsider](#) ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))

Init +0; **Senses** darkvision 60 ft.; [Perception](#) +5

Defense

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

Offense

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—[cause fear](#) (DC 11), [stinking cloud](#) (DC 13), summon (level 1, 1 dretch 35%)

Statistics

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats [Toughness](#)

Skills [Escape Artist](#) +5, [Perception](#) +5, [Stealth](#) +9

Languages Abyssal (cannot speak); [telepathy](#) 100 ft. (limited to Abyssal-speaking targets)

Barmaid, Human commoner 5

CN Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 17 (5d6)

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

Offense

Speed 35 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged dagger +3 (1d4–1/19–20)

Tactics

During Combat The commoner tries to talk her way out of a fight, and uses her dagger if that fails.

Statistics

Str 8, **Dex** 13, **Con** 11, **Int** 9, **Wis** 10, **Cha** 13

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

Feats [Alertness](#), [Dodge](#), [Fleet](#), [Nimble Moves](#)

Skills [Diplomacy](#) +6, [Knowledge](#) (local) +4, [Perception](#) +6, [Sense Motive](#) +6

Languages Common

Gear dagger, antitoxin, 2,298 gp

Atella Prynn, Human cleric 5

LN Medium humanoid (human)

Init –1; **Senses** Perception +6

Defense

AC 18, touch 9, flat-footed 18 (+7 armor, –1 Dex, +2 shield)

hp 41 (5d8+15)

Fort +7, **Ref** +1, **Will** +7

Offense

Speed 20 ft.

Melee mwk longsword +8 (1d8+3/19–20)

Special Attacks channel positive energy 6/day (DC 13, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +7)

5/day—touch of law

5/day—battle rage (+2 damage)

Cleric Spells Prepared (CL 5th; concentration +7)

3rd—[dispel magic](#), [magic vestment](#) ^t_P, [searing light](#) (2d8)

2nd—[align weapon](#) (law only)^D, [enthrall](#) (DC 14), [resist energy](#) (DC 14), [sound burst](#) (1d8 sonic, DC 14 stun)

1st—[command](#) (DC 13), [divine favor](#), [magic weapon](#)^D, [shield of faith](#), [summon monster I](#)

0 (at will)—[guidance](#), [light](#), [purify food and drink](#), [resistance](#)

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

Tactics

Before Combat The cleric casts [magic vestment](#).

During Combat The cleric attacks with her longsword, and casts [magic weapon](#) or [align weapon](#) as needed. When fighting undead, she channels positive energy. Otherwise, she uses ranged magical attacks only as a last resort.

Base Statistics Without [magic vestment](#), the cleric's statistics are **AC** 18, touch 9, flat-footed 18.

Statistics

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

Base Atk +3; **CMB** +6; **CMD** 15

Feats [Combat Casting](#), Heavy Armor Proficiency, Improved Shield Bash, [Weapon Focus](#) (longsword)

Skills [Diplomacy](#) +9, [Heal](#) +6, [Knowledge](#) (nobility) +6, [Knowledge](#) (religion) +5, Perception +6

Languages Common

SQ aura

Combat Gear *potion of bull's strength*, thunderstone; **Other Gear** masterwork splint mail, +1 [light](#) steel [shield](#), masterwork longsword, [cloak of resistance](#) +1, silver holy symbol, 271 gp

Human bard 2

CN Medium humanoid (human)

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

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 14 (2d8+1)

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

Offense

Speed 30 ft.

Melee dagger +1 (1d4/19–20)

Ranged dagger +3 (1d4/19–20)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)

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

1st (3/day)—[charm person](#) (DC 14), [expeditious retreat](#), [sleep](#) (DC 14)

0 (at will)—[daze](#) (DC 13), [detect magic](#), [flare](#) (DC 13), [ghost sound](#) (DC 13), [prestidigitation](#)

Tactics

During Combat The bard stays at a safe distance, supporting allies with music and using spells to deter fights.

Statistics

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

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

Feats [Point-Blank Shot](#), Precise Shot

Skills [Acrobatics](#) +5, [Bluff](#) +7, [Diplomacy](#) +8, [Handle Animal](#) +8, [Knowledge](#) (local) +4, Perception +5, [Perform](#) (wind) +8, [Sense Motive](#) +5, [Sleight of Hand](#) +7, [Stealth](#) +5

Languages Common

SQ bardic knowledge +1, versatile performance (wind)

Combat Gear *potions of [cure light wounds](#)* (2), *potion of [invisibility](#)*, caltrops, silk rope, tanglefoot bags (2); **Other Gear** masterwork chain shirt, daggers (3), 8 gp

Lord Gavron's Guards (4), Human warrior 2

NE Medium humanoid (human)

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

Defense

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +0

Speed 30 ft.

Melee longsword +3 (1d8+1/19–20) or sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/×3)

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats [Point-Blank Shot](#), [Skill Focus](#) ([Stealth](#))

Skills [Intimidate](#) +4, [Stealth](#) +6

Languages Common

Combat Gear *potion of [cure light wounds](#)*, masterwork arrows (5), tanglefoot bags (2), thunderstone (2); **Other Gear** leather armor, longbow with 20 arrows, longsword, sap, 48 gp

Lord Gavron's Retainers (3) Human Rogue 1

NE Medium humanoid (human)

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

Defense

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** –1

Offense

Speed 30 ft.

Melee short sword +3 (1d6+2/19–20)

Ranged dagger +3 (1d4+2/19–20)

Special Attacks sneak attack +1d6

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

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

Feats [Improved Initiative](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +7, [Climb](#) +6, [Disable Device](#) +7, [Escape Artist](#) +7, [Knowledge](#) (local) +4, Perception +3, [Sleight of Hand](#) +7, [Stealth](#) +7, [Swim](#) +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of [cure light wounds](#)*, acid (2), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

Lord Gavron, Human aristocrat 4

LG Medium humanoid (human)

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

Defense

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

hp 22 (4d8+4)

Fort +1, **Ref** +2, **Will** +3

Offense

Speed 20 ft.

Melee mwk longsword +4 (1d8/19–20)

Ranged dagger +4 (1d4/19–20)

Tactics

During Combat The aristocrat fights with skill and caution, as suits one whose duty is to the throne. If in the company of others, she suggests clever tactics even if she is not actually in command of the group.

Statistics

Str 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats [Lightning Reflexes](#), [Skill Focus \(Diplomacy\)](#), [Toughness](#)

Skills [Diplomacy](#) +11, [Knowledge](#) (engineering, religion) +4, [Knowledge](#) (history) +5, [Knowledge](#) (nobility) +7, [Linguistics](#) +4, Perception +3, [Perform](#) (dance) +5, [Ride](#) +5, [Sense Motive](#) +4, [Survival](#) +5

Languages Common, Elven

Combat Gear *oil of [bless weapon](#)*, *potion of [cure moderate wounds](#)*, *potion of [spider climb](#)*;

Other Gear masterwork breastplate, dagger, masterwork longsword, noble's outfit, signet ring, 253 gp

Goblin warrior 1

NE Small [humanoid](#) (goblinoid)

Init +6; **Senses** darkvision 60 ft.; [Perception](#) –1

Defense

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)

hp 6 (1d10+1)

Fort +3, **Ref** +2, **Will** –1

Offense

Speed 30 ft.

Melee short sword +2 (1d4/19–20)

Ranged short bow +4 (1d4/x3)

Statistics

Str 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 12

Feats [Improved Initiative](#)

Skills [Ride](#) +10, [Stealth](#) +10, [Swim](#) +4; **Racial Modifiers** +4 [Ride](#), +4 [Stealth](#)

Languages Goblin

Goblin Dog, N Medium [animal](#)

Init +2; **Senses** low-light vision, [scent](#); [Perception](#) +1

Defense

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

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

Immune disease

Offense

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

Statistics

Str 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats [Toughness](#)

Skills [Stealth](#) +6

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