

Kailah Windmere

Female human commoner 2
LN Medium humanoid
Init +1; Senses Perception +4

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 7 (2d6)
Fort +0, Ref +1, Will -1

Offense

Speed 30 ft.
Melee serving tray +1 (1d4) or crucible +1 (1d6 plus 1 fire [if hot])
Ranged flask +2 (1d4 plus dazzled 1 round [medicines in eyes])

Statistics

Str 10, Dex 12, Con 11, Int 10, Wis 9, Cha 13
Base Atk +1; CMB +1; CMD 12
Feats Catch Off-Guard, Throw Anything
Skills Perception +4, Perform (dance) +3, Profession (herbalist) +4, Profession (merchant) +3, Sleight of Hand +2
Languages Common

Combat Gear antitoxin (2); **Other Gear** serving tray or crucible, flasks (2 to 4)

Elyin Ursage

Male human ranger 7
LN Medium humanoid
Init +3; Senses Perception +11

Defense

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)
hp 52 (7d10+14)
Fort +6, Ref +8, Will +3

Offense

Speed 30 ft.
Melee mwk battleaxe +11/+6 (1d8+3/×3) or dagger +10/+5 (1d4+3/19-20)
Ranged +1 composite longbow +12/+7 (1d8+4) or Rapid Shot +1 composite longbow +10/+10/+5 (1d8+4/×3) or dagger +10 (1d4+3/19-20)
Special Attacks favored enemy (magical beasts +4, monstrous humanoids +2)

Ranger Spells Prepared (CL 4th; concentration +4)

1st—longstrider, speak with animals

Statistics

Str 16, Dex 16, Con 13, Int 10, Wis 12, Cha 8
Base Atk +7; CMB +10; CMD 23
Feats Endurance, Improved Precise Shot, Mounted Archery, Mounted Combat, Point-Blank Shot, Rapid Shot, Self-Sufficient, Weapon Focus (longbow)
Skills Climb +12, Handle Animal +8, Heal +8, Knowledge (nature) +5, Perception +11, Ride +12, Stealth +12, Survival +13 (+16 to follow tracks), Swim +7
Languages Common
SQ hunter's bond (animal companion [hawk]), favored terrain (forest +2), track +3, wild empathy +6, woodland stride

Gear masterwork chain shirt, masterwork buckler, masterwork battleaxe, dagger, +1 composite longbow (+3 Str) with 40 arrows, cold iron arrows (10), alchemical silver arrows (10), light horse (combat trained), saddle, 4 gp

Foresthawk

Human ranger 4
LN Medium humanoid
Init +2; Senses Perception +7

Defense

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)
hp 30 (4d10+8)
Fort +5, Ref +6, Will +2

Offense

Speed 30 ft.
Melee mwk battleaxe +7 (1d8+2/×3) or handaxe +6 (1d6+2/×3)
Ranged mwk composite longbow +7 (1d8+1/×3) or throwing axe +6 (1d6+2)
Special Attacks favored enemy (animals +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—charm animal (DC 12)

Statistics

Str 14, Dex 15, Con 12, Int 10, Wis 13, Cha 10
Base Atk +4; CMB +6; CMD 19
Feats Deadly Aim, Dodge, Endurance, Mobility, Point Blank Shot
Skills Climb +10, Craft (traps) +9, Handle Animal +6, Heal +8, Perception +7, Profession (trapper) +8, Ride +6, Stealth +8, Survival +8 (+10 to follow tracks), Swim +6
Languages Common
SQ favored terrain (woods +2), hunter's bond (badger animal companion), track +2, wild empathy +4

Combat Gear black adder venom (1 dose), scrolls of cure light wounds (2), scrolls of speak with animals (2); **Other Gear** masterwork studded leather, masterwork buckler, masterwork battleaxe, masterwork composite longbow (+1 Str) with 20 arrows, throwing axes (2), climber's kit, healer's kit, masterwork trapmaking tools

Viviana Aldercroft

Female human cleric of Shelyn 3
NG Medium humanoid (human)
Init +0; Senses Perception +4

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)
hp 26 (3d8+9)
Fort +4, Ref +1, Will +6

OFFENSE

Speed 20 ft.
Melee masterwork glaive +5 (1d10+3/×3)
Ranged sling +2 (1d4+2)
Special Attacks channel positive energy 5/day (DC 16, 2d6)
Domain Spell-Like Abilities (CL 3rd; concentration +7)
6/day—touch of good (+1)
6/day—bit of luck
Cleric Spells Prepared (CL 3rd; concentration +6)
2nd—bull's strength, aidD, spiritual weapon
1st—bless, cure light wounds, divine favor, protection from evilD, shield of faith
0 (at will)—detect magic, guidance, light, stabilize
D Domain spell; Domains Good, Luck

STATISTICS

Str 14, Dex 10, Con 12, Int 11, Wis 17, Cha 14
Base Atk +2; CMB +4; CMD 14
Feats Improved Channel*, Selective Channeling, Toughness*
Skills Diplomacy +8, Heal +9, Knowledge (religion) +6; Armor Check Penalty -3
Languages Common
SQ aura (moderate good), spontaneous casting

Combat Gear potion of eagle's splendor; **Other Gear** masterwork breastplate, masterwork glaive, sling with 10 bullets, backpack, silver holy symbol, waterskin, 32 gp

Parmis Salsby

Male half-elf bard 4
NG Medium humanoid (human)
Init +1; Senses Perception +4

Defense

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)
hp 25 (4d8+4)
Fort +2, Ref +5, Will +4; +5 vs. bardic performance, language-dependent, and sonic; Immune sleep

Offense

Speed 30 ft.
Melee mwk dagger +5 (1d4–1/19–20)
Ranged dagger +4 (1d4–1/19–20)
Special Attacks bardic performance 11 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +7)

2nd (2/day)—suggestion (DC 16), tongues

1st (4/day)—charm person (DC 15), cure light wounds (DC 14), hypnotism (DC 15), sleep (DC 15)

0 (at will)—daze (DC 14), detect magic, light, lullaby (DC 14), mage hand, resistance

Statistics

Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 16
Base Atk +3; CMB +2; CMD 13
Feats Skill Focus (Bluff)B, Spell Focus (enchantment), Weapon Finesse
Skills Appraise +6, Bluff +13, Diplomacy +10, Disguise +8, Intimidate +6, Knowledge (arcana, nobility) +7, Knowledge (local) +10, Perception +4, Perform (act, dance) +10, Perform (sing) +7, Sense Motive +5, Spellcraft +8
Languages Common, Elven, Gnome, Celestial
SQ elf blood, bardic knowledge +1, versatile performance (act)

Combat Gear potion of invisibility; **Other Gear** masterwork dagger, bracers of armor +1, 48 gp

Halak Klent

Male half-orc fighter 4
CN Medium humanoid (human, orc)
Init +5; Senses darkvision 60 ft.; Perception –1

Defense

AC 17, touch 11, flat-footed 16 (+6 armor)
hp 39 (4d10+12)
Fort +6, Ref +2, Will +2; +1 vs. fear
Defensive Abilities bravery +1, orc ferocity

Offense

Speed 30 ft.
Melee mwk sledgehammer +9 (2d6+6/×3) or sap +8 (1d6+4 nonlethal)
Ranged javelin +5 (1d6+3)

Statistics

Str 18, Dex 12, Con 14, Int 10, Wis 8, Cha 13
Base Atk +4; CMB +8; CMD 19
Feats Cleave, Improved Initiative, Iron Will, Power Attack, Great Cleave
Skills Climb +7, Intimidate +10, Survival +3, Swim +6
Languages Common, Orc
SQ armor training 1, orc blood, weapon familiarity

Combat Gear potion of bull's strength, potion of cure moderate wounds, potion of enlarge person (CL 3rd);

Other Gear masterwork breastplate, javelins (4), masterwork sledgehammer, sap, sack, gold necklace (worth 100 gp), 124 gp

Awakened Bee Swarm

N Diminutive magical beast (augmented vermin, swarm)
Init +3; Senses darkvision 60 ft.; Perception +10

Defense

AC 19, touch 17, flat-footed 16; (+3 Dex, +2 natural, +4 size)
hp 45 (7d8+14)
Fort +7, Ref +5, Will +5
Defensive Abilities swarm traits; Immune weapon damage

Offense

Speed 5 ft., fly 40 ft. (good)
Melee swarm (2d6 plus poison)
Space 10 ft.; Reach 0 ft.
Special Attacks distraction (DC 15), poison

Statistics

Str 5, Dex 17, Con 14, Int 10, Wis 16, Cha 10
Base Atk +5; CMB —; CMD —
Skills Fly +12, Intimidate +5, Perception +10, Survival +5;
Racial Modifiers +8 Perception
Languages Sylvan
SQ swarm traits, vermin traits

Special Abilities

Poison (Ex) Swarm—injury; save Fort DC 15; frequency 1/round for 4 rounds; effect 1 Dexterity damage; cure 1 save. The save DC is Constitution-based.
Hive Mind (Ex) An awakened bee swarm with at least 7 hit points forms a hive mind, giving it an Intelligence of 10. When reduced below this hit point threshold, the swarm becomes mindless and loses its Intimidate and Survival skills as well as its knowledge of Sylvan.

Camouflaged Pit Trap

Type mechanical; Perception DC 25; Disable Device DC 20

Effects

Trigger location; Reset manual

Effect 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Gossamere

CE Small aberration (air)
Init +15; Senses darkvision 60 ft.; Perception +19

Defense

AC 30, touch 30, flat-footed 18; (+7 deflection, +11 Dex, +1 dodge, +1 size)
hp 58 (9d8+18)
Fort +5, Ref +14, Will +11
Defensive Abilities natural invisibility; Immune magic

Offense

Speed fly 50 ft. (perfect)
Melee shock +18 touch (2d8 electricity)

Statistics

Str 5, Dex 33, Con 14, Int 19, Wis 20, Cha 18
Base Atk +6; CMB +2; CMD 30
Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse
Skills Acrobatics +23, Bluff +13, Escape Artist +23, Fly +33, Perception +19, Stealth +27
Languages Aklo, Common
SQ feed on fear

Special Abilities

Feed on Fear (Su) Any time a will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.

Fellnight Spriggan

Male bramble spriggans (Tome of Horrors 326, Advanced Bestiary 32)
CE Large plant (augmented humanoid, gnome)
Init +3; Senses low-light vision; Perception +2

Defense

AC 18, touch 12, flat-footed 15 (+4 armor, +3 Dex, +2 natural, -1 size)
hp 34 each (4d8+16)
Fort +8, Ref +7, Will +1
Immune plant traits
Weaknesses vulnerability to fire

Offense

Speed 20 ft.
Melee 2 slams +4 (1d6+1 plus grab), gore +3 (1d8+1 plus grab) or prickly whip +3 (1d4+1) or battleaxe +3 (2d6+1 plus greenblood oil)
Ranged thorn dart +5 (1d6+1)
Space 10 ft.; Reach 10 ft.
Special Attacks prickly whip, thorn dart, size alteration, sneak attack +2d6
Spell-Like Abilities (CL 4th; concentration +3)
At will—flare* (DC 10), scare* (DC 12), shatter* (DC 12)
1/day—entangle (DC 10).
* These save DCs include a +1 racial bonus.

Base Statistics In its normal, Small form, a Fellnight spriggan has the following statistics: Init +5; AC 22, touch 16, flatfooted 17 (+4 armor, +5 Dex, +2 natural, +1 size); Ref +9; Melee 2 slams +4 (1d3-1 plus grab), gore +3 (1d4-1 plus grab), or prickly whip +3 (1d2-1), or battleaxe +3 (1d6-1 plus greenblood oil); Ranged thorn dart +9 (1d3-1); Space 5 ft., Reach 5 ft.; Str 8, Dex 21; CMB +1, CMD 16; Skills Disable Device +7, Sleight of Hand +10, Stealth +10 (+18 in forested areas and thickets)

Statistics

Str 12, Dex 17, Con 18, Int 11, Wis 10, Cha 9
Base Atk +3; CMB +5; CMD 18
Feats Combat Reflexes, Quick DrawB, Weapon Focus (slam)
Skills Climb +0, Disable Device +5, Perception +0, Sleight of Hand +8, Stealth +2 (+10 in forested areas and thickets); Racial Modifiers +2 Climb, +2 Disable Device, +2 Perception, +2 Sleight of Hand, +2 Stealth.
Languages Common, Gnome, Sylvan
SQ spriggan magic, thorn walk, thorny grasp, woodland stride

Gear chain shirt, battleaxe, greenblood oil (2 doses)

Special Abilities

Prickly Whip (Ex) Once per day, a Fellnight spriggan can unravel and detach from its body a whip-like strand of thorny bramble, as if it were drawing a weapon. This weapon counts as a whip of the spriggan's size, except it deals normal (not nonlethal) damage and is effective against creatures with armor or natural armor. The spriggan is proficient with this whip. The whip becomes brittle and useless after 1 hour.

Size Alteration (Su) A spriggan can change its size from Small to Large or back again as a standard action, similar to using enlarge person except increasing or decreasing two size categories instead of one (doubling the modifiers to Strength, Dexterity, attack rolls, and AC).

Spriggan Magic (Su) Spriggans have a +1 racial bonus to their spriggan spell-like ability DCs.

Thorn Dart (Ex) Eight times per day, a Fellnight spriggan can pull a long thorn from its body, as if it were drawing ammunition. This thorn functions as a dart of the spriggan's size. The spriggan is proficient with this dart.

Thorn Walk (Sp) This ability works like tree stride, except the Fellnight spriggan can only travel through thorny trees or pass harmlessly through a wall of thorns (or similar thorn-related effect) without harm. The spriggan can use this ability once per day.

Thorny Grasp (Ex) A Fellnight spriggan's thorny body deals 1d4 piercing damage (1d8 for a Large spriggan) to a grappled opponent on a successful grapple check. A creature that grapples, pins, constricts, or swallows the spriggan takes this damage automatically on its turn.

Woodland Stride (Ex) A Fellnight spriggan can use woodland stride like a druid, except it can also freely pass through areas affected by its own entangle spell-like ability.

Greenblood Oil

Type poison, injury; Save Fortitude DC 13
Frequency 1/round for 4 rounds
Effect 1 Con damage; Cure 1 save

Turned into a Tiny songbird

- +4 size bonus to Dexterity
- -2 penalty to Strength
- lose armour and shield bonuses
- +1 natural armour bonus
- +2 size bonus to AC and attacks
- -2 penalty to CMB and CMD
- speed 10', fly 40'
- low-light vision
- all gear melds into your body and cannot be used or activated
- continuous magic effects remain
- melee bite 1d3+1.5 x new STR bonus
- ranged none
- unable to speak or perform material, somatic or verbal spell components
- lose keen senses, scent, darkvision and other extraordinary or supernatural abilities or class features that depend on your original form
- cannot use polymorph spells or effects to assume another form unless you have the shapechanger subtype
- spells that change your size have no effect

Failed Will save

- lose extraordinary, spell-like and supernatural abilities
- unable to cast spells
- alignment Neutral
- INT 2, WIS 15, CHA 7