

AGE 12+



# MURDER<sup>IN</sup> BALDUR'S GATE<sup>TM</sup>

## MONSTER STATISTICS

MATT SERNETT • CHRIS SIMS



Permission is granted to print this document for personal use only.

# CREDITS

Design and Editing  
**Matt Sernett, Chris Sims**

Additional Design  
**Daniel Helmick**

Managing Editor  
**Kim Mohan**

D&D Group Manager  
**Mike Mearls**

D&D Producer  
**Greg Bilsland**

Senior Creative Director  
**Jon Schindehette**

Art Director  
**Mari Kolkowsky**

Graphic Design  
**Emi Tanji**

D&D Brand Team  
**Nathan Stewart, Liz Schuh, Laura Tommervik,  
Shelly Mazzanoble, Chris Lindsay, Hilary Ross**

Publishing Production Manager  
**Angie Lokotz**

Organized Play  
**Chris Tulach**

DUNGEONS & DRAGONS, D&D, FORGOTTEN REALMS, their respective logos, and *Murder in Baldur's Gate*, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast LLC in the USA and other countries. All Wizards characters and their distinctive likenesses are property of Wizards of the Coast LLC. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast LLC. Any similarity to actual people, organizations, places, or events included herein is purely coincidental.

Published by Wizards of the Coast LLC. Manufactured by: Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 2 Roundwood Ave, Stockley Park, Uxbridge, Middlesex, UB11 1AZ, UK.

©2013 Wizards of the Coast LLC.

300A4537000002 EN

# D&D® NEXT STATISTICS

## Abdel Adrian

**Medium Humanoid (Human)**

**Armor Class** 18 (plate mail)

**Hit Points** 22 (3d10 + 6)

**Speed** 25 ft.

**Str** 16 (+3)

**Dex** 14 (+2)

**Con** 15 (+2)

**Int** 10 (+0)

**Wis** 11 (+0)

**Cha** 12 (+1)

**Alignment** neutral

**Languages** Common

### ACTIONS

**Melee Attack—Gauntlet:** +5 to hit (reach 5 ft.; one creature).

**Hit:** 1d4 + 3 bludgeoning damage. If the attack deals 6 or more damage, the target falls prone.

### REACTIONS

**Guardian:** If an enemy within 5 feet of Abdel attacks a target other than Abdel, that enemy provokes an opportunity attack from Abdel.

### ENCOUNTER BUILDING

**Level** 2

**XP** 60

## Acolyte of Gond

**Medium Humanoid (Human)**

**Armor Class** 16 (chain mail)

**Hit Points** 11 (2d8 + 2)

**Speed** 25 ft.

**Str** 13 (+1)

**Dex** 11 (+0)

**Con** 13 (+1)

**Int** 10 (+0)

**Wis** 15 (+2)

**Cha** 10 (+0)

**Alignment** neutral

**Languages** Common

### ACTIONS

**Melee Attack—Mace:** +2 to hit (reach 5 ft.; one creature). **Hit:** 4 (1d6 + 1) bludgeoning damage.

**Ranged Attack—Light Crossbow:** +1 to hit (range 80 ft./320 ft.; one creature). **Hit:** 4 (1d8) piercing damage.

### ENCOUNTER BUILDING

**Level** 1

**XP** 20



## Bhaalspawn Slayer

Medium Humanoid

Armor Class 14

Hit Points 30 (4d10 + 8)

Speed 40 ft.; see Traits below

Senses darkvision 60 ft.

Str 14 (+2)

Dex 17 (+3)

Con 15 (+2)

Int 11 (+0)

Wis 11 (+0)

Cha 13 (+1)

Alignment chaotic evil

Languages Common

### TRAITS

**Climb:** The slayer can climb as part of its movement. No ability check is required.

**Immunities:** The slayer is immune to disease and poison.

**Jump:** The slayer can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

### ACTIONS

**Melee Attack—Claws:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target's speed magically drops to 0. Instead of moving on its turn, or as its action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds.

**Melee Attack—Bite:** +5 to hit (reach 5 ft.; one creature that has a speed of 0). *Hit:* 11 (2d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

### ENCOUNTER BUILDING

Level 3

XP 110

## Bomber

Medium Humanoid (Dwarf)

Armor Class 13 (hide)

Hit Points 17 (2d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 14 (+2)

Cha 11 (+0)

Alignment neutral

Languages Common, Dwarvish

### TRAITS

**Dwarven Resilience:** Bomber has advantage on saving throws against poison and resistance to poison damage.

### ACTIONS

**Melee Attack—Short Sword:** +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

**Ranged Attack—Alchemist's Fire:** The ground in a 5-foot radius cloud centered on a point within 30 feet of the bomber is covered in fire for 1 minute. Creatures in the cloud when it appears, as well as creatures that end their turns within the cloud, must succeed on a DC 11 Dexterity saving throw. *Failed Save:* 1d6 + 2 fire damage. *Successful Save:* Half damage.

### ENCOUNTER BUILDING

Level 2 XP 30

## Chosen of Bhaal

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

### TRAITS

**Climb:** The chosen can climb as part of its movement. No ability check is required.

**Immunities:** The chosen is immune to disease and poison.

**Jump:** The chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

**Murder Magic:** A creature hit by the chosen's attack must succeed on a DC 10 Constitution saving throw, or the creature's speed drops to 0. Instead of moving on its turn, or as an action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds. If a creature that already has a speed of 0 is hit by the chosen's attack, the creature must succeed on a DC 10 Constitution saving throw or become stunned for 1 minute. A creature stunned in this way can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

## Coran

Medium Humanoid (Elf)

Armor Class 15 (studded leather)

Hit Points 39 (6d10 + 6)

Speed 35 ft.

Senses low-light vision

Str 13 (+1)

Dex 17 (+3)

Con 12 (+1)

Int 12 (+1)

Wis 14 (+2)

Cha 16 (+3)

Alignment neutral

Languages Common, Elvish

### TRAITS

**Expertise:** Coran has 2d6 expertise dice. If he uses any dice, he regains them when he completes any rest. Coran can spend a die to roll it and add its result to an attack roll as part of the action to make the attack.

**Free Spirit:** Coran is immune to the charmed condition and cannot be put to sleep.

**Keen Senses:** Coran has advantage on Wisdom checks to listen and spot.

### ACTIONS

**Melee Attack—Short Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) piercing damage.

**Ranged Attack—Longbow:** +6 to hit (range 80 ft./320 ft.; one creature). *Hit:* 12 (2d8 + 3) piercing damage.

**Volley:** Coran can spend an expertise die to make a longbow attack against two creatures within 20 feet of each other.

### REACTIONS

**Nimble Dodge:** If a melee attack would hit Coran, he can roll one of his expertise dice, adding half the result to his AC. If the attack misses, Coran can move up to 10 feet. This movement does not provoke opportunity attacks.

### ENCOUNTER BUILDING

Level 4

XP 250

## Crew Member

Medium Humanoid (Human)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 11 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 12 (+1)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Short Sword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 20

## Fire Mephit

Small Elemental (Fire)

Armor Class 14

Hit Points 16 (3d8 + 3); see Traits below

Speed 30 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 8 (-1)

Dex 16 (+3)

Con 12 (+1)

Int 9 (-1)

Wis 10 (+0)

Cha 13 (+1)

Alignment neutral

Languages Common, Ignan

### TRAITS

**Flame Healing:** The mephit is immune to fire damage, and it regains a number of hit points equal to any fire damage dealt to it.

### ACTIONS

**Melee Attack—Claws:** +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage and 2 (1d4) fire damage.

**Breath Weapon (recharge 6):** The mephit breathes a 15-foot cone of flame. Creatures in the cone must make a DC 11 Dexterity saving throw. *Failed Save:* 9 (2d8) fire damage. *Successful Save:* Half damage.

**Heat Metal (1/day):** As the spell (save DC 11).

**Scorching Ray (1/hour):** As the spell (save DC 11).

### ENCOUNTER BUILDING

Level 3

XP 90

## Flaming Fist Corporal

Medium Humanoid (Human)

Armor Class 18 (plate mail)

Hit Points 30 (4d10 + 8)

Speed 25 ft.

Str 16 (+3)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Surge (recharge 5-6):** The corporal makes two melee attacks.

**Melee Attack—Heavy Flail:** +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) bludgeoning damage.

### ENCOUNTER BUILDING

Level 4

XP 150

## Flaming Fist Lieutenant

Medium Humanoid (Human)

Armor Class 16 (scale mail)

Hit Points 19 (3d10 + 3)

Speed 30 ft.

Str 16 (+3)

Dex 14 (+2)

Con 13 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Bastard Sword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 1d10 + 3 slashing damage. If the attack deals 9 or more damage, the target falls prone.

### REACTIONS

**Guardian:** If an enemy within 5 feet of the lieutenant attacks a target other than the lieutenant, that enemy provokes an opportunity attack from the lieutenant.

### ENCOUNTER BUILDING

Level 3

XP 80

## Flaming Fist Private

Medium Humanoid (Human)

Armor Class 17 (scale mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Longsword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the private deals 7 or more damage, the private can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

**Ranged Attack—Light Crossbow:** +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 20



## Flaming Fist Sergeant

Medium Humanoid (Human)

Armor Class 20 (plate mail, shield)

Hit Points 37 (5d10 + 10)

Speed 25 ft.

Str 16 (+3)

Dex 10 (+0)

Con 14 (+2)

Int 12 (+1)

Wis 12 (+1)

Cha 12 (+1)

Alignment neutral

Languages Common

### ACTIONS

**Surge (recharge 4–6):** The sergeant makes two melee attacks.

**Melee Attack—Flail:** +5 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 3 bludgeoning damage. If the attack deals 8 or more damage, the target falls prone.

### ENCOUNTER BUILDING

Level 4

XP 200

## Halfling Rogue

Small Humanoid (Halfling)

Armor Class 15 (studded leather)

Hit Points 9 (2d8)

Speed 25 ft.

Str 12 (+1)

Dex 16 (+3)

Con 10 (+0)

Int 10 (+0)

Wis 11 (+0)

Cha 14 (+2)

Alignment neutral

Languages Common

### TRAITS

**Brave** The halfling has advantage on saving throws against being frightened.

**Lucky:** If the halfling rolls a natural 1 on an attack roll, ability check, or saving throw, the halfling can reroll the die but must use the new roll.

**Opportunist:** If the halfling has advantage on an attack roll, the halfling can give up the advantage to make two attacks.

**Sneak:** The halfling has advantage on Dexterity checks to sneak.

### ACTIONS

**Melee or Ranged Attack—Dagger:** +3 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against the halfling until the halfling's turn ends.

### ENCOUNTER BUILDING

Level 1

XP 20

## Harbor Manifest

Uncommon wondrous item

The leather for this manifest's cover has a faint, intricate pattern on it.

**Property:** To open the manifest, one must trace the magic pattern on its cover. The book has been opened so many times that the tracing marks are clearly visible, but the pattern is so complex that tracing it properly requires a DC 15 Dexterity or Intelligence check. If opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again.

In addition, while it is open, the manifest records on its pages any words dictated to it.

## Human Bystander

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 11 (+0)

Dex 11 (+0)

Con 10 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 11 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Fist:** +0 to hit (reach 5 ft.; one creature). *Hit:* 1 bludgeoning damage.

**Ranged Attack—Rock:** +0 to hit (range 20 ft./80 ft.; one creature). *Hit:* 1 bludgeoning damage.

### ENCOUNTER BUILDING

Level 1

XP 10

## Imbralym Skoond

Medium Humanoid (Human)

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Str 10 (+0)

Dex 14 (+2)

Con 12 (+1)

Int 17 (+3)

Wis 17 (+3)

Cha 12 (+1)

Alignment neutral evil

Languages Common

### TRAITS

**Spellcasting:** Imbralym is a 4th-level spellcaster that uses Intelligence as his magic ability (spell save DC 14). Imbralym has the following spells prepared:

Cantrips—*minor illusion, ray of frost, shocking grasp*

1st level (4/day)—*color spray, magic missile, shield, thunderwave*

2nd level (3/day)—*invisibility*

### ACTIONS

**Melee Attack—Quarterstaff:** +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

### ENCOUNTER BUILDING

Level 3

XP 110

## Laraelra Thundreth

Medium Humanoid (Half-Elf)

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses low-light vision

Str 12 (+1)

Dex 16 (+3)

Con 13 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

### TRAITS

**Focus:** If Laraelra damages a creature, she can choose to gain advantage on her next attack roll made against that creature. Laraelra must rest to regain the use of this trait.

**Opportunist:** If Laraelra has advantage on an attack roll, she can give up the advantage to make two attacks.

**Sneak:** Laraelra has advantage on Dexterity checks to sneak.

### ACTIONS

**Melee or Ranged Attack—Dagger:** +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against Laraelra until her turn ends.

### ENCOUNTER BUILDING

Level 2

XP 30

## Nant Thangol

Medium Humanoid (Dwarf)

Armor Class 14 (studded leather)

Hit Points 13 (2d6 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 17 (+3)

Cha 10 (+0)

Alignment neutral

Languages Common, Dwarvish

### TRAITS

**Dwarven Resilience:** Nant has advantage on saving throws against poison and resistance to poison damage.

**Opportunist:** If Nant has advantage on an attack roll, he can give up the advantage to make two attacks.

**Shift:** If Nant moves no more than 5 feet on his turn, his movement does not provoke opportunity attacks.

### ACTIONS

**Melee or Ranged Attack—Dagger:** +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against Nant until his turn ends.

### ENCOUNTER BUILDING

Level 2

XP 30

## Nine-Fingers

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Str 12 (+1)

Dex 18 (+4)

Con 14 (+2)

Int 13 (+1)

Wis 17 (+3)

Cha 14 (+2)

Alignment neutral

Languages Common

### TRAITS

**Acrobatic Escape:** While Nine-Fingers is moving on her turn, her AC is 18.

**Focus:** If Nine-Fingers damages a creature, she can choose to gain advantage on her next attack roll made against that creature. Nine-Fingers must rest to regain the use of this trait.

**Sneak Attack:** If Nine-Fingers has advantage on an attack roll, she can give up the advantage to deal 2d6 + 6 extra damage.

**Thief:** Nine-Fingers has advantage on ability checks to balance, disable a device, hide, pick locks, and sneak.

### ACTIONS

**Multiattack:** Nine-Fingers makes two melee attacks.

**Melee or Ranged Attack—Dagger:** +6 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

### ENCOUNTER BUILDING

Level 5

XP 250

## Patriar Duelist

Medium Humanoid (Human)

Armor Class 14 (leather)

Hit Points 11 (2d8 + 4)

Speed 30 ft.

Str 12 (+1)

Dex 17 (+3)

Con 14 (+2)

Int 10 (+0)

Wis 14 (+2)

Cha 12 (+1)

Alignment neutral

Languages Common

### TRAITS

**Focus:** If the duelist damages a creature, he can choose to gain advantage on his next attack roll made against that creature. The duelist must rest to regain the use of this trait.

**Opportunist:** If the duelist has advantage on an attack roll, he can give up the advantage to make one rapier attack and one short sword attack.

### ACTIONS

**Melee Attack—Rapier:** +4 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d8 + 3) piercing damage.

**Melee Attack—Short Sword:** +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

### ENCOUNTER BUILDING

Level 2

XP 60



## Patriar Retainer

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Longsword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the retainer deals 7 or more damage, the retainer can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

### ENCOUNTER BUILDING

Level 1

XP 20

## Patriar Youth

Medium Humanoid (Human)

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Str 11 (+0)

Dex 10 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 11 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee or Ranged Attack—Improvised Weapon:** +1 to hit (reach 5 ft. or range 20 ft./40 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

### ENCOUNTER BUILDING

Level 1

XP 10

## Rilsa Rael

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

Str 14 (+2)

Dex 18 (+4)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 15 (+2)

Alignment neutral

Languages Common

### TRAITS

**Focus 2:** If Rilsa damages a creature, she can choose to gain advantage on her next attack roll made against that creature. She has two uses of this trait, and she must rest to regain any use she expends.

**Slick:** Rilsa has advantage on ability checks made to persuade, sense motive, and sneak.

**Sneak Attack:** If Rilsa has advantage on an attack roll, she can give up the advantage to deal 2d6 + 6 extra damage with an attack that hits.

**Tactical Acumen:** If Rilsa moves 15 feet or fewer on her turn, her movement does not provoke opportunity attacks.

**Tactical Commands:** Any friendly creature that can hear Rilsa and is within 30 feet of her can move 15 feet or fewer on its turn, and this movement does not provoke opportunity attacks.

### ACTIONS

**Slash and Dash:** Rilsa makes short sword attack against one creature and then moves using Tactical Acumen. She can then make a dagger attack. Her turn then ends.

**Melee Attack—Short Sword:** +7 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

**Melee or Ranged Attack—Dagger:** +7 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

### ENCOUNTER BUILDING

Level 5

XP 300

## Smokepowder Maker

Medium Humanoid (Human)

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 30 ft.

Str 12 (+1)

Dex 16 (+3)

Con 14 (+2)

Int 16 (+3)

Wis 12 (+1)

Cha 11 (+0)

Alignment neutral

Languages Common, Goblin

### ACTIONS

**Melee Attack—Quarterstaff:** +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Ranged Attack—Ray of Frost:** +4 to hit (range 100 ft.; one creature). *Hit:* 4 (1d8) cold damage, and the target's speed drops by 10 feet until the end of the maker's next turn.

**Acid Spray (recharge 5–6):** Each creature in a 15-foot cone originating from the maker must make a DC 11 Dexterity saving throw. *Failed Save:* 13 (3d8) acid damage. *Successful Save:* Half damage.

### ENCOUNTER BUILDING

Level 2

XP 50

## Thug

Medium Humanoid (Human)

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1)

Dex 11 (+0)

Con 11 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### ACTIONS

**Melee Attack—Dagger:** +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

**Ranged Attack—Light Crossbow:** +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d8) piercing damage.

### ENCOUNTER BUILDING

Level 1

XP 10

## Tough Thug

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

### TRAITS

**Thug Tactics:** The thug has advantage on attack rolls against any enemy that is within 5 feet of one or more of the thug's allies.

### ACTIONS

**Melee Attack—Dagger:** +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

**Ranged Attack—Light Crossbow:** +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 2

XP 40

## Torlin Silvershield

Medium Humanoid (Human)

Armor Class 17 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Str 15 (+2)

Dex 12 (+1)

Con 15 (+2)

Int 11 (+0)

Wis 14 (+2)

Cha 18 (+4)

Alignment neutral

Languages Common

### TRAITS

**Spellcasting:** Torlin is a 6th-level spellcaster that uses Wisdom as his magic ability (spell save DC 14). He has the following spells prepared:

Cantrips—*spare the dying*, *light*, *resistance*

1st level (3/day)—*command*, *cure wounds*, *shield of faith*

2nd level (2/day)—*hold person*, *lesser restoration*

3rd level (2/day)—*dispel magic*, *prayer*

### ACTIONS

**Multiattack:** Torlin makes two melee attacks.

**Melee Attack—Morningstar:** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

### ENCOUNTER BUILDING

Level 5

XP 350

## Ulder Ravengard

Medium Humanoid (Human)

Armor Class 20 (plate mail, shield)

Hit Points 45 (6d10 + 12)

Speed 25 ft.

Str 17 (+3)

Dex 14 (+2)

Con 14 (+2)

Int 11 (+0)

Wis 10 (+0)

Cha 15 (+2)

Alignment neutral

Languages Common

### ACTIONS

**Multiattack:** Ulder makes two melee attacks, only one of which can be a shield attack.

**Melee Attack—Bastard Sword:** +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) slashing damage.

**Melee Attack—Shield (recharge 6):** +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage, and Ulder pushes the target up to 10 feet, and then Ulder moves up to 10 feet. This movement does not provoke opportunity attacks. If the target ends the movement within 5 feet of a creature friendly to Ulder, the target provokes an opportunity attack from that creature.

### REACTIONS

**Guardian:** If an enemy within 5 feet of Ulder attacks a target other than Ulder, that enemy provokes an opportunity attack from Ulder.

### ENCOUNTER BUILDING

Level 6

XP 580



## Viekang

Medium Humanoid (Human)  
Armor Class 15 (leather armor)  
Hit Points 26 (4d8 + 8)  
Speed 30 ft.  
Str 12 (+1)                      Dex 19 (+4)                      Con 14 (+2)  
Int 13 (+1)                      Wis 15 (+2)                      Cha 14 (+2)  
Alignment chaotic evil  
Languages Common, Elvish

### TRAITS

**Blade in the Dark:** If Viekang hits with a melee attack against a creature from which he is hidden, he deals 2d6 + 4 extra damage with that attack.

### ACTIONS

**Melee Attack—Short Sword:** +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

**Ranged Attack—Light Crossbow:** +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

**Veil of Shadow (recharge 4–6):** A 10-foot radius sphere centered on Viekang fills with darkness. Darkvision cannot see through this darkness, and no light can illuminate it, but Viekang can see in it. Viekang can then move if he wishes, and he can make a Dexterity check with advantage to become hidden. The darkness lasts until Viekang attacks or until the end of his next turn.

### ENCOUNTER BUILDING

Level 4                      XP 230

## Watch Sergeant

Medium Humanoid (Human)  
Armor Class 16 (chain mail)  
Hit Points 19 (3d10 + 3)  
Speed 25 ft.  
Str 14 (+2)                      Dex 11 (+0)                      Con 13 (+1)  
Int 10 (+0)                      Wis 11 (+0)                      Cha 11 (+0)  
Alignment neutral  
Languages Common

### ACTIONS

**Melee Attack—Halberd:** +4 to hit (reach 10 ft.; one creature). *Hit:* 1d10 + 2 slashing damage. If the attack deals 8 or more damage, the target falls prone.

**Ranged Attack—Shortbow:** +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

### REACTIONS

**Guardian:** If an enemy within 10 feet of the sergeant attacks a target other than the sergeant, that enemy provokes an opportunity attack from the sergeant.

### ENCOUNTER BUILDING

Level 3                      XP 70

## Watch Soldier

Medium Humanoid (Human)  
Armor Class 17 (scale mail, shield)  
Hit Points 11 (2d8 + 2)  
Speed 30 ft.  
Str 14 (+2)                      Dex 12 (+1)                      Con 12 (+1)  
Int 10 (+0)                      Wis 10 (+0)                      Cha 10 (+0)  
Alignment neutral  
Languages Common

### ACTIONS

**Melee Attack—Longsword:** +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the attack deals 7 or more damage, the soldier can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

**Ranged Attack—Shortbow:** +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

### ENCOUNTER BUILDING

Level 1                      XP 20

## Yssra Brackrel

Medium Humanoid (Half-Elf)  
Armor Class 12  
Hit Points 18 (4d6 + 4)  
Speed 30 ft.  
Senses low-light vision  
Str 10 (+0)                      Dex 14 (+2)                      Con 12 (+1)  
Int 17 (+3)                      Wis 15 (+2)                      Cha 12 (+1)  
Alignment neutral  
Languages Common

### TRAITS

**Bluff:** Yssra has advantage on Charisma checks to bluff.

**Spellcasting:** Yssra is a 4th-level spellcaster that uses Intelligence as her magic ability (spell save DC 14). She has the following spells prepared:  
Cantrips—*mage hand*, *prestidigitation*, *ray of frost*  
1st level (4/day)—*burning hands*, *magic missile*, *shield*  
2nd level (3/day)—*flaming sphere*, *mirror image*

### ACTIONS

**Melee Attack—Quarterstaff:** +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage. If the attack deals 5 or more damage, the target falls prone.

### ENCOUNTER BUILDING

Level 2                      XP 50

# 4TH EDITION STATISTICS

<b>Abdel Adrian</b>	<b>Level 3 Soldier</b>
Medium natural humanoid, human	XP 150
<b>HP 47; Bloodied 23</b>	<b>Initiative +5</b>
<b>AC 19, Fortitude 16, Reflex 15, Will 14</b>	<b>Perception +6</b>
<b>Speed 5</b>	
STANDARD ACTIONS	
⚔ <b>Fist ♦ At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 4 damage, and Abdel marks the target until the end of his next turn.	
⚔ <b>Powerful Strike (weapon) ♦ Encounter</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 5 damage, and the target falls prone.	
Skills Diplomacy +7	
<b>Str 16 (+4)</b>	<b>Dex 14 (+3)</b>
<b>Con 15 (+3)</b>	<b>Int 10 (+1)</b>
	<b>Wis 11 (+1)</b>
	<b>Cha 12 (+2)</b>
Alignment unaligned Languages Common	
Equipment plate armor	

<b>Acolyte of Gond</b>	<b>Level 1 Soldier</b>
Medium natural humanoid, human	XP 100
<b>HP 31; Bloodied 15</b>	<b>Initiative +2</b>
<b>AC 17, Fortitude 13, Reflex 12, Will 14</b>	<b>Perception +2</b>
<b>Speed 5</b>	
STANDARD ACTIONS	
⚔ <b>Warhammer (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 damage, or 1d8 + 6 while the acolyte is adjacent to an acolyte ally.	
🏹 <b>Crossbow (weapon) ♦ At-Will</b>	
Attack: Ranged 15/30 (one creature); +6 vs. AC	
Hit: 1d8 + 2 damage.	
<b>Str 13 (+1)</b>	<b>Dex 11 (+0)</b>
<b>Con 15 (+2)</b>	<b>Int 10 (+0)</b>
	<b>Wis 15 (+2)</b>
	<b>Cha 10 (+0)</b>
Alignment unaligned Languages Common	
Equipment chainmail, warhammer, crossbow, 20 bolts	

<b>Bhaalspawn Slayer</b>	<b>Level 3 Elite Soldier</b>
Medium natural humanoid	XP 300
<b>HP 94; Bloodied 47</b>	<b>Initiative +6</b>
<b>AC 19, Fortitude 15, Reflex 16, Will 14</b>	<b>Perception +1</b>
<b>Speed 8, climb 8</b>	<b>Darkvision</b>
Immune disease, poison; Resist 10 necrotic	
Saving Throw +2; Action Points 1	
STANDARD ACTIONS	
⚔ <b>Claws ♦ At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d6 + 4 damage, and the target is immobilized (save ends).	
⚔ <b>Double Attack ♦ At-Will</b>	
Effect: The Bhaalspawn slayer uses claws twice.	
⚔ <b>Cruel Bite ♦ At-Will</b>	
Attack: Melee 1 (one immobilized, restrained, stunned, or unconscious creature); +8 vs. AC	
Hit: 4d6 + 4 damage, and the target is stunned (save ends).	
MOVE ACTIONS	
⚔ <b>Prodigious Leap ♦ At-Will</b>	
Effect: The Bhaalspawn slayer jumps 4 squares. This movement does not provoke opportunity attacks.	
TRIGGERED ACTIONS	
⚔ <b>Blood Frenzy ♦ At-Will</b>	
Trigger: A bloodied enemy adjacent to the Bhaalspawn slayer shifts.	
Effect (Opportunity Action): The Bhaalspawn slayer uses claws against the triggering enemy.	
<b>Str 14 (+3)</b>	<b>Dex 17 (+4)</b>
<b>Con 15 (+3)</b>	<b>Int 11 (+1)</b>
	<b>Wis 11 (+1)</b>
	<b>Cha 13 (+2)</b>
Alignment chaotic evil Languages Common	

<b>Bomber</b>	<b>Level 2 Brute</b>
Medium natural humanoid, dwarf	XP 125
<b>HP 47; Bloodied 23</b>	<b>Initiative +2</b>
<b>AC 14, Fortitude 15, Reflex 13, Will 14</b>	<b>Perception +3</b>
<b>Speed 5</b>	<b>Low-light vision</b>
Saving Throws +5 against poison effects	
TRAITS	
<b>Stand the Ground</b>	
Whenever the bomber is pulled, pushed, or slid, he can move 1 square less than the effect specifies.	
<b>Steady-Footed</b>	
The bomber can make a saving throw to avoid falling prone when an attack would knock him prone.	
STANDARD ACTIONS	
⚔ <b>Short Sword (weapon) ♦ At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 5 damage.	
🔥 <b>Alchemist's Fire (weapon) ♦ At-Will</b>	
Attack: Ranged 5 (one creature); +5 vs. Reflex	
Hit: 2d8 + 5 fire damage, and 5 fire damage to all creatures adjacent to target.	
<b>Str 16 (+4)</b>	<b>Dex 12 (+2)</b>
<b>Con 17 (+4)</b>	<b>Int 11 (+1)</b>
	<b>Wis 14 (+3)</b>
	<b>Cha 11 (+1)</b>
Alignment unaligned Languages Common, Dwarven	
Equipment hide armor, short sword, 6 flasks of alchemist's fire	



## Chosen of Bhaal

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

TRAITS
<b>Climb</b>
The chosen gains a climb speed of 6.
<b>Immunities</b>
The chosen is immune to disease and poison.
<b>Expert Jumper</b>
The chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.
<b>Murder Magic</b>
Whenever the chosen hits a target, the chosen makes a secondary attack (+6 vs. Fortitude). On a hit, the target is immobilized (save ends). If the target is already immobilized, it is also stunned until the end of its next turn.

Coran	Level 6 Artillery
Medium fey humanoid, elf	XP 250
<b>HP 55; Bloodied 27</b>	<b>Initiative +7</b>
<b>AC 18, Fortitude 17, Reflex 19, Will 18</b>	<b>Perception +11</b>
<b>Speed 7</b>	<b>Low-light vision</b>
TRAITS	
<b>Wild Step</b>	
Coran ignores difficult terrain when he shifts.	
STANDARD ACTIONS	
⚔ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 5 damage, and Coran shifts 1 square.	
🏹 <b>Longbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 20/40 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage.	
🏹 <b>Harrying Shot</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 20/40 (one creature); +13 vs. AC	
Hit: 2d10 + 5 damage, and until the end of Coran's next turn, its allies gain combat advantage against the target while adjacent to the target.	
FREE ACTIONS	
<b>Elven Accuracy</b> ♦ <b>Encounter</b>	
Effect: Coran rerolls one of his attack rolls and uses the second result.	
<b>Skills</b> Athletics +10, Bluff +12, Stealth +12, Thievery +12	
<b>Str</b> 14 (+5) <b>Dex</b> 19 (+7) <b>Wis</b> 16 (+6)	
<b>Con</b> 13 (+4) <b>Int</b> 13 (+4) <b>Cha</b> 18 (+7)	
<b>Alignment</b> unaligned <b>Languages</b> Common, Elven	
<b>Equipment</b> leather armor, short sword, longbow, 20 arrows	

Crew Member	Level 2 Skirmisher
Medium natural humanoid, human	XP 125
<b>HP 36; Bloodied 18</b>	<b>Initiative +3</b>
<b>AC 15, Fortitude 14, Reflex 12, Will 13</b>	<b>Perception +2</b>
<b>Speed 6</b>	
TRAITS	
<b>Mob Rule</b>	
While at least two other crew members are within 5 squares of the crew member, it gains a +2 power bonus to all defenses.	
STANDARD ACTIONS	
⚔ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
<b>Str</b> 14 (+3) <b>Dex</b> 11 (+1) <b>Wis</b> 12 (+2)	
<b>Con</b> 12 (+2) <b>Int</b> 10 (+1) <b>Cha</b> 10 (+1)	
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> leather armor, short sword	

Fire Mephit	Level 3 Skirmisher
Small elemental humanoid (fire)	XP 150
<b>HP 46; Bloodied 23</b>	<b>Initiative +6</b>
<b>AC 17, Fortitude 14, Reflex 16, Will 15</b>	<b>Perception +0</b>
<b>Speed 6, fly 6</b>	<b>Darkvision</b>
<b>Immune</b> fire	
TRAITS	
<b>Regeneration</b>	
The mephit regains 5 hit points whenever it starts its turn and has at least 1 hit point. When the mephit takes cold or psychic damage, its regeneration does not function on its next turn.	
STANDARD ACTIONS	
⚔ <b>Claws</b> (fire) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d6 + 3 damage, and ongoing 5 fire damage (save ends). If the target is already taking ongoing fire damage, it increases by 5 up to a maximum of 10.	
🔥 <b>Flame Blast</b> (fire) ♦ <b>Recharge</b> [2d6] [2d6]	
Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex	
Hit: 2d8 + 3 fire damage.	
MOVE ACTIONS	
<b>Dancing Flames</b> ♦ <b>At-Will</b>	
Effect: The mephit shifts up to half its speed.	
<b>Skills</b> Bluff +8	
<b>Str</b> 8 (+0) <b>Dex</b> 17 (+4) <b>Wis</b> 8 (+0)	
<b>Con</b> 14 (+3) <b>Int</b> 8 (+0) <b>Cha</b> 14 (+3)	
<b>Alignment</b> unaligned <b>Languages</b> Common, Primordial	

<b>Flaming Fist Corporal</b>	<b>Level 2 Elite Brute</b>
Medium natural humanoid, human	XP 250
<b>HP 88; Bloodied 44</b>	<b>Initiative +2</b>
<b>AC 14, Fortitude 15, Reflex 14, Will 13</b>	<b>Perception +1</b>
<b>Speed 5</b>	
<b>Saving Throws +2; Action Points 1</b>	
STANDARD ACTIONS	
⚔ <b>Heavy Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 3d6 + 3 damage.	
⚔ <b>Double Attack</b> ♦ <b>At-Will</b>	
Effect: The corporal uses <i>heavy flail</i> twice.	
TRIGGERED ACTIONS	
⚔ <b>Smash Back</b> (weapon) ♦ <b>Recharge</b> when first bloodied	
Trigger: An enemy hits the corporal with a melee attack.	
Effect (Immediate Reaction): The corporal uses <i>heavy flail</i> against the triggering enemy.	
<b>Skills</b> Athletics +9, Intimidate +7	
<b>Str</b> 17 (+4)	<b>Dex</b> 12 (+2) <b>Wis</b> 10 (+1)
<b>Con</b> 14 (+3)	<b>Int</b> 11 (+1) <b>Cha</b> 13 (+2)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> plate armor, heavy flail	

<b>Flaming Fist Lieutenant</b>	<b>Level 3 Soldier</b>
Medium natural humanoid, human	XP 150
<b>HP 47; Bloodied 23</b>	<b>Initiative +5</b>
<b>AC 19, Fortitude 16, Reflex 15, Will 14</b>	<b>Perception +6</b>
<b>Speed 5</b>	
STANDARD ACTIONS	
⚔ <b>Bastard Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 1d10 + 6 damage, and the lieutenant marks the target until the end of the lieutenant's next turn.	
⚔ <b>Javelin</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 10/20 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage.	
⚔ <b>Powerful Strike</b> (weapon) ♦ <b>Recharge</b> ☄ ☄	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 2d10 + 6 damage, and the target falls prone.	
TRIGGERED ACTIONS	
⚔ <b>Interceding Strike</b> (weapon) ♦ <b>At-Will</b>	
Trigger: An enemy marked by the lieutenant makes an attack that doesn't include the lieutenant as a target.	
Attack (Immediate Interrupt): Melee 1 (triggering enemy); +8 vs. AC	
Hit: 1d10 + 5 damage.	
<b>Skills</b> Athletics +9, Intimidate +7	
<b>Str</b> 16 (+4)	<b>Dex</b> 14 (+3) <b>Wis</b> 11 (+1)
<b>Con</b> 15 (+3)	<b>Int</b> 10 (+1) <b>Cha</b> 12 (+2)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> plate mail, bastard sword, 4 javelins	

<b>Flaming Fist Private</b>	<b>Level 1 Soldier</b>
Medium natural humanoid, human	XP 100
<b>HP 28; Bloodied 14</b>	<b>Initiative +3</b>
<b>AC 17, Fortitude 14, Reflex 13, Will 12</b>	<b>Perception +0</b>
<b>Speed 5</b>	
STANDARD ACTIONS	
⚔ <b>Longsword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 4 damage.	
⚔ <b>Drive Back</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage, and the private can push the target 1 square and then shift 1 square to a square the target occupied.	
⚔ <b>Crossbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 15/30 (one creature); +6 vs. AC	
Hit: 1d8 + 1 damage.	
<b>Str</b> 16 (+3)	<b>Dex</b> 12 (+1) <b>Wis</b> 10 (+0)
<b>Con</b> 12 (+1)	<b>Int</b> 9 (-1) <b>Cha</b> 9 (-1)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> scale armor, light shield, longsword, crossbow, 20 bolts	

<b>Flaming Fist Sergeant</b>	<b>Level 5 Elite Soldier</b>
Medium natural humanoid, human	XP 400
<b>HP 126; Bloodied 63</b>	<b>Initiative +4</b>
<b>AC 21, Fortitude 18, Reflex 16, Will 17</b>	<b>Perception +3</b>
<b>Speed 5</b>	
<b>Saving Throws +2; Action Points 1</b>	
STANDARD ACTIONS	
⚔ <b>Flail</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 8 damage.	
⚔ <b>Tactical Attack</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 7 damage, and the target grants combat advantage until the end of the sergeant's next turn.	
Effect: One of the sergeant's allies within 5 squares of the target can make a basic attack against the target as a free action.	
TRIGGERED ACTIONS	
⚔ <b>Tripping Flail</b> (weapon) ♦ <b>At-Will</b>	
Trigger: An enemy leaves a square adjacent to the sergeant.	
Attack (Opportunity Action): Melee 1 (triggering enemy); +8 vs. Reflex	
Hit: The target falls prone.	
<b>Skills</b> Athletics +11, Intimidate +8	
<b>Str</b> 18 (+6)	<b>Dex</b> 10 (+2) <b>Wis</b> 13 (+3)
<b>Con</b> 15 (+4)	<b>Int</b> 12 (+3) <b>Cha</b> 12 (+3)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> plate mail, heavy shield, flail	



Halfling Rogue	Level 2 Skirmisher
Small natural humanoid	XP 125
HP 34; Bloodied 17	Initiative +6
AC 16, Fortitude 13, Reflex 16, Will 14	Perception +1
Speed 6	
TRAITS	
<b>Nimble Reaction</b>	
The halfling gains a +2 bonus to AC against opportunity attacks.	
STANDARD ACTIONS	
⚔ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d4 + 5 damage, plus 1d6 if the halfling has combat advantage against the target.	
Effect: The halfling can shift 1 square.	
🔪 <b>Sling</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 10/20 (one creature); +7 vs. AC	
Hit: 2d4 + 5 damage, plus 1d6 if the halfling has combat advantage against the target.	
⚡ <b>Mobile Melee Attack</b> ♦ <b>At-Will</b>	
Effect: The halfling moves up to 4 squares, using <i>dagger</i> at any point during the move. This movement does not provoke opportunity attacks from the target of the attack.	
Skills Acrobatics +9, Bluff +8, Stealth +9, Thievery +9	
Str 12 (+2)	Dex 16 (+4) Wis 11 (+1)
Con 10 (+1)	Int 10 (+1) Cha 14 (+3)
Alignment unaligned Languages Common	
Equipment leather armor, dagger, sling, 20 bullets	

Harbor Manifest	Level 1 Uncommon
The leather for this manifest's cover has a faint, intricate pattern on it.	
Wondrous Item	360 gp
Property	
To open the manifest, a magic pattern must be traced on its cover. Tracing it properly requires a successful DC 15 Dexterity or Intelligence check. If it is opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again.	
Property	
While it is opened, the manifest records on its pages any words dictated to it.	

Human Bystander	Level 1 Minion Brute
Medium natural humanoid, human	XP –
HP 1; a missed attack never damages a minion.	Initiative +0
AC 15, Fortitude 13, Reflex 13, Will 13	Perception +0
Speed 6	
Str 10 (+0)	Dex 10 (+0) Wis 10 (+0)
Con 10 (+0)	Int 11 (+0) Cha 8 (-1)
Alignment unaligned Languages Common	

Imbralym Skoond	Level 4 Controller
Medium natural humanoid, human	XP 175
HP 52; Bloodied 26	Initiative +4
AC 17, Fortitude 13, Reflex 14, Will 15	Perception +5
Speed 6	
STANDARD ACTIONS	
⚔ <b>Quarterstaff</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 4 damage, and Imbralym can slide the target 1 square.	
🔱 <b>Magic Missile</b> (force, implement) ♦ <b>At-Will</b>	
Attack: Ranged 20 (one creature)	
Effect: The target takes 5 force damage.	
⚡ <b>Brilliant Chains</b> (implement, lightning) ♦ <b>Encounter</b>	
Primary Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 2d8 + 3 lightning damage, and Imbralym makes the following secondary attack.	
Secondary Attack: Ranged 10 (two creatures within 5 squares of the primary target); +7 vs. Reflex	
Hit: 3 lightning damage, and the target is slowed (save ends).	
Whenever the target ends its turn more than 5 squares away from the primary target while it is slowed, it takes 5 lightning damage and falls prone.	
💥 <b>Cacophonous Burst</b> (implement, thunder) ♦ <b>Encounter</b>	
Attack: Area burst 1 within 10 squares (creatures in the burst); +7 vs. Fortitude	
Hit: 2d6 + 5 thunder damage, Imbralym pushes the target 1 square from the center of the burst, and the target is dazed (save ends).	
TRIGGERED ACTIONS	
🛡 <b>Deflecting Shield</b> ♦ <b>Encounter</b>	
Trigger: Imbralym is the target of a melee or ranged attack.	
Effect (Immediate Interrupt): Imbralym gains a +4 bonus to the defense targeted by the triggering attack until the end of Imbralym's next turn.	
Skills Arcana +11	
Str 10 (+2)	Dex 14 (+4) Wis 17 (+5)
Con 12 (+3)	Int 18 (+6) Cha 12 (+3)
Alignment evil Languages Common	
Equipment robes, quarterstaff, orb	

Laraelra Thundreth	Level 2 Skirmisher
Medium natural humanoid, half-elf	XP 125
HP 37; Bloodied 18	Initiative +6
AC 16, Fortitude 12, Reflex 14, Will 12	Perception +1
Speed 6	
TRAITS	
<b>Combat Advantage</b>	
If Laraelra hits an enemy that is granting combat advantage to her, the enemy takes 1d6 extra damage.	
STANDARD ACTIONS	
⚔ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 or Ranged 5/10 (one creature); +7 vs. AC	
Hit: 1d4 + 5 damage, and Laraelra can shift 1 square.	
⚡ <b>Dazing Strike</b> (weapon) ♦ <b>Recharge</b> when the attack misses	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 5 damage, and the target is dazed until the end of Laraelra's next turn.	
Effect: Laraelra can shift 1 square.	
Skills Stealth +9, Streetwise +7, Thievery +9	
Str 12 (+2)	Dex 17 (+4) Wis 11 (+1)
Con 13 (+2)	Int 10 (+1) Cha 12 (+2)
Alignment unaligned Languages Common	
Equipment leather armor, 4 daggers	

<b>Nant Thangol</b>	<b>Level 1 Skirmisher</b>
Medium natural humanoid, dwarf	XP 100
<b>HP 33; Bloodied 16</b>	<b>Initiative +3</b>
<b>AC 15, Fortitude 14, Reflex 12, Will 14</b>	<b>Perception +8</b>
<b>Speed 5</b>	<b>Low-light vision</b>
<b>TRAITS</b>	
<b>Stand the Ground</b>	
Nant can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.	
<b>Steady-Footed</b>	
Nant can make a saving throw to avoid falling prone when an attack would knock him prone.	
<b>STANDARD ACTIONS</b>	
⬇ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d4 + 3 damage, and Nant can shift 1 square.	
⌘ <b>Throwing Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 5/10 (one creature); +6 vs. AC	
Hit: 2d4 + 3 damage, and Nant can shift 1 square.	
⬇ ⚔ <b>Double Dagger Strike</b> (weapon) ♦ <b>Recharge</b> ☼ ☼ ☼ ☼	
Effect: Nant makes two basic attacks.	
<b>Str 16 (+3)</b>	<b>Dex 12 (+1)</b>
<b>Con 17 (+3)</b>	<b>Int 10 (+0)</b>
<b>Wis 17 (+3)</b>	<b>Cha 10 (+0)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> Common, Dwarven	
<b>Equipment</b> leather armor, 8 daggers	

<b>Nine-Fingers</b>	<b>Level 6 Elite Skirmisher</b>
Medium natural humanoid, human	XP 500
<b>HP 140; Bloodied 70</b>	<b>Initiative +10</b>
<b>AC 20, Fortitude 17, Reflex 20, Will 18</b>	<b>Perception +11</b>
<b>Speed 6</b>	
<b>Saving Throws +2; Action Points 1</b>	
<b>TRAITS</b>	
<b>Cunning Escape</b>	
If Nine-Fingers starts her turn dazed, immobilized, restrained or stunned, she can immediately make a saving throw to end the effect imposing the condition, even if the effect does not normally end on a save.	
<b>STANDARD ACTIONS</b>	
⬇ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 3d4 + 7 damage, or 6d4 + 7 if Nine-Fingers has combat advantage against the target.	
⌘ <b>Thrown Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 5/10 (one creature); +11 vs. AC	
Hit: 3d4 + 7 damage, and the target grants combat advantage (save ends).	
⬇ <b>Darting Blades</b> ♦ <b>At-Will</b>	
Effect: Nine-Fingers uses <i>dagger</i> twice, and she shifts up to half her speed between the attacks.	
<b>MOVE ACTIONS</b>	
<b>Acrobatic Escape</b> ♦ <b>Recharge</b> when first bloodied	
Effect: Nine-Fingers shifts up to her speed.	
<b>Skills</b> Stealth +13, Streetwise +10, Thievery +13	
<b>Str 12 (+4)</b>	<b>Dex 21 (+8)</b>
<b>Con 14 (+5)</b>	<b>Int 13 (+4)</b>
<b>Wis 17 (+6)</b>	<b>Cha 14 (+5)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> Common	
<b>Equipment</b> leather armor, 10 daggers, thieves' tools	

<b>Patriar Duelist</b>	<b>Level 2 Skirmisher</b>
Medium natural humanoid, human	XP 125
<b>HP 39; Bloodied 19</b>	<b>Initiative +7</b>
<b>AC 16, Fortitude 13, Reflex 15, Will 13</b>	<b>Perception +8</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Combat Advantage</b>	
If the duelist hits an enemy that is granting combat advantage to the duelist, the enemy takes 1d6 extra damage.	
<b>STANDARD ACTIONS</b>	
⬇ <b>Rapier</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage.	
⬇ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d6 + 5 damage.	
⬇ <b>Two-Weapon Rend</b> ♦ <b>Encounter</b>	
Effect: The duelist uses <i>rapier</i> and <i>short sword</i> against the same target. If both attacks hit, the target takes 4 extra damage.	
<b>TRIGGERED ACTIONS</b>	
<b>Duelist's Accuracy</b> ♦ <b>Encounter</b>	
Trigger: The duelist makes an attack roll.	
Effect (Free Action): The duelist rerolls the attack roll and uses the second result.	
<b>Skills</b> Bluff +7, Stealth +10	
<b>Str 12 (+2)</b>	<b>Dex 18 (+5)</b>
<b>Con 15 (+3)</b>	<b>Int 10 (+1)</b>
<b>Wis 14 (+3)</b>	<b>Cha 12 (+2)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> Common, Elven	
<b>Equipment</b> leather armor, rapier, short sword	

<b>Patriar Retainer</b>	<b>Level 1 Soldier</b>
Medium natural humanoid, human	XP 100
<b>HP 28; Bloodied 14</b>	<b>Initiative +3</b>
<b>AC 17, Fortitude 14, Reflex 13, Will 12</b>	<b>Perception +0</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Longsword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage.	
⬇ <b>Drive Back</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 3 damage, and the retainer can push the target 1 square and then shift 1 square to a square the target occupied.	
<b>Str 16 (+3)</b>	<b>Dex 12 (+1)</b>
<b>Con 12 (+1)</b>	<b>Int 10 (+0)</b>
<b>Wis 10 (+0)</b>	<b>Cha 11 (+0)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> Common	
<b>Equipment</b> leather armor, longsword	

<b>Patriar Youth</b>	<b>Level 1 Minion Brute</b>
Medium natural humanoid, human	XP 25
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +1</b>
<b>AC 13, Fortitude 13, Reflex 12, Will 13</b>	<b>Perception +2</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Improvised Weapon</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 5 damage.	
<b>Str 11 (+0)</b>	<b>Dex 10 (+0)</b>
<b>Con 12 (+1)</b>	<b>Int 10 (+0)</b>
<b>Wis 12 (+1)</b>	<b>Cha 10 (+0)</b>
<b>Alignment</b> unaligned	
<b>Languages</b> Common	



<b>Rilsa Rael</b>	<b>Level 6 Skirmisher (Leader)</b>
Medium natural humanoid, human	XP 250
<b>HP 69; Bloodied 34</b>	<b>Initiative +9</b>
<b>AC 20, Fortitude 18, Reflex 19, Will 18</b>	<b>Perception +8</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d6 + 7 damage, and Rilsa shifts 1 square.	
⬇ ⚡ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 or ranged 5/10 (one creature); +11 vs. AC	
Hit: 2d4 + 7 damage.	
⬇ ⚡ <b>Slash and Dash</b> (weapon) ♦ <b>Recharge</b> ⚡ ⚡ ⚡	
Effect: Rilsa uses short sword, shifts 2 squares, and then uses dagger.	
⬇ ⚡ <b>Triggering Slash</b> (weapon) ♦ <b>Recharge</b> ⚡ ⚡	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 4 damage, and one ally can shift 1 square and make a melee basic attack as a free action.	
<b>Skills</b> Athletics +11, Diplomacy +11, Insight +8, Stealth +12	
<b>Str</b> 16 (+6)	<b>Dex</b> 19 (+7) <b>Wis</b> 11 (+3)
<b>Con</b> 13 (+4)	<b>Int</b> 10 (+3) <b>Cha</b> 16 (+6)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> leather armor, short sword, 6 daggers	

<b>Smokepowder Maker</b>	<b>Level 4 Artillery</b>
Medium natural humanoid, human	XP 200
<b>HP 46; Bloodied 23</b>	<b>Initiative +5</b>
<b>AC 18, Fortitude 15, Reflex 17, Will 16</b>	<b>Perception +6</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Staff</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 1d8 + 5 damage.	
⚡ <b>Acid Stream</b> (acid, implement) ♦ <b>At-Will</b>	
Attack: Ranged 15 (one creature); +11 vs. Reflex	
Hit: 1d8 + 5 acid damage, and ongoing 5 acid damage (save ends).	
⚡ <b>Icy Stream</b> (cold, implement) ♦ <b>Recharge</b> ⚡ ⚡	
Attack: Ranged 15 (one creature); +11 vs. Reflex	
Hit: 1d10 + 9 cold damage, and the maker slides the target up to 3 squares.	
<b>Skills</b> Arcana +13	
<b>Str</b> 15 (+5)	<b>Dex</b> 16 (+6) <b>Wis</b> 18 (+7)
<b>Con</b> 16 (+6)	<b>Int</b> 21 (+8) <b>Cha</b> 15 (+5)
<b>Alignment</b> unaligned <b>Languages</b> Common, Goblin	
<b>Equipment</b> staff	

<b>Thug</b>	<b>Level 2 Minion Brute</b>
Medium natural humanoid, human	XP 31
<b>HP 1; a missed attack never damages a minion.</b>	<b>Initiative +1</b>
<b>AC 14, Fortitude 14, Reflex 13, Will 14</b>	<b>Perception +2</b>
<b>Speed 6</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 6 damage.	
⚡ <b>Crossbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 6 damage.	
<b>Str</b> 11 (+1)	<b>Dex</b> 10 (+1) <b>Wis</b> 12 (+2)
<b>Con</b> 12 (+2)	<b>Int</b> 10 (+1) <b>Cha</b> 10 (+1)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> dagger, crossbow, 20 bolts	

<b>Tough Thug</b>	<b>Level 2 Brute</b>
Medium natural humanoid, human	XP 125
<b>HP 42; Bloodied 21</b>	<b>Initiative +3</b>
<b>AC 11, Fortitude 13, Reflex 11, Will 11</b>	<b>Perception +2</b>
<b>Speed 6</b>	
<b>TRAITS</b>	
<b>Thug Tactics</b>	
While the tough thug is within 5 squares of another tough thug, the thug gains a +4 power bonus to damage rolls.	
<b>STANDARD ACTIONS</b>	
⬇ <b>Dagger</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage.	
⚡ <b>Crossbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 15/30 (one creature); +7 vs. AC	
Hit: 2d8 + 1 damage.	
<b>Str</b> 14 (+3)	<b>Dex</b> 11 (+1) <b>Wis</b> 12 (+2)
<b>Con</b> 12 (+2)	<b>Int</b> 9 (+0) <b>Cha</b> 13 (+2)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> dagger, crossbow, 20 bolts	

<b>Torlin Silvershield</b>	<b>Level 5 Controller (Leader)</b>
Medium natural humanoid, human	XP 200
<b>HP 60; Bloodied 30</b>	<b>Initiative +3</b>
<b>AC 19, Fortitude 17, Reflex 17, Will 19</b>	<b>Perception +4</b>
<b>Speed 5</b>	
<b>STANDARD ACTIONS</b>	
⬇ <b>Mace</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d8 + 9 damage.	
⬇ <b>Priest's Shield</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +10 vs. AC	
Hit: 1d10 + 6 damage, and Torlin or one ally adjacent to him gains a +2 power bonus to AC until the end of Torlin's next turn.	
⚡ <b>Command</b> (charm) ♦ <b>Encounter</b>	
Attack: Ranged 10 (one creature); +8 vs. Will	
Hit: The target is dazed until the end of Torlin's next turn. In addition, Torlin can knock the target prone or slide it up to 5 squares.	
<b>MINOR ACTIONS</b>	
⬅ <b>Healing Word</b> (healing) ♦ <b>2/Encounter</b> (1/round)	
Effect: Torlin or one ally within 5 squares of him regains 10 hit points.	
<b>Skills</b> Bluff +10, Diplomacy +10, Insight +9, Religion +9	
<b>Str</b> 12 (+3)	<b>Dex</b> 12 (+3) <b>Wis</b> 14 (+4)
<b>Con</b> 15 (+4)	<b>Int</b> 14 (+4) <b>Cha</b> 16 (+5)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> scale armor, mace	

<b>Ulder Ravengard</b>	<b>Level 6 Elite Soldier (Leader)</b>
Medium natural humanoid, human	XP 500
<b>HP</b> 140; <b>Bloodied</b> 70	<b>Initiative</b> +7
<b>AC</b> 22, <b>Fortitude</b> 19, <b>Reflex</b> 17, <b>Will</b> 18	<b>Perception</b> +8
<b>Speed</b> 5	
<b>Saving Throws</b> +2; <b>Action Points</b> 1	
TRAITS	
⚙ <b>Knight's Aura</b> ♦ <b>Aura</b> 1	
Any unmarked enemy that willingly leaves the aura provokes an opportunity attack from Ulder.	
STANDARD ACTIONS	
⚔ <b>Bastard Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +11 vs. AC	
Hit: 2d10 + 4 damage.	
⚔ <b>Double Attack</b> ♦ <b>At-Will</b>	
Effect: Ulder uses <i>bastard sword</i> twice.	
MINOR ACTIONS	
⚔ <b>Shield Shove</b> (weapon) ♦ <b>Recharge</b> when first bloodied	
Attack: Melee 1 (one creature); +9 vs. Fortitude	
Hit: Ulder pushes the target up to 2 squares, and then shifts up to half his speed. If the target ends the push adjacent to one or more of Ulder's allies, one of those allies can make a melee basic attack against the target as a free action.	
Miss: Ulder can push the target 1 square, and then he can shift 1 square.	
TRIGGERED ACTIONS	
⚔ <b>Knightly Riposte</b> ♦ <b>At-Will</b>	
Trigger: An unmarked enemy in Ulder's <i>knight's aura</i> uses an attack power that doesn't include Ulder as a target.	
Effect (Immediate Interrupt): Ulder uses <i>bastard sword</i> against the triggering enemy.	
<b>Skills</b> Athletics +12, <b>Bluff</b> +11, <b>Intimidate</b> +11	
<b>Str</b> 19 (+7)	<b>Dex</b> 14 (+5) <b>Wis</b> 10 (+3)
<b>Con</b> 14 (+5)	<b>Int</b> 12 (+4) <b>Cha</b> 16 (+6)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> plate armor, heavy shield, bastard sword	

<b>Viekang</b>	<b>Level 4 Lurker</b>
Medium natural humanoid, human	XP 175
<b>HP</b> 44; <b>Bloodied</b> 22	<b>Initiative</b> +10
<b>AC</b> 18, <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 16	<b>Perception</b> +9
<b>Speed</b> 6	
STANDARD ACTIONS	
⚔ <b>Short Sword</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 2d6 + 6 damage.	
🏹 <b>Crossbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 15/30 (one creature); +8 vs. AC	
Hit: 1d8 + 6 damage.	
⚔ <b>Blade in the Dark</b> (weapon) ♦ <b>Recharge</b> when Viekang uses <i>veil of shadows</i>	
Attack: Melee 1 (one creature); +9 vs. AC	
Hit: 4d6 + 10 damage.	
Miss: Half damage.	
<b>Veil of Shadows</b> (zone) ♦ <b>Recharge</b> when Viekang uses <i>blade in the dark</i>	
Effect: Close burst 1. The burst creates a zone that lasts until the end of Viekang's next turn. The zone blocks line of sight for all creatures except Viekang. While entirely within the zone, creatures other than Viekang are blinded.	
TRIGGERED ACTIONS	
⚔ 🏹 <b>Clever Dodge</b> ♦ <b>At-Will</b>	
Trigger: An enemy pulls, pushes, or slides Viekang while he is in the zone created by his <i>veil of shadows</i> .	
Effect (Immediate Interrupt): Viekang makes a basic attack against the triggering enemy and then shifts up to 2 squares to another square in the zone.	
<b>Skills</b> Bluff +9, <b>Intimidate</b> +9, <b>Stealth</b> +11	
<b>Str</b> 12 (+3)	<b>Dex</b> 18 (+6) <b>Wis</b> 15 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 13 (+3) <b>Cha</b> 14 (+4)
<b>Alignment</b> chaotic evil <b>Languages</b> Common, Elven	
<b>Equipment</b> leather armor, short sword, crossbow, 20 bolts, cloak	

<b>Watch Sergeant</b>	<b>Level 3 Soldier</b>
Medium natural humanoid, human	XP 150
<b>HP</b> 47; <b>Bloodied</b> 23	<b>Initiative</b> +5
<b>AC</b> 19, <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 14	<b>Perception</b> +6
<b>Speed</b> 5	
STANDARD ACTIONS	
⚔ <b>Halberd</b> (weapon) ♦ <b>At-Will</b>	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 1d10 + 5 damage, and the sergeant marks the target until the end of the sergeant's next turn.	
🏹 <b>Shortbow</b> (weapon) ♦ <b>At-Will</b>	
Attack: Ranged 15/30 (one creature); +8 vs. AC	
Hit: 1d8 + 5 damage.	
⚔ <b>Powerful Strike</b> (weapon) ♦ <b>Recharge</b> ☞ ☞	
Attack: Melee 2 (one creature); +8 vs. AC	
Hit: 2d10 + 5 damage, and the target falls prone.	
TRIGGERED ACTIONS	
⚔ <b>Interceding Strike</b> (weapon) ♦ <b>At-Will</b>	
Trigger: An enemy marked by the sergeant makes an attack that doesn't include the sergeant as a target.	
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +8 vs. AC	
Hit: 1d10 + 5 damage.	
<b>Skills</b> Streetwise +7	
<b>Str</b> 16 (+4)	<b>Dex</b> 14 (+3) <b>Wis</b> 11 (+1)
<b>Con</b> 15 (+3)	<b>Int</b> 10 (+1) <b>Cha</b> 12 (+2)
<b>Alignment</b> unaligned <b>Languages</b> Common	
<b>Equipment</b> scale armor, halberd, shortbow, 20 arrows, brass whistle	



Watch Soldier		Level 1 Soldier
Medium natural humanoid, human		XP 100
HP 28; Bloodied 14		Initiative +3
AC 17, Fortitude 14, Reflex 13, Will 12		Perception +0
Speed 5		
STANDARD ACTIONS		
⚔ Longsword (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage.		
⚔ Drive Back (weapon) ♦ At-Will		
Attack: Melee 1 (one creature); +6 vs. AC		
Hit: 1d8 + 3 damage, and the soldier can push the target 1 square and then shift 1 square to a square the target occupied.		
🏹 Shortbow (weapon) ♦ At-Will		
Attack: Ranged 15/30 (one creature); +6 vs. AC		
Hit: 1d8 + 1 damage.		
Str 16 (+3)	Dex 12 (+1)	Wis 10 (+0)
Con 12 (+1)	Int 9 (-1)	Cha 9 (-1)
Alignment unaligned Languages Common		
Equipment club, scale armor, light shield, longsword, shortbow, 20 arrows, brass whistle		

Yssra Brackrel		Level 4 Controller	
Medium natural humanoid, half-elf		XP 175	
HP 52; Bloodied 26		Initiative +4	
AC 17, Fortitude 13, Reflex 14, Will 15		Perception +5	
Speed 6		Low-light vision	
STANDARD ACTIONS			
⚔ Quarterstaff (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 4 damage, and the target falls prone.			
🔮 Magic Missile (force, implement) ♦ At-Will			
Effect: Ranged 20 (one creature). The target takes 6 force damage.			
💣 Iron Bomb (fire) ♦ Recharge ⚡ ⚡			
Attack: Area burst 1 within 10 (creatures in the burst); +9 vs. Reflex			
Hit: 2d6 + 2 fire damage. The target is pushed up to 2 squares from the center of the burst and falls prone.			
TRIGGERED ACTIONS			
Deflecting Shield ♦ Encounter			
Trigger: Yssra is the target of a melee or ranged attack.			
Effect (Immediate Interrupt): Yssra gains a +4 bonus to the defense targeted by the triggering attack until the end of Yssra's next turn.			
Skills Arcana +11, Bluff +8			
Str 10 (+2)	Dex 14 (+4)	Wis 17 (+5)	
Con 12 (+3)	Int 18 (+6)	Cha 12 (+3)	
Alignment unaligned Languages Common			
Equipment robes, quarterstaff, alchemical supplies, disguise kit			

# 3RD EDITION (v.3.5)

## STATISTICS

### ABDEL ADRIAN

CR 4

Male human fighter 4  
hp 37 (4 HD)

NG Medium humanoid

**Init** +5; **Senses** Listen +4, Spot +6

**Languages** Alzhedo, Common, Chondathan, Dwarven

**AC** 17, touch 10, flat-footed 17

**Fort** +9, **Ref** +2, **Will** +4

**Speed** 20 ft. in half-plate (4 squares), base speed 30 ft.

**Melee** gauntlet +8 (1d3+4)

**Base Atk** +4; **Grp** +8

**Atk Options** Combat Expertise, Power Attack

**Abilities** Str 19, Dex 12, Con 17, Int 14, Wis 16, Cha 14

**Feats** Combat Expertise, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Balance -5, Climb +3, Diplomacy +5, Escape Artist -5, Hide -5, Intimidate +7, Jump -8, Listen +4, Move Silently -5, Ride +6, Sense Motive +6, Spot +6, Swim -8

**Possessions** masterwork half plate, gauntlets

### ACOLYTE OF GOND

CR 1/2

Female or male human warrior 1  
hp 11 (1 HD)

LN Medium humanoid

**Init** +0; **Senses** Listen +1, Spot +1

**Languages** Chondathan, Common

**AC** 15, touch 10, flat-footed 15

**Fort** +2, **Ref** +0, **Will** +3

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** heavy mace +2 (1d8+1)

**Ranged** masterwork light crossbow +0 (1d8)

**Base Atk** +1; **Grp** +2

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

**Feats** Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Iron Will, Martial Weapon Proficiency (all), Shield Proficiency, Simple Weapon Proficiency (all), Toughness, Tower Shield Proficiency

**Skills** Balance -4, Climb -3, Craft (any one) +2, Escape Artist -4, Hide -4, Jump -9, Knowledge (architecture and engineering) +2, Knowledge (religion) +2, Move Silently -4, Swim -7

**Possessions** masterwork chainmail, masterwork light crossbow (20 bolts), heavy mace

### BHAALSPAWN SLAYER

CR 3

hp 33 (6 HD)

CE Medium monstrous humanoid

**Init** +1; **Senses** Listen +6, Spot +6

**AC** 16, touch 11, flat-footed 15

**Resist** DR 5/magic

**Fort** +5, **Ref** +6, **Will** +6

**Speed** 30 ft. (6 squares), climb 30 ft.; Jump

**Melee** 2 claws +8 each (1d8+2) and bite +6 (1d6+1)

**Base Atk** +6; **Grp** +8

**Abilities** Str 15, Dex 13, Con 12, Int 14, Wis 13, Cha 9

**SQ** blood mad

**Feats** Multiattack<sup>B</sup>, Great Fortitude

**Skills** Climb +16, Hide +6, Listen +6, Move Silently +6, Sense Motive +6, Spot +6, Survival +6

**Blood Mad (Ex)** If the Bhaalspawn slayer takes combat damage, it is blood mad on its next turn. While blood mad, the Bhaalspawn slayer gains a +1 bonus to melee attack rolls and melee damage rolls, and suffers a -2 penalty to AC.

**Jump (Ex)** The Bhaalspawn slayer can jump as part of its movement. Jumping does not require a check and does not provoke attacks of opportunity.

### BOMBER

CR 2

Female or male dwarf expert 3

hp 28 (3 HD)

CN Medium humanoid

**Init** -1; **Senses** darkvision 60 ft., Listen +0, Spot +0

**Languages** Common, Dwarven

**AC** 11, touch 9, flat-footed 11

**Fort** +5 (+7 against poison), **Ref** +0, **Will** +3; +2 against spells and spell-like effects

**Speed** 20 ft. (4 squares)

**Melee** dagger +4 (1d4+2)

**Base Atk** +2; **Grp** +4

**Combat Options** Quick Draw

**Combat Gear** 4 alchemist's fire

**Abilities** Str 14, Dex 9, Con 18, Int 10, Wis 11, Cha 7

**SQ** stability, stonecunning

**Feats** Quick Draw, Toughness

**Skills** Appraise +5, Craft (alchemy) +5, Disguise +1, Forgery +5, Heal +3, Intimidate +4, Jump -4, Knowledge (architecture and engineering) +6

**Possessions** leather armor, dagger



## CHOSEN OF BHAAL

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

**Speed** The creature gains a climb speed equal to its base land speed.

In addition, the Chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

**Special Qualities** A Chosen retains all the special qualities of the base creature. In addition, the Chosen gains DR 5/magic and is immune to disease and poison.

**Special Attacks** A Chosen has all the special attacks of the base creature, and it gains the following special attack.

**Murder Magic (Su)** Those hit by the Chosen's attack must succeed on a DC 14 Fortitude save or be immobilized for 1d4 rounds. If the target is already immobilized, it is also stunned until the end of its next turn.

## CORAN

hp 27 (7 HD)

Male elf fighter 3/rogue 4

N Medium humanoid

**Init** +4; **Senses** low-light vision; Listen +4, Spot +8

**Languages** Alzhedo, Common, Chondathan, Elven, Dwarven

**AC** 19, touch 14, flat-footed 19

**Resist** evasion

**Immune** sleep

**Fort** +3, **Ref** +9, **Will** +4; +2 against enchantments

**Speed** 30 ft. (6 squares)

**Melee** +1 *dancing longsword* +9/+4 (1d8+3)

**Ranged** masterwork longbow +11/+6 (1d8)

**Base Atk** +6; **Grp** +8

**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6

**Abilities** Str 14, Dex 18, Con 8, Int 16, Wis 15, Cha 18

**SQ** trapfinding, trap sense +1, uncanny dodge

**Feats** Combat Expertise, Improved Feint, Improved Unarmed Strike, Negotiator, Persuasive

**Skills** Bluff +16, Climb +8, Diplomacy +17, Disguise +10, Forgery +9, Gather Information +14, Hide +12, Intimidate +14, Jump +9, Listen +4, Move Silently +12, Search +5, Sense Motive +14, Sleight of Hand +10, Spot +8

**Possessions** +1 *glamered mithral chain shirt*, +1 *dancing longsword*, masterwork longbow (20 arrows)

## CREW MEMBER

Female or male human warrior 1

hp 11 (1 HD)

N Medium humanoid

**Init** +0; **Senses** Listen +1, Spot -1

**Languages** Chondathan, Common

**AC** 12, touch 10, flat-footed 12

**Fort** +2, **Ref** +0, **Will** -1

**Speed** 30 ft. (6 squares)

**Melee** shortsword +2 (1d6+1)

**Base Atk** +1; **Grp** +2

**Abilities** Str 12, Dex 10, Con 10, Int 10, Wis 9, Cha 10

**Feats** Skill Focus (Gather Information), Toughness

**Skills** Gather Information +5, Listen +1, Swim +5

**Possessions** leather armor, shortsword

## FIRE MEPHIT

CR 3

hp 13 (3 HD); fast healing 2

N Small outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Common, Ignan

**AC** 16, touch 12, flat-footed 15; Dodge

**Immune** fire

**Resist** DR 5/magic

**Vulnerable** cold

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

**Speed** 30 ft. (6 squares), fly 50 ft. (average)

**Melee** 2 claws +4 melee (1d3 plus 1d4 fire)

**Base Atk** +3; **Grp** -1

**Special Actions** breath weapon, summon mephitis

**Spell-Like Abilities** (CL varies):

1/hour—*scorching ray* (DC 14, CL 3rd)

1/day—*heat metal* (DC 14, CL 6th)

**Abilities** Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15

**Feats** Dodge, Improved Initiative

**Skills** Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings)

**Fast Healing (Ex)** A fire mephitis heals only if it is touching a flame at least as large as a torch.

**Breath Weapon (Su)** 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

**Summon Mephitis (Sp)** Once per day, a mephitis can attempt to summon another mephitis of the same variety, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephitis that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

## FLAMING FIST CORPORAL

CR 2

Female or male human fighter 2

hp 17 (2 HD)

LN Medium humanoid

**Init** +1; **Senses** Listen +2, Spot +2

**Languages** Chondathan, Common, Illuskan

**AC** 16, touch 11, flat-footed 15

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

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** heavy flail +5 (1d10+3)

**Base Atk** +2; **Grp** +4

**Atk Options** Combat Expertise, Improved Disarm, Improved Trip

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

**Feats** Combat Expertise, Improved Disarm, Improved Trip, Weapon Focus (heavy flail)

**Skills** Balance -3, Climb -2, Escape Artist -3, Gather Information +1, Hide -3, Intimidate +5, Jump -8, Listen +2, Move Silently -3, Ride +2, Sense Motive +2, Spot +2, Swim -6

**Possessions** breastplate, heavy flail

## FLAMING FIST LIEUTENANT

CR 3

Female or male human fighter 3  
hp 27 (3 HD)

LN Medium humanoid

**Init** +1; **Senses** Listen +4, Spot +5

**Languages** Chondathan, Common, Illuskan

**AC** 17, touch 10, flat-footed 17

**Fort** +4, **Ref** +2, **Will** +1

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** bastard sword +6 (1d10+3)

**Ranged** javelin +1 (1d6+2)

**Base Atk** +3; **Grp** +5

**Combat Options** Quick Draw

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

**Feats** Alertness, Exotic Weapon Proficiency (bastard sword),  
Quick Draw, Toughness, Weapon Focus (bastard sword)

**Skills** Balance -6, Climb -5, Escape Artist -6, Gather Information  
+1, Hide -6, Intimidate +5, Jump -11, Listen +4, Move Silently  
-6, Ride +2, Sense Motive +3, Spot +5, Swim -12

**Possessions** half plate, bastard sword, 4 javelins

## FLAMING FIST PRIVATE

CR 1

Female or male human fighter 1  
hp 11 (1 HD)

LN Medium humanoid

**Init** +1; **Senses** Listen +3, Spot +3

**Languages** Chondathan, Common

**AC** 16, touch 11, flat-footed 15

**Fort** +3, **Ref** +1, **Will** +0

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** longsword +3 (1d8+2)

**Ranged** light crossbow +0 (1d8)

**Base Atk** +1; **Grp** +3

**Atk Options** Improved Bull Rush, Power Attack

**Abilities** Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 9

**Feats** Alertness, Improved Bull Rush, Power Attack

**Skills** Balance -4, Climb -3, Escape Artist -4, Hide -4,  
Intimidate +3, Jump -9, Listen +3, Move Silently -4, Sense  
Motive +2, Spot +3, Swim -8

**Possessions** scale mail, light steel shield, light crossbow (20  
bolts), longsword

## FLAMING FIST SERGEANT

CR 4

Female or male human fighter 4  
hp 33 (4 HD)

LN Medium humanoid

**Init** +5; **Senses** Listen +3, Spot +4

**Languages** Chondathan, Common, Illuskan

**AC** 21, touch 11, flat-footed 20

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

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** masterwork flail +8 (1d8+4)

**Base Atk** +4; **Grp** +6

**Abilities** Str 15, Dex 12, Con 12, Int 12, Wis 13, Cha 13

**Feats** Improved Initiative, Iron Will, Negotiator, Toughness,  
Weapon Focus (flail), Weapon Specialization (flail)

**Skills** Balance -7, Climb -6, Diplomacy +5, Escape Artist -7,  
Gather Information +2, Hide -7, Intimidate +6, Jump -12,  
Listen +3, Move Silently -7, Ride +2, Sense Motive +6, Spot  
+4, Swim -14

**Possessions** full plate, heavy steel shield, masterwork flail

## HALFLING ROGUE

CR 2

Female or male halfling rogue 2  
hp 9 (2 HD)

N Small humanoid

**Init** +3; **Senses** Listen +6, Spot +3

**Languages** Common, Halfling

**AC** 16, touch 14, flat-footed 13

**Resist** evasion

**Fort** +1, **Ref** +7, **Will** +2; +1 to all saving throws, +2 morale  
bonus against fear

**Speed** 20 ft. (4 squares)

**Melee** shortsword +5 (1d4-1)

**Ranged** sling +5 (1d3-1)

**Base Atk** +2; **Grp** -4

**Atk Options** sneak attack +1d6

**Combat Options** Weapon Finesse

**Abilities** Str 8, Dex 16, Con 10, Int 11, Wis 12, Cha 11

**SQ** trapfinding

**Feats** Weapon Finesse

**Skills** Balance +5, Bluff +4, Climb +1, Escape Artist +5, Gather  
Information +3, Hide +12, Jump -3, Listen +6, Move Silently  
+10, Open Lock +7, Sense Motive +4, Sleight of Hand +7,  
Spot +3, Tumble +8

**Possessions** leather armor, shortsword, sling (10 bullets)

## Harbor Manifest

To open this book, a magic pattern must be traced on its cover. It has been opened so many times that the tracing marks are clearly visible, but the pattern is so complex that tracing it properly requires a DC 15 Dexterity or Intelligence (Arcana) check. If it is opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again. While it is open, the manifest records on its pages any words dictated to it.

Moderate transmutation; CL 5th; Craft Wondrous Item, *alarm*, *amanuensis* (MoF), *clairaudience/clairvoyance*; Price 3,000 gp; Weight 8 lb.

## HUMAN BYSTANDER

CR 1/4

Female or male human commoner 1  
hp 4 (1 HD)

N Medium humanoid

**Init** +0; **Senses** Listen +0, Spot +0

**Languages** Chondathan, Common

**AC** 10, touch 10, flat-footed 10

**Fort** +2, **Ref** +0, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +0 (1d3)

**Base Atk** +0; **Grp** +0

**Abilities** Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10

**Feats** Great Fortitude, Negotiator

**Skills** Craft (various) +4, Diplomacy +2, Gather Information +1,  
Profession (various) +4, Sense Motive +3



## IMBRALYM SKOOND

CR 4

Male human wizard 4  
hp 22 (4 HD)

NE Medium humanoid

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Chondathan, Common, Dwarven, Elven, Illuskan

**AC** 12, touch 12, flat-footed 10

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

**Speed** 30 ft. (6 squares)

**Melee** dagger +1 (1d4-1)

**Base Atk** +2; **Grp** +1

**Wizard Spells Prepared** (CL 4th):

2nd—*detect thoughts* (DC 15), *invisibility*, *mirror image*

1st—*charm person* (DC 14), *color spray* (DC 14), *mage armor*,  
*shield*

0—*detect magic*, *light*, *message*, *ray of frost* (+4 ranged touch)

**Abilities** Str 8, Dex 14, Con 14, Int 16, Wis 13, Cha 16

**Feats** Combat Casting, Negotiator, Scribe Scroll, Toughness

**Skills** Bluff +6, Concentration +8, Craft (alchemy) +4,

Diplomacy +8, Knowledge (arcana) +6, Knowledge (local) +4,

Knowledge (nobility and royalty) +5, Perform (dance) +5,

Sense Motive +5, Spellcraft +5

**Possessions** noble's outfit, 45 gp

## LARAEIRA TUNDRETH

CR 2

Female half-elf rogue 2  
hp 13 (2 HD)

N Medium humanoid

**Init** +3; **Senses** low-light vision; Listen +6, Spot +5

**Languages** Alzhedo, Common, Elven

**AC** 15, touch 13, flat-footed 12

**Resist** evasion

**Fort** +2, **Ref** +6, **Will** +0; +2 against enchantments

**Speed** 30 ft. (6 squares)

**Melee** masterwork dagger +3 (1d4+1)

**Base Atk** +1; **Grp** +2

**Atk Options** sneak attack +1d6

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

**SQ** trapfinding

**Feats** Stealthy

**Skills** Diplomacy +10, Gather Information +8, Hide +9,

Listen +6, Move Silently +9, Open Lock +7, Search +6, Sense

Motive +5, Spot +5, Swim +6

**Possessions** leather armor, masterwork dagger

## NANT THANGOL

CR 1/2

Male dwarf expert 1  
hp 10 (1 HD)

N Medium humanoid

**Init** -1; **Senses** darkvision 60 ft.; Listen +1, Spot +1

**Languages** Common, Dwarven

**AC** 11, touch 9, flat-footed 11

**Fort** +4 (+6 against poison), **Ref** -1, **Will** +3; +2 against spells  
and spell-like effects

**Speed** 20 ft. (4 squares)

**Melee** dagger +2 (1d4+2)

**Base Atk** +0; **Grp** +2

**Abilities** Str 14, Dex 9, Con 18, Int 10, Wis 12, Cha 7

**SQ** stability, stonecunning

**Feats** Persuasive

**Skills** Appraise +2, Bluff +4, Forgery +2, Gather Information

+2, Intimidate +4, Jump -4, Knowledge (local) +2, Knowledge

(nobility and royalty) +4, Sense Motive +3

**Possessions** leather armor, dagger

## NINE-FINGERS

CR 6

Female human rogue 6  
hp 23 (6 HD)

N Medium humanoid

**Init** +8; **Senses** Listen +7, Spot +11

**Languages** Alzhedo, Chondathan, Common, Dwarven, Illuskan

**AC** 18, touch 15, flat-footed 18

**Resist** evasion

**Fort** +2, **Ref** +9, **Will** +4

**Speed** 30 ft. (6 squares)

**Melee** masterwork dagger +9 (1d4+1)

**Base Atk** +4; **Grp** +5

**Atk Options** sneak attack +3d6, Weapon Finesse

**Abilities** Str 12, Dex 18, Con 11, Int 16, Wis 15, Cha 17

**SQ** trap sense +2, trapfinding, uncanny dodge

**Feats** Improved Initiative, Negotiator, Persuasive, Weapon  
Finesse

**Skills** Appraise +7, Bluff +14, Climb +5, Diplomacy +12,

Disable Device +6, Disguise +12, Escape Artist +7, Forgery

+10, Gather Information +12, Hide +13, Intimidate +16,

Listen +7, Move Silently +13, Search +6, Sense Motive +13,

Sleight of Hand +10, Spot +11

**Possessions** *ring of protection* +1, masterwork studded leather,  
masterwork dagger

## PATRIAR DUELIST

CR 2

Female or male human aristocrat 3  
hp 17 (3 HD)

N Medium humanoid

**Init** +2; **Senses** Listen -1, Spot -1

**Languages** Chondathan, Common

**AC** 16, touch 12, flat-footed 14

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

**Speed** 30 ft. (6 squares)

**Melee** masterwork rapier +5 (1d6+1)

**Melee** masterwork rapier +3 (1d6+1), masterwork shortsword +3 (1d6)

**Base Atk** +2; **Grp** +3

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

**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Bluff +3, Diplomacy +6, Gather Information +5, Intimidate +7, Knowledge (history) +3, Knowledge (local) +5, Knowledge (nobility and royalty) +6, Ride +5

**Possessions** masterwork studded leather, masterwork rapier, masterwork shortsword, 50 gp

## PATRIAR RETAINER

CR 1

Female or male human fighter 1  
hp 11 (1 HD)

N Medium humanoid

**Init** +4; **Senses** Listen +0, Spot +2

**Languages** Chondathan, Common

**AC** 13, touch 10, flat-footed 13

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

**Speed** 30 ft. (6 squares)

**Melee** longsword +4 (1d8+2)

**Base Atk** +1; **Grp** +3

**Atk Option** Power Attack

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

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

**Skills** Balance -1, Climb +1, Escape Artist -1, Handle Animal +1, Heal +1, Hide -1, Intimidate +3, Jump +1, Move Silently -1, Spot +2, Swim +0

**Possessions** studded leather, longsword

## PATRIAR YOUTH

CR 1/4

Female or male human aristocrat 1  
hp 7 (1 HD)

N medium humanoid

**Init** +4; **Senses** Listen -1, Spot -1

**Languages** Chondathan, Common

**AC** 10, touch 10, flat-footed 10

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

**Speed** 30 ft. (6 squares)

**Melee** unarmed strike +1 (1d3+1)

**Base Atk** +0; **Grp** +1

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

**Feats** Improved Initiative, Persuasive

**Skills** Bluff +4, Diplomacy +2, Intimidate +7, Knowledge (local) +3, Knowledge (nobility and royalty) +3, Ride +2

## RILSA RAE

CR 6

Female human rogue 6  
hp 35 (6 HD)

N Medium humanoid

**Init** +4; **Senses** Listen +6, Spot +6

**Languages** Alzhedo, Chondathan, Common, Dwarven

**AC** 17, touch 14, flat-footed 17

**Resist** evasion

**Fort** +4, **Ref** +9, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** dagger +9 (1d4+2)

**Melee** dagger +7 (1d4+2), dagger +7 (1d4+1)

**Ranged** dagger +9 (1d4+2)

**Ranged** dagger +7 (1d4+2), dagger +7 (1d4+1)

**Base Atk** +4; **Grp** +6

**Atk Options** Sneak attack +3d6

**Abilities** Str 14, Dex 19, Con 15, Int 15, Wis 13, Cha 14

**SQ** trap sense +2, trapfinding, uncanny dodge

**Feats** Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

**Skills** Balance +6, Bluff +11, Climb +8, Diplomacy +7, Disable Device +8, Disguise +11, Escape Artist +7, Gather Information +7, Hide +13, Intimidate +7, Jump +12, Listen +6, Move Silently +13, Search +7, Sense Motive +8, Spot +6, Tumble +15

**Possessions** leather armor, 6 daggers

## SMOKEPOWDER MAKER

CR 2

Female or male human wizard 2  
hp 15 (2 HD)

N Medium humanoid

**Init** +1; **Senses** Listen -1, Spot -1

**Languages** Chondathan, Common, Elven, Illuskan

**AC** 11, touch 11, flat-footed 10

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

**Speed** 30 ft. (6 squares)

**Melee** quarterstaff +1 (1d6)

**Base Atk** +1; **Grp** +1

**Wizard Spells Prepared** (CL 2nd):

1st—*color spray* (DC 14), *mage armor*, *magic missile*

0—*acid splash* ×2 (+2 ranged touch), *ray of frost* ×2 (+2 ranged touch)

**Abilities** Str 10, Dex 12, Con 16, Int 15, Wis 9, Cha 9

**Feats** Scribe Scroll, Spell Focus (Illusion), Toughness

**Skills** Concentration +8, Craft (alchemy) +7, Decipher Script +7, Knowledge (Arcana) +7, Spellcraft +9

**Possessions** quarterstaff, spellbook



## THUG

CR 1/2

Female or male human warrior 1  
hp 8 (1 HD)

N Medium humanoid

**Init** +2; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 14, touch 12, flat-footed 12; **Dodge**

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

**Speed** 30 ft. (6 squares)

**Melee** dagger +1 (1d4)

**Ranged** light crossbow +2 (1d8)

**Base Atk** +1; **Grp** +1

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

**Feats** Deft Hands, Dodge

**Skills** Bluff +3, Hide +4, Move Silently +4, Sleight of Hand +6,  
Use Rope +4

**Possessions** leather armor, dagger

## TOUGH THUG

CR 2

Female or male human fighter 1/rogue 1  
hp 15 (2 HD)

N Medium humanoid

**Init** +3; **Senses** Listen +0, Spot +0

**Languages** Chondathan, Common

**AC** 16, touch 13, flat-footed 13; **Dodge**

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

**Speed** 30 ft. (6 squares)

**Melee** dagger +5 (1d4+2)

**Ranged** light crossbow +3 (1d8)

**Base Atk** +1; **Grp** +3

**Atk Options** sneak attack +1d6

**Abilities** Str 14, Dex 16, Con 13, Int 9, Wis 11, Cha 12

**SQ** trapfinding

**Feats** Dodge, Weapon Finesse, Weapon Focus (dagger)

**Skills** Balance +2, Climb +6, Escape Artist +2, Hide +5,  
Intimidate +6, Jump +1, Move Silently +5, Swim +0

**Possessions** studded leather, dagger, light crossbow (10 bolts)

## TORLIN SILVERSHIELD

CR 6

Male human cleric 6 (Gond)  
hp 36 (6 HD)

N Medium humanoid

**Init** -1; **Senses** Listen +4, Spot +4

**Languages** Chondathan, Common, Dwarven, Elven

**AC** 15, touch 9, flat-footed 15

**Fort** +6, **Ref** +1, **Will** +11

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** masterwork heavy mace +5 (1d8)

**Base Atk** +4; **Grp** +4

**Special Actions** rebuke earth creatures 7/day (+7, 2d6+10, 6th), turn air creatures 7/day (+7, 2d6+10, 6th), turn undead 7/day (+7, 2d6+10, 6th), spontaneous cure spells

**Cleric Spells Prepared** (CL 6th; creation 7th):

3rd—*searing light* (+3 ranged touch) ×3, *stone shape*<sup>D</sup>

2nd—*eagle's splendor*, *sound burst* (DC 16) ×2,  
*spiritual weapon*, *soften earth and stone*<sup>D</sup>

1st—*animate rope*<sup>D</sup>, *divine favor*, *doom* (DC 15),  
*entropic shield*, *shield of faith*

0—*detect magic*, *light* ×2, *purify food and drink* ×2

**Abilities** Str 11, Dex 9, Con 12, Int 16, Wis 18, Cha 19

**SQ** Craft and Earth domains

**Feats** Combat Casting, Iron Will, Negotiator, Persuasive, Skill Focus (Craft)

**Skills** Balance -5, Bluff +10, Climb -4, Concentration +9, Craft (sculpture) +6, Diplomacy +14, Escape Artist -5, Hide -5, Intimidate +9, Jump -10, Knowledge (local) +4, Knowledge (nobility and royalty) +7, Knowledge (religion) +8, Move Silently -5, Sense Motive +10, Swim -8

**Possessions** masterwork scale mail, masterwork heavy steel shield, masterwork heavy mace

## ULDER RAVENGARD

CR 6

Male human fighter 6  
hp 49 (6 HD)

LN Medium humanoid

**Init** +5; **Senses** Listen +1, Spot +1

**Languages** Common

**AC** 21, touch 11, flat-footed 20

**Fort** +7, **Ref** +3, **Will** +5

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** masterwork bastard sword +12/+7 (1d10+6)

**Base Atk** +6; **Grp** +10

**Atk Options** Improved Bull Rush, Power Attack

**Abilities** Str 18, Dex 12, Con 15, Int 10, Wis 12, Cha 16

**Feats** Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Initiative, Iron Will, Persuasive, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Balance -7, Bluff +8, Climb -4, Diplomacy +6, Escape Artist -7, Hide -7, Intimidate +10, Jump -10, Move Silently -7, Ride +3, Sense Motive +5, Swim -12

**Possessions** full plate, heavy steel shield, masterwork bastard sword

## VIEKANG

CR 4

Male human fighter 1/rogue 3  
hp 24 (4 HD)

CE Medium humanoid

**Init** +7; **Senses** Listen -1, Spot -1

**Languages** Common

**AC** 16, touch 13, flat-footed 13; **Dodge**

**Resist** evasion

**Fort** +4, **Ref** +6, **Will** +0

**Speed** 30 ft. (6 squares)

**Melee** shortsword +7 (1d6+1)

**Ranged** light crossbow +6 (1d8)

**Base Atk** +3; **Grp** +4

**Atk Options** sneak attack +2d6, Weapon Finesse

**Abilities** Str 12, Dex 17, Con 13, Int 9, Wis 8, Cha 14

**SQ** trap sense +1, trapfinding

**Feats** Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (swordsword)

**Skills** Climb +5, Disguise +9, Hide +10, Intimidate +4, Jump +7, Move Silently +6, Open Lock +6

**Possessions** masterwork studded leather, shortsword, light crossbow (20 bolts)

## WATCH SERGEANT

CR 3

Female or male human fighter 3  
hp 30 (3 HD)

LN Medium humanoid

**Init** +4; **Senses** Listen +4, Spot +4

**Languages** Common

**AC** 14, touch 10, flat-footed 14

**Fort** +5, **Ref** +1, **Will** +2

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** halberd +6 (1d10+3)

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

**Base Atk** +3; **Grp** +5

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

**Feats** Alertness, Improved Initiative, Investigator, Toughness, Weapon Focus (halberd)

**Skills** Balance -4, Climb -2, Escape Artist -4, Gather Information +3, Hide -4, Intimidate +5, Jump -8, Knowledge (nobility and royalty) +3, Listen +4, Move Silently -4, Search +2, Sense Motive +3, Spot +4, Swim -6

**Possessions** scale mail, halberd, shortbow (20 arrows), brass whistle

## WATCH SOLDIER

CR 1

Female or male human fighter 1  
hp 15 (1 HD)

LN Medium humanoid

**Init** +4; **Senses** Listen +3, Spot +3

**Languages** Common

**AC** 15, touch 10, flat-footed 15

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

**Speed** 20 ft. (4 squares), base speed 30 ft.

**Melee** longsword +3 (1d8+2)

**Ranged** shortbow +1 (1d6)

**Base Atk** +1; **Grp** +3

**Abilities** Str 14, Dex 10, Con 15, Int 10, Wis 10, Cha 9

**Feats** Alertness, Improved Initiative, Toughness

**Skills** Balance -5, Climb -3, Escape Artist -5, Hide -5, Jump -9, Knowledge (nobility and royalty) +2, Listen +3, Move Silently -5, Sense Motive +2, Spot +3, Swim -8

**Possessions** scale mail, longsword, shortbow (20 arrows), brass whistle

## YSSRA BRACKREL

CR 4

Female half-elf wizard 4  
hp 19 (4 HD)

CN Medium humanoid

**Init** +2; **Senses** low-light vision; Listen +2, Spot +2

**Languages** Alzhedo, Chondathan, Common, Dwarven, Elven

**AC** 12, touch 12, flat-footed 10

**Fort** +2, **Ref** +3, **Will** +5; +2 against enchantments

**Speed** 30 ft. (6 squares)

**Melee** quarterstaff +1 (1d6-1)

**Base Atk** +2; **Grp** +1

**Wizard Spells Prepared** (CL 4th):

2nd—*blur*, *glitterdust* (DC 16), *Tasha's hideous laughter* (DC 16)

1st—*mage armor*, *magic missile* ×2, *shield*

0—*acid splash* (+4 ranged touch) ×3, *light*

**Abilities** Str 9, Dex 14, Con 12, Int 18, Wis 12, Cha 8

**Feats** Combat Casting, Deceitful, Scribe Scroll

**Skills** Concentration +8, Craft (alchemy) +11, Diplomacy +1, Disguise +4, Forgery +7, Gather Information +1, Knowledge (arcana) +11, Listen +2, Search +5, Spellcraft +13, Spot +2

**Possessions** quarterstaff, spellbook