

AGE 12+



MURDER ^{IN} BALDUR'S GATE TM

MONSTER STATISTICS

MATT SERNETT • CHRIS SIMS



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CREDITS

Design and Editing
Matt Sernett, Chris Sims

Additional Design
Daniel Helmick

Managing Editor
Kim Mohan

D&D Group Manager
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Organized Play
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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

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

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

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

Bomber		Level 2 Brute	
Medium natural humanoid, dwarf		XP 125	
HP 47; Bloodied 23			Initiative +2
AC 14, Fortitude 15, Reflex 13, Will 14			Perception +3
Speed 5			Low-light vision
Saving Throws +5 against poison effects			
TRAITS			
Stand the Ground			
Whenever the bomber is pulled, pushed, or slid, he can move 1 square less than the effect specifies.			
Steady-Footed			
The bomber can make a saving throw to avoid falling prone when an attack would knock him prone.			
STANDARD ACTIONS			
⚔ Short Sword (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d6 + 5 damage.			
⚔ Alchemist's Fire (weapon) ♦ At-Will			
Attack: Ranged 5 (one creature); +5 vs. Reflex			
Hit: 2d8 + 5 fire damage, and 5 fire damage to all creatures adjacent to target.			
Str 16 (+4)	Dex 12 (+2)	Wis 14 (+3)	
Con 17 (+4)	Int 11 (+1)	Cha 11 (+1)	
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	
Climb	The chosen gains a climb speed of 6.
Immunities	The chosen is immune to disease and poison.
Expert Jumper	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	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	
HP 55; Bloodied 27		Initiative +7	
AC 18, Fortitude 17, Reflex 19, Will 18		Perception +11	
Speed 7		Low-light vision	
TRAITS			
Wild Step			
Coran ignores difficult terrain when he shifts.			
STANDARD ACTIONS			
⊕ Short Sword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +11 vs. AC			
Hit: 2d6 + 5 damage, and Coran shifts 1 square.			
⊗ Longbow (weapon) ◆ At-Will			
Attack: Ranged 20/40 (one creature); +13 vs. AC			
Hit: 2d10 + 5 damage.			
↘ Harrying Shot (weapon) ◆ At-Will			
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			
◆ Elven Accuracy ◆ Encounter			
Effect: Coran rerolls one of his attack rolls and uses the second result.			
Skills Athletics +10, Bluff +12, Stealth +12, Thievery +12			
Str 14 (+5)	Dex 19 (+7)	Wis 16 (+6)	
Con 13 (+4)	Int 13 (+4)	Cha 18 (+7)	
Alignment unaligned Languages Common, Elven			
Equipment leather armor, short sword, longbow, 20 arrows			

Crew Member		Level 2 Skirmisher	
Medium natural humanoid, human		XP 125	
HP 36; Bloodied 18		Initiative +3	
AC 15, Fortitude 14, Reflex 12, Will 13		Perception +2	
Speed 6			
TRAITS			
Mob Rule			
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			
⊕ Short Sword (weapon) ◆ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 2d6 + 3 damage.			
Str 14 (+3)	Dex 11 (+1)	Wis 12 (+2)	
Con 12 (+2)	Int 10 (+1)	Cha 10 (+1)	
Alignment unaligned Languages Common			
Equipment leather armor, short sword			

Fire Mephit		Level 3 Skirmisher	
Small elemental humanoid (fire)		XP 150	
HP 46; Bloodied 23		Initiative +6	
AC 17, Fortitude 14, Reflex 16, Will 15		Perception +0	
Speed 6, fly 6			
Immune fire			
TRAITS			
Regeneration			
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			
⊕ Claws (fire) ◆ At-Will			
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.			
↖ Flame Blast (fire) ◆ Recharge [2] [2]			
Attack: Close blast 3 (creatures in the blast); +6 vs. Reflex			
Hit: 2d8 + 3 fire damage.			
MOVE ACTIONS			
◆ Dancing Flames ◆ At-Will			
Effect: The mephit shifts up to half its speed.			
Skills Bluff +8			
Str 8 (+0)	Dex 17 (+4)	Wis 8 (+0)	
Con 14 (+3)	Int 8 (+0)	Cha 14 (+3)	
Alignment unaligned Languages Common, Primordial			

Flaming Fist Corporal **Level 2 Elite Brute**Medium natural humanoid, human XP 250**HP 88; Bloodied 44** **Initiative +2****AC 14, Fortitude 15, Reflex 14, Will 13** **Perception +1****Speed 5****Saving Throws +2; Action Points 1****STANDARD ACTIONS**⚔ **Heavy Flail** (weapon) ♦ **At-Will***Attack:* Melee 1 (one creature); +7 vs. AC*Hit:* 3d6 + 3 damage.⚔ **Double Attack** ♦ **At-Will***Effect:* The corporal uses *heavy flail* twice.**TRIGGERED ACTIONS**⚔ **Smash Back** (weapon) ♦ **Recharge** when first bloodied*Trigger:* An enemy hits the corporal with a melee attack.*Effect (Immediate Reaction):* The corporal uses *heavy flail* against the triggering enemy.**Skills** Athletics +9, Intimidate +7**Str** 17 (+4) **Dex** 12 (+2) **Wis** 10 (+1)**Con** 14 (+3) **Int** 11 (+1) **Cha** 13 (+2)**Alignment** unaligned **Languages** Common**Equipment** plate armor, heavy flail**Flaming Fist Lieutenant** **Level 3 Soldier**Medium natural humanoid, human XP 150**HP 47; Bloodied 23** **Initiative +5****AC 19, Fortitude 16, Reflex 15, Will 14** **Perception +6****Speed 5****STANDARD ACTIONS**⚔ **Bastard Sword** (weapon) ♦ **At-Will***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.🎯 **Javelin** (weapon) ♦ **At-Will***Attack:* Ranged 10/20 (one creature); +8 vs. AC*Hit:* 1d8 + 5 damage.⚔ **Powerful Strike** (weapon) ♦ **Recharge** ☄ ☄*Attack:* Melee 1 (one creature); +8 vs. AC*Hit:* 2d10 + 6 damage, and the target falls prone.**TRIGGERED ACTIONS**⚔ **Interceding Strike** (weapon) ♦ **At-Will***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.**Skills** Athletics +9, Intimidate +7**Str** 16 (+4) **Dex** 14 (+3) **Wis** 11 (+1)**Con** 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)**Alignment** unaligned **Languages** Common**Equipment** plate mail, bastard sword, 4 javelins**Flaming Fist Private** **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 + 4 damage.⚔ **Drive Back** (weapon) ♦ **At-Will***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.🏹 **Crossbow** (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** scale armor, light shield, longsword, crossbow, 20 bolts**Flaming Fist Sergeant** **Level 5 Elite Soldier**Medium natural humanoid, human XP 400**HP 126; Bloodied 63** **Initiative +4****AC 21, Fortitude 18, Reflex 16, Will 17** **Perception +3****Speed 5****Saving Throws +2; Action Points 1****STANDARD ACTIONS**⚔ **Flail** (weapon) ♦ **At-Will***Attack:* Melee 1 (one creature); +10 vs. AC*Hit:* 1d10 + 8 damage.⚔ **Tactical Attack** (weapon) ♦ **At-Will***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**⚔ **Tripping Flail** (weapon) ♦ **At-Will***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.**Skills** Athletics +11, Intimidate +8**Str** 18 (+6) **Dex** 10 (+2) **Wis** 13 (+3)**Con** 15 (+4) **Int** 12 (+3) **Cha** 12 (+3)**Alignment** unaligned **Languages** Common**Equipment** 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			
Nimble Reaction			
The halfling gains a +2 bonus to AC against opportunity attacks.			
STANDARD ACTIONS			
⊕ Dagger (weapon) ♦ At-Will			
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.			
⊗ Sling (weapon) ♦ At-Will			
Attack: Ranged 10/20 (one creature); +7 vs. AC			
Hit: 2d4 + 5 damage, plus 1d6 if the halfling has combat advantage against the target.			
⬇ Mobile Melee Attack ♦ At-Will			
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			

Imbralyum 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			
⊕ Quarterstaff (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +7 vs. AC			
Hit: 1d8 + 4 damage, and Imbralyum can slide the target 1 square.			
⊗ Magic Missile (force, implement) ♦ At-Will			
Attack: Ranged 20 (one creature)			
Effect: The target takes 5 force damage.			
⚡ Brilliant Chains (implement, lightning) ♦ Encounter			
Primary Attack: Ranged 10 (one creature); +7 vs. Reflex			
Hit: 2d8 + 3 lightning damage, and Imbralyum 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.			
✦ Cacophonous Burst (implement, thunder) ♦ Encounter			
Attack: Area burst 1 within 10 squares (creatures in the burst); +7 vs. Fortitude			
Hit: 2d6 + 5 thunder damage, Imbralyum pushes the target 1 square from the center of the burst, and the target is dazed (save ends).			
TRIGGERED ACTIONS			
Deflecting Shield ♦ Encounter			
Trigger: Imbralyum is the target of a melee or ranged attack.			
Effect (Immediate Interrupt): Imbralyum gains a +4 bonus to the defense targeted by the triggering attack until the end of Imbralyum'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			
Combat Advantage			
If Laraelra hits an enemy that is granting combat advantage to her, the enemy takes 1d6 extra damage.			
STANDARD ACTIONS			
⊕ ⊗ Dagger (weapon) ♦ At-Will			
Attack: Melee 1 or Ranged 5/10 (one creature); +7 vs. AC			
Hit: 1d4 + 5 damage, and Laraelra can shift 1 square.			
⬇ Dazing Strike (weapon) ♦ Recharge 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			

Nant Thangol **Level 1 Skirmisher**Medium natural humanoid, dwarf XP 100

HP 33; Bloodied 16 **Initiative +3**
AC 15, Fortitude 14, Reflex 12, Will 14 **Perception +8**
Speed 5 Low-light vision

TRAITS**Stand the Ground**

Nant can move 1 square fewer than the effect specifies when subjected to a pull, a push, or a slide.

Steady-Footed

Nant can make a saving throw to avoid falling prone when an attack would knock him prone.

STANDARD ACTIONS⬇ **Dagger** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +6 vs. AC
Hit: 2d4 + 3 damage, and Nant can shift 1 square.

⌛ **Throwing Dagger** (weapon) ♦ **At-Will**

Attack: Ranged 5/10 (one creature); +6 vs. AC
Hit: 2d4 + 3 damage, and Nant can shift 1 square.

⬇ ⚔ **Double Dagger Strike** (weapon) ♦ **Recharge** ☹ ☹ ☹ ☹

Effect: Nant makes two basic attacks.

Str 16 (+3) **Dex 12 (+1)** **Wis 17 (+3)**

Con 17 (+3) **Int 10 (+0)** **Cha 10 (+0)**

Alignment unaligned **Languages** Common, Dwarven

Equipment leather armor, 8 daggers

Nine-Fingers **Level 6 Elite Skirmisher**Medium natural humanoid, human XP 500

HP 140; Bloodied 70 **Initiative +10**
AC 20, Fortitude 17, Reflex 20, Will 18 **Perception +11**
Speed 6

Saving Throws +2; Action Points 1

TRAITS**Cunning Escape**

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.

STANDARD ACTIONS⬇ **Dagger** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +11 vs. AC
Hit: 3d4 + 7 damage, or 6d4 + 7 if Nine-Fingers has combat advantage against the target.

⌛ **Thrown Dagger** (weapon) ♦ **At-Will**

Attack: Ranged 5/10 (one creature); +11 vs. AC
Hit: 3d4 + 7 damage, and the target grants combat advantage (save ends).

⬇ **Darting Blades** ♦ **At-Will**

Effect: Nine-Fingers uses *dagger* twice, and she shifts up to half her speed between the attacks.

MOVE ACTIONS**Acrobatic Escape** ♦ **Recharge** when first bloodied

Effect: Nine-Fingers shifts up to her speed.

Skills Stealth +13, Streetwise +10, Thievery +13

Str 12 (+4) **Dex 21 (+8)** **Wis 17 (+6)**

Con 14 (+5) **Int 13 (+4)** **Cha 14 (+5)**

Alignment unaligned **Languages** Common

Equipment leather armor, 10 daggers, thieves' tools

Patriar Duelist **Level 2 Skirmisher**Medium natural humanoid, human XP 125

HP 39; Bloodied 19 **Initiative +7**
AC 16, Fortitude 13, Reflex 15, Will 13 **Perception +8**
Speed 6

TRAITS**Combat Advantage**

If the duelist hits an enemy that is granting combat advantage to the duelist, the enemy takes 1d6 extra damage.

STANDARD ACTIONS⬇ **Rapier** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d8 + 6 damage.

⬇ **Short Sword** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 1d6 + 5 damage.

⬇ **Two-Weapon Rend** ♦ **Encounter**

Effect: The duelist uses *rapier* and *short sword* against the same target. If both attacks hit, the target takes 4 extra damage.

TRIGGERED ACTIONS**Duelist's Accuracy** ♦ **Encounter**

Trigger: The duelist makes an attack roll.

Effect (Free Action): The duelist rerolls the attack roll and uses the second result.

Skills Bluff +7, Stealth +10

Str 12 (+2) **Dex 18 (+5)** **Wis 14 (+3)**

Con 15 (+3) **Int 10 (+1)** **Cha 12 (+2)**

Alignment unaligned **Languages** Common, Elven

Equipment leather armor, rapier, short sword

Patriar Retainer **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 6

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 retainer can push the target 1 square and then shift 1 square to a square the target occupied.

Str 16 (+3) **Dex 12 (+1)** **Wis 10 (+0)**

Con 12 (+1) **Int 10 (+0)** **Cha 11 (+0)**

Alignment unaligned **Languages** Common

Equipment leather armor, longsword

Patriar Youth **Level 1 Minion Brute**Medium natural humanoid, human XP 25

HP 1; a missed attack never damages a minion. **Initiative +1**
AC 13, Fortitude 13, Reflex 12, Will 13 **Perception +2**
Speed 6

STANDARD ACTIONS⬇ **Improvised Weapon** (weapon) ♦ **At-Will**

Attack: Melee 1 (one creature); +7 vs. AC
Hit: 2d6 + 5 damage.

Str 11 (+0) **Dex 10 (+0)** **Wis 12 (+1)**

Con 12 (+1) **Int 10 (+0)** **Cha 10 (+0)**

Alignment unaligned **Languages** Common

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

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

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

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

Torlin Silvershield		Level 5 Controller (Leader)	
Medium natural humanoid, human		XP 200	
HP 60; Bloodied 30		Initiative +3	
AC 19, Fortitude 17, Reflex 17, Will 19		Perception +4	
Speed 5			
STANDARD ACTIONS			
⬇ Mace (weapon) ♦ At-Will			
Attack: Melee 1 (one creature); +10 vs. AC			
Hit: 1d8 + 9 damage.			
⬇ Priest's Shield (weapon) ♦ At-Will			
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.			
⚡ Command (charm) ♦ Encounter			
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.			
MINOR ACTIONS			
⬅ Healing Word (healing) ♦ 2/Encounter (1/round)			
Effect: Torlin or one ally within 5 squares of him regains 10 hit points.			
Skills Bluff +10, Diplomacy +10, Insight +9, Religion +9			
Str 12 (+3)		Dex 12 (+3)	
Con 15 (+4)		Int 14 (+4)	
		Wis 14 (+4)	
		Cha 16 (+5)	
Alignment unaligned Languages Common			
Equipment scale armor, mace			

Ulder Ravengard **Level 6 Elite Soldier (Leader)**Medium natural humanoid, human XP 500**HP 140; Bloodied 70** **Initiative +7****AC 22, Fortitude 19, Reflex 17, Will 18** **Perception +8**

Speed 5

Saving Throws +2; Action Points 1

TRAITS☀ **Knight's Aura** ♦ Aura 1

Any unmarked enemy that willingly leaves the aura provokes an opportunity attack from Ulder.

STANDARD ACTIONS⚔ **Bastard Sword** (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +11 vs. AC

Hit: 2d10 + 4 damage.

⚔ **Double Attack** ♦ At-WillEffect: Ulder uses *bastard sword* twice.**MINOR ACTIONS**⚔ **Shield Shove** (weapon) ♦ Recharge 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⚔ **Knightly Riposte** ♦ At-WillTrigger: An unmarked enemy in Ulder's *knight's aura* uses an attack power that doesn't include Ulder as a target.Effect (Immediate Interrupt): Ulder uses *bastard sword* against the triggering enemy.

Skills Athletics +12, Bluff +11, Intimidate +11

Str 19 (+7) **Dex** 14 (+5) **Wis** 10 (+3)Con 14 (+5) **Int** 12 (+4) **Cha** 16 (+6)

Alignment unaligned Languages Common

Equipment plate armor, heavy shield, bastard sword

Viekang**Level 4 Lurker**Medium natural humanoid, human XP 175**HP 44; Bloodied 22** **Initiative +10****AC 18, Fortitude 16, Reflex 18, Will 16** **Perception +9**

Speed 6

STANDARD ACTIONS⚔ **Short Sword** (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 6 damage.

🏹 **Crossbow** (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +8 vs. AC

Hit: 1d8 + 6 damage.

⚔ **Blade in the Dark** (weapon) ♦ Recharge when Viekang uses *veil of shadows*

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 4d6 + 10 damage.

Miss: Half damage.

Veil of Shadows (zone) ♦ Recharge when Viekang uses *blade in the dark*

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⚔ 🏹 **Clever Dodge** ♦ At-WillTrigger: An enemy pulls, pushes, or slides Viekang while he is in the zone created by his *veil of shadows*.

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.

Skills Bluff +9, Intimidate +9, Stealth +11

Str 12 (+3) **Dex** 18 (+6) **Wis** 15 (+4)Con 14 (+4) **Int** 13 (+3) **Cha** 14 (+4)

Alignment chaotic evil Languages Common, Elven

Equipment leather armor, short sword, crossbow, 20 bolts, cloak

Watch Sergeant**Level 3 Soldier**Medium natural humanoid, human XP 150**HP 47; Bloodied 23** **Initiative +5****AC 19, Fortitude 16, Reflex 15, Will 14** **Perception +6**

Speed 5

STANDARD ACTIONS⚔ **Halberd** (weapon) ♦ At-Will

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.

🏹 **Shortbow** (weapon) ♦ At-Will

Attack: Ranged 15/30 (one creature); +8 vs. AC

Hit: 1d8 + 5 damage.

⚔ **Powerful Strike** (weapon) ♦ Recharge ☼ ☼ ☼

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 2d10 + 5 damage, and the target falls prone.

TRIGGERED ACTIONS⚔ **Interceding Strike** (weapon) ♦ At-Will

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.

Skills Streetwise +7

Str 16 (+4) **Dex** 14 (+3) **Wis** 11 (+1)Con 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

Alignment unaligned Languages Common

Equipment 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^B, 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 mephit

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 mephit 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 Mephit (Sp) Once per day, a mephit can attempt to summon another mephit 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 mephit 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 RAEI

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*^D

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

1st—*animate rope*^D, *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 (shortsword)

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