Notable NPCs

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| Ahmeia (ah **MAY** uh) Doctor/Pilgrim; Level 0 | |
| INT 13, WIL 13, PER 12, SPI 18, CHA 12, HP 22 | |
| Skills:   * ***Combat Staff +2*** * ***Alchemy +1*** * ***Cook +1*** * ***Diplomacy +3*** * ***Enchanting +2*** * ***Heal +3*** * ***Navigate +2*** * ***Spell Casting +2*** | Powers:   * 3 Slots * Create White * Divine Presence * Favored Enemy (Dark Powers) * Healing Hands * Pilgrimage * Tradesman * Type I |

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| Filch Deserter/Swordsman; Level 0 | |
| STR 12, DEX 12, AGI 16, TOU 14, SPD 14, HP 27 | |
| Skills:   * ***Dueling +2*** * Dual Wield +2 * ***Acrobatics +2*** * ***Climb*** * ***Disguise +1*** * ***Fast Draw +2*** * ***Sneak +3*** * ***Steal +2*** * ***Traps*** * Wilderness Lore +1 | Powers:   * +2 Hit Points * +1 Move * +2 Initiative * Fast (1) |

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| Nox the Blue Wizard Grave Robber/Sorcerer; Level 0 | |
| AGI 12, DEX 13, PER 14, INT 14, WIL 13, SPI 12, HP 20 | |
| Skills:   * Brawling +1 * Dirty Fighting +1 * Dual Wield +1 * ***Enchant +2*** * ***Item Lore +2*** * ***Sneak +1*** * ***Spell Casting +2*** * ***Spell Lore +2*** * ***Traps +1*** | Powers:   * 4 Slots * Cave Sight * Create Purple * Fearless * Ferocious Spell Casting * Type IV, VI |

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| Victoria Raider/Amazon; Level 1 | |
| STR 11, AGI 18, DEX 16, WIL 12, Per 12, HP 26 | |
| Skills:   * ***Bow +2*** * Dueling +1 * Dual Wield +1 * ***One Handed +2*** * ***Acrobatics +2*** * ***Climb +2*** * ***Navigate +2*** * ***Sneak +1*** * Steal +1 * Swim +2 * ***Track +2*** * ***Wilderness Lore +2*** | Powers:   * +2 HP * +2 Ini * +2 Move * Bearer * Combat Reflexes * Weapon Proficiency |