Notable NPCs

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| Ahmeia (ah **MAY** uh) Doctor/Pilgrim; Level 1 | |
| 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:   * 2 ups (blue/grey) * 3 Slots * Create White * Divine Presence * Favored Enemy (Dark Powers) * Healing Hands * Pilgrimage * Tradesman * Type I |
| Spells   * Bless * Crusader’s Chant * Make Whole |

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| Cassandra Conjurer/Witch King; Level 2 | |
| INT 12, WIL 16, TOU 13, SPI 15, CHA 13, HP 26 | |
| Skills:   * ***Combat Magic +2*** * ***Diplomat*** * ***Enchanting +2*** * ***Investigate*** * ***Item Lore +2*** * ***Spell Casting +2 (wil/spi/cha)*** * ***Spell Lore +3*** * ***Trade*** | Powers:   * -2 HP * 3 ups (blue) * 5 Slots (Black, Purple) * Type IV, V, VI * Ghost Form * Magical Will * Spell Master |
| Spells   * Brittle Skeleton * Dark Aura * Dark Cloak * Poison Song |

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| Coulton Vigilant/Berzerker; Level 1 | |
| STR 16, TOU 18, WIL 12, SPD 12, HP 34 | |
| Skills:   * Brawling +2 * ***Crossbow +1*** * ***Great Weapon +3*** * Thrown +2 * ***Climb +2*** * ***Dungeon Lore*** * ***Navigate*** * ***Sneak*** * Swim +2 * ***Track*** * ***Wilderness Lore*** | Powers:   * 4 ups * Berzerk * Berzerk Cleave * Vigilant * Watchful * Weapon Proficiency |

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| Filch Deserter/Swordsman; Level 3 | |
| STR 12, DEX 12, AGI 16, TOU 14, SPD 14, HP 31 (PKer) | |
| Skills:   * ***Dueling 12*** * Dual Wield 10 * ***Acrobatics 11*** * ***Climb 8*** * ***Disguise 12*** * ***Fast Draw 12*** * ***Sneak 11*** * ***Steal 13*** * ***Traps 11*** * Wilderness Lore 11 | Powers:   * 2 ups * +2 Hit Points * +1 Move * +2 Initiative * Bonus Parry * Disarm (12) * Fast (1) |
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| Halagar Bleeder/Amazon; Level 3 (PKer) | |
| AGI 17, DEX 15, WIL 12, PER 14, STR 12, HP 30 | |
| Skills:   * ***Bow 12*** * ***Dual Wield 13*** * Dueling 9 * One Hand 10 * ***Acrobatics 12*** * ***Climb 10*** * ***Heal 10*** * ***Navigate 12*** * Swim 10 * ***Track 13*** * ***Wilderness Lore 12*** | Powers:   * +2 ini * +1 move * Bleeder (2) * Shifty * Improved Charge * Weapon Proficiency |

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| Nox the Blue Wizard Grave Robber/Sorcerer; Level 1 | |
| 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 * 2 ups * Cave Sight * Create Purple * Fearless * Ferocious Spell Casting * Type IV, VI |

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| Pako Acolyte/Captain; Level 3 (PKer) | |
| TOU 14, WIL 13, CHA 12, INT 13, PER 14, SPI 12, STR 12, HP 32 | |
| Skills:   * Crossbow +2 * One Hand +2 * Spear/Shield +2 * Navigate +2 * Tactics +2 * Trade +2 | Powers:   * 1 Slot * Command Decision * Create White * Merc Captain * Rallying Cry * Type I * Weapon Proficiency |

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| Victoria Raider/Amazon; Level 2 | |
| 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 * 3 ups * Bearer * Combat Reflexes * Weapon Proficiency |