

Balzi Drudrull

Dents and nicks fail to dull the shine of this knight's armor. A sword and starburst decorate her shield.

Balzi Drudrull

CR 4

XP 1200 (Numeria, Land of Fallen Stars)

human Female paladin 5 (lomedae)

LG Medium Humanoid; (Human)

Init **1** ; **Senses** ; Aura of Courage +4 (10 ft.) (Su)**auras**Aura of Courage +4 (10 ft.) (Su); Percep +1

DEFENSE

AC 20, tch 9, flat 20; CMD 17

hp 42 (5d10+10)

Fort +8, Ref +3, Will +8

immune disease, fear

OFFENSE

Speed base:30' crnt:20' fly:-7/-1; E 76/153/230 (95.66)M

Melee +8 Dagger(P/S) +8 (1d4+3 19-20×2);

Mwk cold iron longsword(S) mainhand +9 (1d8+3 19-20×2);

Mwk lance(P) +9 (1d8+4 ×3)

Range +4 Javelin(P) +4 (1d6+3 ×2)

Size Medium Space 5' Reach 5'

Special attk Paladin Channel Positive Energy 3d6 (2/day, DC 15) (Su); Smite Evil (2/day) (Su)

Other abilities spells memorized (1):Bless Weapon; Restoration, Lesser

Spell-like Detect Evil (At will) (Sp)

Other Special Animal Companion Link (Ex); Aura of Good (Ex); Lay on Hands (2d6 hit points, 5/day) (Su); Mercy (Sickened) (Su); Share Spells with Companion (Ex); Summon Mount (1/day) (Sp)

STATISTICS

Str 16(+3), Dex 8(-1), Con 13(+1)

Int 10(0), Wis 12(+1), Cha 16(+3)

BAB +5, CMB +8, CMD 17;

Feats Mounted Combat (1/round); Ride-By Attack; Skill Focus (Ride); Spirited Charge

Skills (ACP -6 applied) Dipl 11, Heal 9, Ride 4

Languages Common

ECOLOGY

Environment Any

Organization Solitary

Treasure NPC gear (wand of cure light wounds [9 charges], holy water [2], mwk full plate, mwk heavy steel shield, dagger, javelins [4], mwk cold iron longsword, mwk lance, everburning torch, silver holy symbol of lomedae, spell component pouch, 83 gp)

GEAR

Armor Masterwork full plate; Masterwork heavy steel shield; Natural armor

Magic Masterwork cold iron longsword; Masterwork full plate; Masterwork heavy steel shield; Masterwork lance; Wand of cure light wounds (9 charges)

Other Dagger; Everburning torch; Holy symbol, silver (lomedae); Holy water [2]; Javelin [4]; Spell component pouch **resources** Dagger; Detect Evil (At will) (Sp); Holy water [2]; Javelin [4]; Lay on Hands (2d6 hit points, 5/day) (Su) [4]; Mounted Combat (1/round); Paladin Channel Positive Energy 3d6 (2/day, DC 15) (Su); Smite Evil (2/day) (Su) [2]; Summon Mount (1/day) (Sp); Wand of cure light wounds (9 charges) [9]

Money 83gp

TATICS

Before

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description Dents and nicks fail to dull the shine of this knight's armor. A sword and starburst decorate her shield.

physical 5' 3" 135 lb. 18 yr old

NOTES / INTERACTIONS

Henry (Balzi Drudrull)

Henry CR 5

XP 1600
horse
N Large Animal
Init +1; Senses Low-Light Vision, Scent; Percep +9

DEFENSE

AC 21, tch 11, flat 19; CMD 20 over:24 trip:24
hp 37 (5d8+15)
Fort +7, Ref +6, Will +4
; Evasion (Ex)

OFFENSE

Speed base:50' crnt:50' fly:-1/+0; E 348/699/1050 (89)L
Melee +6 Bite (Horse)(B/P/S) +5 (1d4+4 ×2);
Hooves x2 (Horse)(B) +3/+3 (1d6+2 ×2)
Range +4
Size Large Space 10' Reach 5'
Special attks
Other abilities

Other Special Attack Any Target [Trick]; Combat Riding
[Trick]; Stay [Trick]

STATISTICS

Str 19(+4), Dex 14(+2), Con 17(+3)
Int 6(-2), Wis 12(+1), Cha 6(-2)
BAB +3, CMB +8, CMD 20 over:24 trip:24;
Feats Endurance; Iron Will; Multiattack
Skills (ACP -1 applied) Perc 9
Languages

ECOLOGY

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GEAR

Armor Masterwork chain shirt; Natural armor
Magic Masterwork chain shirt
Other Bit and bridle; Military saddle; Saddlebags (empty)
Money 0gp

TATICS

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Moral

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physical

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Apteb Jifseu

Apteb Jifseu

CR 4

XP 1200 (Villain Codex)

human slayer (sniper) 5

NE Medium Humanoid; (Human)

Init +8; **Senses**; Percep +10

DEFENSE

AC 20, tch 13, flat 17; **CMD** 21

hp 37 (5d10+5)

Fort +6, **Ref** +9, **Will** +2

OFFENSE

Speed base:30' crnt:20' fly:+1/+4; **E** 58/116/175 (55)L

Melee +7 **Mwk falchion(S)** +10 (2d4+5 18-20/×2);

Sap(B) +9 (1d6+4 nonlethal ×2)

Range +9 +1 darkwood heavy crossbow(P) bothhands +12
(1d10+3 19-20/×2)

Size Medium **Space** 5' **Reach** 5'

Special attks Sneak Attack +1d6; Studied Target +2 (move action, 2 at a time) (Ex)

Other abilities

Other Special Accuracy (Ex); Deadly Sniper +5 (Ex); Poison Use (Ex); Snap Shot (Ex)

STATISTICS

Str 14(+2), **Dex** 18(+4), **Con** 12(+1)

Int 13(+1), **Wis** 10(0), **Cha** 8(-1)

BAB +5, **CMB** +9, **CMD** 21;

Feats Crossbow Mastery (Heavy crossbow); Deadly Aim -2/+4; Extra Slayer Talent; Extra Slayer Talent; Improved Initiative

Skills (ACP -3 applied) Acro 9, Bluf 9, Clmb 7, Disg 9, Intm 7, Know(locl) 11, Know(nobl) 7, Perc 10, Ride 5, Slth 9

Languages Common, Vishkanya

ECOLOGY

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GEAR

Armor +1 breastplate; Natural armor

Magic +1 breastplate; +1 darkwood heavy crossbow; Cloak of resistance +1; Masterwork falchion; Potion of cure moderate wounds; Potion of invisibility

Other Blue whinnis [2]; Crossbow bolts [20]; Disguise kit (10 uses); Sap **resources** Crossbow bolts [17]; Disguise kit (10 uses) [10]; Studied Target +2 (move action, 2 at a time) (Ex) [2]

Money Ogp

TATICS

Before The sharpshooter applies blue whinnis poison to two bolts.

During A sharpshooter attacks from range for as long as possible, preferring to use the deadly sniper ability while prone at a high vantage point, and the rogue crawl ability to assume a new hiding place between shots. If enemies approach the sharpshooter's position, the sharpshooter uses a potion of vanish to retreat to safety or reposition and attack again.

Moral

HISTORY / GOALS / BOONS

background details Sometimes it's difficult or undesirable to get close to a mark and the guild assigns its snipers to make the hit.

physical 5' 4" 140 lb. 18 yr old

NOTES / INTERACTIONS



Sterkiq Runewine

Sterkiq Runewine CR 4

XP 1200 (NPC Codex Sorcerers)
half-elf Male sorcerer 5
NE Medium Humanoid; (Elf, Human)
Init +5; **Senses** Low-Light Vision; Percep +7

DEFENSE

AC 17, tch 13, flat 15; **CMD** 14
hp 35 (5d6+15)
Fort +4, **Ref +3**, **Will +6**; all +2 vs. enchantments

immune sleep; **resist** Elven Immunities, electricity 10
OFFENSE

Speed base:30' cnt:30' fly:+6; **E** 26/53/80 (20.5)L
Melee +1 **Spear(P) +1 (1d8-1 ×3)**
Range +3 **Mwk longbow(P) +0 (1d8-1 ×3)**
Size Medium **Space 5'** **Reach 5'**
Special attks

Other abilities **spells known** (0):Dancing Lights; Detect Magic; Light; Mage Hand; Ray of Frost; Read Magic; (1):Burning Hands (Electricity); Mage Armor; Magic Missile; Obscuring Mist; Shocking Grasp; (2):Gust of Wind; Scorching Ray (Electricity); Spectral Hand

Spell-like Elemental Ray (1d6+2 electricity, 7/day) (Sp)
Other Special Bloodline Arcana: Elemental (Ex); Elf Blood

STATISTICS

Str 8(-1), **Dex** 13(+1), **Con** 14(+2)
Int 10(0), **Wis** 12(+1), **Cha** 18(+4)
BAB +2, **CMB +1**, **CMD** 14;
Feats Dodge; Eschew Materials; Improved Initiative; Skill Focus (Perception); Spell Focus (Evocation)
Skills (ACP 0 applied) Fly 6, Know(arca) 5, Ling 1, Perc 7, Spel 7
Languages Auran, Common, Elven

ECOLOGY

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GEAR

Armor Natural armor
Magic Cloak of resistance +1; Masterwork longbow; Ring of protection +1; Scroll of fly; Scroll of gaseous form; Scroll of levitate
Other Arrows [20]; **Spear** **resources** Arrows [20]; Elemental Ray (1d6+2 electricity, 7/day) (Sp) [7]; **Spear**
Money 375gp

TATICS

Before The sorcerer casts mage armor.
During The sorcerer favors his electricity spells, casting lightning bolt or scorching ray, or using his spectral hand to deliver shocking grasp attacks. He prefers ranged combat, using a scroll of fly or levitate to avoid opponents on the ground.

Moral

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background details The storm sorcerer battles his enemies with wind and lightning, reveling in nature's destructive power.

VALENDRON OPARAL

Valendron hails from an elven village in the high mountains. When he was an infant, he and his mother were caught outside in a storm and struck by a bolt of lightning. Though his mother died, he survived, and as a youth he began to develop arcane powers. He believes that storms and natural disasters eliminate the weak, allowing the strong to survive. He struck out on his own to find others like himself.

Combat Encounters: Valendron might join with air mephits, air elementals, or jann trying to open a portal to or increase the influence of the Plane of Air. He may share a lair with electricity-using creatures such as behirs, shocker lizards, or blue dragons.

Roleplaying Encounters: Valendron may be looking for survivors in a village or town wrecked by a powerful storm, or could instead be searching for magic items relating to air, weather, and electricity.

physical 5' 11" 155 lb. 24 yr old tanned skin brown hair blue eyes

NOTES / INTERACTIONS



Wimi

The attire of this winged man, whose wooden mask is carved into an eerie smile, is devoid of the stark-white bones commonly worn by his people.

WimiCR 4

XP 1200 (Inner Sea Monster Codex)
strix Male bard 5
N Medium Humanoid; (Strix)
Init +2; **Senses** Darkvision 60 ft., Low-Light Vision; **Percep** +9
Nocturnal: +2 bonus in dim light or darkness

DEFENSE

AC 19, tch 12, flat 17; **CMD** 15
hp 26 (5d8)
Fort +0, **Ref** +6, **Will** +5; **all** +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed base:30' cnt:20' fly:+10/+13; **E** 33/66/100 (52)M
Melee +3 **Mwk shortspear(P)** +4 (1d6 ×2)
Range +5 **Mwk sling(B)** +6 (1d4 ×2)
Size Medium **Space** 5' **Reach** 5'
Special attks Bardic Performance (standard action, 14 rounds/day); Bardic Performance: Countersong (Su); Bardic Performance: Distraction (Su); Bardic Performance: Fascinate (2 targets, DC 14) (Su); Bardic Performance: Inspire Competence +2 (Su); Bardic Performance: Inspire Courage +2 (Su); Hatred +1 (Ex)
Other abilities **spells known** (0):Dancing Lights; Detect Magic; Flare; Mending; Prestidigitation; Resistance; (1):Charm Person; Cure Light Wounds; Disguise Self; Summon Monster I; (2):Eagle's Splendor; Mirror Image; Summon Monster II
Other Special Bardic Knowledge +2 (Ex); Lore Master (1/day) (Ex); Nocturnal (Ex); Suspicious; Versatile Performance (Dance) +10 (Ex); Well Versed (Ex)

STATISTICS

Str 10(0), **Dex** 14(+2), **Con** 8(-1)
Int 14(+2), **Wis** 13(+1), **Cha** 14(+2)
BAB +3, **CMB** +3, **CMD** 15;
Feats Augment Summoning; Skill Focus (Perform [oratory]); Spell Focus (Conjuration)
Skills (ACP -3 applied) Acro 10, Clmb 5, Fly 10, HdAn 4, Heal 3, Know(locl) 8, Know(natr) 10, Know(plan) 8, Know(relg) 8, Ling 8, Perc 9, Prfm(danc) 10, Prfm(orat) 10, Spel 10, Surv 6

Languages Auran, Common, Elven, Hallit, Skald, Strix

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GEAR

Armor +1 chain shirt; +1 natural armor; Buckler
Magic +1 chain shirt; Amulet of natural armor +1; Masterwork shortspear; Masterwork sling; Oil of magic weapon; Scroll of invisibility [2]; Scroll of scare; Scroll of ventriloquism
Other Buckler; Sling bullets [20]; Tanglefoot bag [2]; Wooden mask **resources** Bardic Performance (standard action, 14 rounds/day) [13]; Lore Master (1/day) (Ex); Oil of magic weapon; Sling bullets [3]; Tanglefoot bag

Money 0gp

TATICS

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background details Oddities found high atop the spire nests of Ciricskree, these masked visitors bring hope to the fading itarii - the Strix word for their race - of Devil's Perch. While welcomed as family, voyagers are not born amid their clutches, claiming instead to have flown across the western ocean. Draped in the mysterious regalia of the ancients, the newcomers supposedly hail from the Island of the Gods, a place of legend known only to the oldest rokoa. They entertain and inspire the curious locals who crowd around the roost with tales of their mythical homeland and promises of a return to glory. Most voyagers' tales describe strix ancestors sitting as equals beside a lost race of men and powerful elves, but then facing a mysterious exile on the winds of a green storm. The validity of their claims is open to debate, but the fact remains that the strix cannot account for the location of the bones of these visitors' ancestors.

description The attire of this winged man, whose wooden mask is carved into an eerie smile, is devoid of the stark-white bones commonly worn by his people. **physical** 5' 11" 160 lb. 15 yr old

NOTES / INTERACTIONS

Mayla CR 4

XP 1200
human Female barbarian 5
CG Medium Humanoid; (Human)
Init +1; **Senses** ; Percep +8
DEFENSE
AC 16, tch 10, flat 14; **CMD** 21
hp 63 (5d12+25)
Fort +8, **Ref** +2, **Will** +4

OFFENSE
Speed base:45' cnt:30' fly:-2/+1; **E** 173/346/520 (73.08)L
Melee +11 **Mwk** greatsword(S) +12 (2d6+9 19-20/*2)
Range +6 **Throwing** axe(S) mainhand +11 (1d6+6 x2)
Size Medium **Space** 5' **Reach** 5'
Special attks Rage (20 rounds/day) (Ex)
Other abilities

Other Special Fast Movement +10 (Ex); Raging Swimmer +5 (Ex); Swift Foot (+5 ft) (Ex)

STATISTICS
Str 18/22(+4/+6), **Dex** 13(+1), **Con** 14/18(+2/+4)
Int 8(-1), **Wis** 12(+1), **Cha** 10(0)
BAB +5, **CMB** +11, **CMD** 21;
Feats Barroom Brawler (1/day); Dodge; Extra Rage; Extra Rage Power
Skills (ACP -3 applied) Acro 2, Appr 1, Climb 8, HdAn 5, Heal 2, Intm 6, Know(geog) 1, Perc 8, Prof(gladiator) 3, Prof(wood) 3, Ride 2, Slth 2, Surv 5, Swim 14
Languages Common, Hallit

ECOLOGY
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GEAR

Armor +1 scale mail; Natural armor
Magic +1 scale mail; Masterwork greatsword; Potion of cure light wounds [3]; Potion of cure moderate wounds; Potion of enlarge person
Other Acid; Alchemist's fire; Barbarian chew; Barbarian chew; Throwing axe [2] **resources** Acid; Alchemist's fire; Barbarian chew; Potion of cure light wounds [2]; Rage (20 rounds/day) (Ex) [13]; Throwing axe [2]
Money 1354gp

TATICS

Before
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HISTORY / GOALS / BOONS

physical 5' 5" 145 lb. 18 yr old

NOTES / INTERACTIONS

