

<b>Balzi Drudrull</b>	Lawful Good Female human	paladin 5(lomedae)	<b>XP 1200 CR 4</b>
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**Init:** -1 ;  
**Senses:** Percep +1 , **auras**Aura of Courage +4 (10 ft.) (Su)

## DEFENSE

**AC:**20, tch:9, flat:20  
**hp:**42 (5d10+10)  
**Fort:**+8, **Ref:**+3, **Will:**+8

## OFFENSE

**Speed** base:30' crnt:20' fly:-7/-1 **E:**76/153/230(95.66)M  
**Size:** Medium; **Space** 5'; **Reach** 5'  
**Other abilities:** spells memorized: (1):Bless Weapon, Restoration, Lesser Detect Evil (At will) (Sp)  
 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)

## Personality / Mannerisms

5' 3" 135 lb. 18 yr old Dents and nicks fail to dull the shine of this knight's armor. A sword and starburst decorate her shield.

## STATISTICS

**Str** 16(+3), **Dex** 8(-1), **Con** 13(+1), **Int** 10(0), **Wis** 12(+1), **Cha** 16(+3)

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

**Skills** (ACP→-6): Dipl 11; Heal 9; Ride 4

**Languages** Common

**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  
 83gp

## History / Goals / Boons

## PC Interactions

Henry

True Neutral horse

XP 1600 CR 5

Init: +1 ;

Senses: Percep +9 ; Low; Scent

### DEFENSE

AC:21, tch:11, flat:19

hp:37 (5d8+15)

Fort:+7, Ref:+6, Will:+4

### OFFENSE

Speed base:50' crnt:50' fly:-1/+0 E:348/699/1050(89)L

Size: Large; Space 10'; Reach 5'

Other abilities:

Attack Any Target [Trick], Combat Riding [Trick], Stay [Trick]

### Personality / Mannerisms



### STATISTICS

Str 19(+4), Dex 14(+2), Con 17(+3), Int 6(-2), Wis 12(+1), Cha 6(-2)

Feats Endurance; Iron Will; Multiattack

Skills (ACP→-1): Perc 9

Languages

Gear: armor Masterwork chain shirt, Natural armor; magic Masterwork chain shirt; other Bit and bridle, Military saddle, Saddlebags (empty)

Ogp

### History / Goals / Boons

### PC Interactions

**Apteb Jifseu**

Neutral Evil human

slayer (sniper) 5

**XP 1200 CR 4**

**Init:** +8 ;

**Senses:** Percep +10 ;

### DEFENSE

**AC:**20, tch:13, flat:17

**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

**Size:** Medium; **Space** 5'; **Reach** 5'

**Other abilities:**

Accuracy (Ex), Deadly Sniper +5 (Ex), Poison Use (Ex), Snap Shot (Ex)

### Personality / Mannerisms

5' 4" 140 lb. 18 yr old Sometimes it's difficult or undesirable to get close to a mark and the guild assigns its snipers to make the hit.



### STATISTICS

**Str** 14(+2), **Dex** 18(+4), **Con** 12(+1), **Int** 13(+1), **Wis** 10(0), **Cha** 8(-1)

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

**Skills** (ACP→3): 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

**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  
Ogp

### History / Goals / Boons

### PC Interactions

# Sterkig Runewine

Neutral Evil Male half-elf

sorcerer 5

XP 1200 CR 4

**Init:** +5 ;

**Senses:** Percep +7 ; Low

## DEFENSE

**AC:** 17, tch:13, flat:15

**hp:** 35 (5d6+15)

**Fort:**+4, **Ref:**+3, **Will:**+6

## OFFENSE

**Speed** base:30' crnt:30' fly:+6 **E:**26/53/80(20.5)L

**Size:** Medium; **Space** 5'; **Reach** 5'

**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 Elemental Ray (1d6+2 electricity, 7/day) (Sp)  
Bloodline Arcana: Elemental (Ex), Elf Blood

## Personality / Mannerisms

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

## STATISTICS

Strength 10, Dexterity 14, Constitution 12, Intelligence 10, Wisdom 12(+1), Charisma 18(+4)

Feats: Dodge, Lightning Reflexes, Improved Initiative, Spell Focus (Perception); Spell Focus

from Air powers. He believes that storms and natural

Skills are innate to the world, allowing the strong to

Languages: Auran, Common, Elven

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

Great Encounters: Valendron might join with air mehits. air elementals. or jann trying to open a

## History / Goals / Boons

fluence of the Plane of Air. He may share a lair with electricity-using creatures such as behirs, shocker lizards, or blue

## PC Interactions

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.



**Init:** +2 ;**Senses:** Percep +9 Nocturnal: +2 bonus in dim light or darkness, Dark 60 ft., Low**DEFENSE****AC:** 19, tch:12, flat:17**hp:** 26 (5d8)**Fort:**+0, **Ref:**+6, **Will:**+5**OFFENSE****Speed** base:30' crnt:20' fly:+10/+13 **E:**33/66/100(52)**M****Size:** Medium; **Space** 5'; **Reach** 5'**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 Bardic Knowledge +2 (Ex), Lore Master (1/day) (Ex), Nocturnal (Ex), Suspicious, Versatile Performance (Dance) +10 (Ex), Well Versed (Ex)**Personality / Mannerisms**

5' 11" 160 lb. 15 yr old 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. 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.

**STATISTICS****Str** 10(0), **Dex** 14(+2), **Con** 8(-1), **Int** 14(+2), **Wis** 13(+1), **Cha** 14(+2)**Feats** Augment Summoning; Skill Focus (Perform [oratory]); Spell Focus (Conjuration)**Skills** (ACP→-3): Clmb 5; 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**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

Ogp

**History / Goals / Boons**

**Mayla**

Chaotic Good Female human

barbarian 5

**XP 1200 CR 4**

**Init:** +1 ;

**Senses:** Percep +8 ;

5' 5" 145 lb. 18 yr old



## DEFENSE

**AC:** 16, tch:10, flat:14

**hp:** 63 (5d12+25)

**Fort:** +8, **Ref:** +2, **Will:** +4

## OFFENSE

**Speed** base:45' crnt:30' fly:-2/+1 **E:**173/346/520(73.08)L

**Size:** Medium; **Space** 5'; **Reach** 5'

**Other abilities:**

Fast Movement +10 (Ex), Raging Swimmer +5 (Ex), Swift Foot (+5 ft) (Ex)

## Personality / Mannerisms

## STATISTICS

**Str** 18/22(+4/+6), **Dex** 13(+1), **Con** 14/18(+2/+4), **Int** 8(-1), **Wis** 12(+1), **Cha** 10(0)

**Feats** Barroom Brawler (1/day); Dodge; Extra Rage; Extra Rage Power

**Skills** (ACP→-3): Acro 2; Appr 1; Clmb 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

**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]  
1354gp

## History / Goals / Boons

## PC Interactions