



THE LOST CITY OF BARAKUS

W. D. B. Kenower & Bill Webb

Iconic Characters



NECROMANCER
GAMES



Swords
& Wizardry



FROG GOD
GAMES

THE LOST CITY OF BARAKUS

Iconic Characters

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Note — There is no “Warrid” for Swords & Wizardry

Bannor

Background

As a young child, you were abandoned at a monastery of Mitra. Your physical gifts led you to serve as a squire to the holy order of knights. However, almost one year ago, while sweeping the stables, you were struck by an overpowering vision of Muir, a long-forgotten Goddess of Valor. A lesser deity, worship of Muir has all but died out. Her temples are few and most are in ruin or long abandoned by all but a handful of dedicated followers. The revelation of your vision was met with scorn by the brother knights. “Why would Muir appear at a monastery of Mitra to a stable boy,” they asked. Yet in your heart you knew the truth of your vision. You asked for and were granted permission to leave the order. The brother knights gave you your armor and your trusty longsword. Though they advised that it would be better to stay in the service of Mitra, you set out alone to do the will of Muir. Your travels brought you to Reme. There, you stopped for supplies and came across Corian’s notice at the Starving Stirge. You agreed to follow Corian’s path, as it leads towards Fairhill and Bard’s Gate where it is said there is still a temple of Muir.

BANNOR CR 1/2
XP 200

Male human paladin of Muir (Goddess of Paladins) 1 (*The Slumbering Tsar Saga* 91)
 LG Medium humanoid (human)

Init +0; **Perception** +1

Aura good

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 12 (1d10+1 plus 1)

Fort +3, **Ref** +0, **Will** +3

Speed 20 ft.

Melee longsword +5 (1d8+3/19–20) or heavy mace +4 (1d8+3)

Special Attacks smite evil 1/day (+2 attack and AC/+1 damage)

Spell-like Abilities (CL 1st):



At will—*detect evil*

Str 17, **Dex** 11, **Con** 12, **Int** 10, **Wis** 13 **Cha** 15

Base Atk +1; **CMB** +4; **CMD** 14

Feats Power Attack, Weapon Focus (longsword)

Skills Heal +5, Knowledge (religion) +4, Ride –2

Languages Common

SQ code of conduct

Combat Gear holy water; **Gear** scale mail, heavy steel shield, longsword, heavy mace, backpack, bedroll, flint and steel, wooden holy symbol of Muir, 50-ft. hemp rope, sack, 2 sunrods, 5 torches, 8 days trail rations, waterskin, explorer’s outfit, belt pouch with 27 gp, 7 sp, and 5 cp.

HP - 12

Notes

PATHFINDER

HP - 27	Notes

At 3rd character level, Bannor's stat block is as follows:

BANNOR
XP 600

CR 2

Male human paladin of Muir (Goddess of Paladins) 3 (*The Slumbering Tsar Saga* 91)

LG Medium humanoid (human)

Init +0; **Perception** +2

Aura (10 ft.), good

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 27 (3d10+3 plus 3)

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

Defensive Abilities divine grace; **Immune** disease, fear

Speed 20 ft.

Melee +1 *longsword* +8 (1d8+4/19–20) or heavy mace +6 (1d8+3)

Special Attacks smite evil 1/day (+2 attack and AC/+3 damage)

Spell-like Abilities (CL 3rd):

At will—*detect evil*

Str 17, **Dex** 11, **Con** 12, **Int** 10, **Wis** 13 **Cha** 15

Base Atk +3; **CMB** +6; **CMD** 16

Feats Extra Lay on Hands, Power Attack, Weapon Focus (*longsword*)

Skills Diplomacy +7, Heal +6, Knowledge (religion) +5, Perception +2, Ride +0

Languages Common

SQ code of conduct, lay on hands 5/day (1d6), mercy (sickened)

Gear masterwork breastplate, heavy steel shield, +1 *longsword*, heavy mace, backpack, bedroll, flint and steel, wooden holy symbol of Muir, 50-ft. hemp rope, sack, 5 torches, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 281 gp, 7 sp, and 5 cp.

Belfin

Background

As most of your race and profession, you are a loner. Yet you are even more reserved than most. Quiet and grim, you prefer the silence of the woodlands to the din of the city. Those few who know you learn that beneath your gloomy exterior lies a noble heart—a person whose word is his bond. Those who do not know you find you to be a pessimist, seeing doom and ill fortune in all paths. Your dark demeanor is not surprising, given that you are the sole survivor of a troll raid on your elven village. You have pledged your life to seek out these foul creatures and slay them wherever they may lurk without quarter. Stopping in Reme only to acquire some needed equipment, you noticed Corian's post in the Starving Stirge. Intrigued, and against your better judgment, you approached the young sorcerer. Sensing a kindred spirit, you agreed to travel with him wherever the road may take you.

BELFLIN CR 1/2
XP 200
 Male elf ranger 1
 CG Medium humanoid (elf)
Init +4; **Senses** low-light vision; **Perception** +8

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)
hp 11 (1d10+1)
Fort +3, **Ref** +6, **Will** +2; +2 vs. enchantment
Immune magic sleep

Speed 30 ft.
Melee longsword +0 (1d8+1/19–20), short sword +0 (1d6/19–20) or longsword +2 (1d8+1/19–20)
Ranged longbow +5 (1d8/x3)
Special Attacks favored enemy (Humanoid [giant] +2)

Str 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 16



Feats Endurance, Two-Weapon Fighting
Skills Climb +4, Handle Animal +4, Knowledge (nature) +4, Perception +8, Spellcraft +0 (+2 identify magic items), Stealth +7, Survival +6 (+7 tracking), Swim +4; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties
Languages Common, Elven
SQ track +1, wild empathy +1
Combat Gear smokestick; **Other Gear** studded leather armor, longsword, short sword, longbow, 20 arrows, backpack, bedroll, flint and steel, 50-ft. hemp rope, sack, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 8 gp and 8 sp.

HP - II

Notes

Arrows



HP - 24

Notes

Arrows



At 3rd character level, Belfin's stat block is as follows:

BELFLIN

XP 600

Male elf ranger 3

CG Medium humanoid (elf)

Init +4; **Senses** low-light vision; **Perception** +10

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 24 (3d10+3)

Fort +4; **Ref** +7; **Will** +3; +2 vs. enchantment

Immune magic sleep

Speed 30 ft.

Melee +1 *longsword* +3 (1d8+2/19–20), short sword +2 (1d6+1/19–20) or +1 *longsword* +5 (1d8+2/19–20)

Ranged *longbow* +7 (1d8/x3)

Special Attacks favored enemy (Humanoid [giant] +2), two-handed combat style

Str 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

CR 2

Base Atk +3; **CMB** +4; **CMD** 18

Feats Double Slice, Endurance, Point-Blank Shot, Two-Weapon Fighting

Skills Acrobatics +6, Climb +7, Handle Animal +4, Knowledge (geography) +4, Knowledge (nature) +5, Linguistics +1, Perception +10, Spellcraft +0 (+2 identify magic items), Stealth +10, Survival +8 (+9 tracking), Swim +6; **Racial**

Modifiers +2 Perception, +2 Spellcraft to identify magic item properties

Languages Common, Elven, Giant

SQ favored terrain (forest +2), track +1, wild empathy +3

Combat Gear *potion of cure moderate wounds*; **Other Gear** masterwork studded leather armor, +1 *longsword*, short sword, *longbow*, 20 arrows, backpack, bedroll, flint and steel, 50-ft. hemp rope, sack, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 103 gp and 8 sp.

Cedric

Background

You are a follower of the dryad Ossyniria. You reside in her grove in a forest near Bard's Gate with you fellow druids. You, however, are the only non-elf. You do not know your parents. Your human half has led you to have a fascination of human civilization. Following the end of your apprenticeship, you requested Ossyniria to allow you to leave the grove and observe men and their cities. Seeing the honesty of your request, she granted your wish. You have since wandered along the Tradeway from Bard's Gate to Reme. There, at the Starving Stirge, you met Corian. You had been away from the grove for some time and longed to return. When Corian asked for your aid you agreed to travel with him on your way back to Bard's Gate and the grove that is your home.

CEDRIC **CR 1/2**
XP 200

Male half-elf druid 1
 N Medium humanoid (elf, human)
Init +6; **Senses** low-light vision; **Perception** +9

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 9 (1d8+1)
Fort +3; **Ref** +2; **Will** +5; +2 vs. enchantment
Immune magic sleep

Speed 30 ft.
Melee cold iron scimitar +1 (1d6+1/18–20)
Ranged sling +2 (1d4+1)
Domain Spell-like Abilities (CL 1st, ranged touch +2):
6/day—storm burst
Spells Prepared (CL 1st):
 1st—*cure light wounds, obscuring mist^P, speak with animals*
 0 (at will)—*detect poison, know direction, purify food and drink*
D domain spell; **Domain** Weather

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12



Base Atk +0; **CMB** +1; **CMD** 13
Feats Improved Initiative, Skill Focus^B (Knowledge [nature])
Skills Handle Animal +5, Heal +7, Knowledge (nature) +9, Perception +9, Survival +9; **Racial Modifiers** +2 Perception
Languages Common, Druidic, Elven
SQ adaptability, elf blood, nature bond (Weather domain), nature sense, wild empathy +2
Gear leather armor, cold iron scimitar, sling, 20 bullets, 10 silver bullets, spell component pouch, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 13 gp and 5 sp.

<p>HP - 9</p>	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 10px; margin: 10px auto; width: fit-content;"> <p style="text-align: center;">Bullets</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> <p style="text-align: center;">Silver Bullets</p> <p style="text-align: center;"> □□□□□ □□□□□ </p> </div>
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PATHFINDER

HP - 20	<div style="text-align: center; font-size: 1.2em; font-weight: bold;">Notes</div> <div style="text-align: right; border: 1px solid black; padding: 5px; margin-top: 20px;"> <p style="text-align: center; font-weight: bold;">Bullets</p> <p style="text-align: center;"> </p> <p style="text-align: center;"> </p> <p style="text-align: center;"> </p> <p style="text-align: center; font-weight: bold;">Silver Bullets</p> <p style="text-align: center;"> </p> <p style="text-align: center;"> </p> </div>
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At 3rd character level, Cedric's stat block is as follows:

CEDRIC
XP 600

Male half-elf druid 3
N Medium humanoid (elf, human)
Init +6; **Senses** low-light vision; **Perception** +10

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 20 (3d8+3)
Fort +5; **Ref** +4; **Will** +7; +2 vs. enchantment
Immune magic sleep

Speed 30 ft.
Melee mwk cold iron scimitar +4 (1d6+1/18-20)
Ranged mwk sling +5 (1d4+1)
Domain Spell-like Abilities (CL 3rd, ranged touch +4):
6/day—storm burst
Spells Prepared (CL 3rd):
2nd—*bear's endurance, fog cloud^D, spider climb*
1st—*cure light wounds, magic stone, obscuring mist^D, speak with animals*

CR 2

0 (at will)—*detect poison, know direction, purify food and drink, resistance*

D domain spell; **Domain** Weather

Str 12, **Dex** 15, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Improved Initiative, Skill Focus^B (Knowledge [nature])

Skills Handle Animal +6, Heal +9, Knowledge (nature) +11, Perception +10, Survival +11, Swim +6; **Racial Modifiers** +2 Perception

Languages Common, Druidic, Elven

SQ adaptability, elf blood, nature bond (Weather domain), nature sense, trackless step, wild empathy +4, woodland stride

Gear +1 *leather armor*, masterwork cold iron scimitar, masterwork sling, 20 bullets, 10 silver bullets, *cloak of resistance +1*, spell component pouch, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 193 gp and 6 sp.

Corian

Background

You have lived all your life with your uncle, a mage in the city of Reme. Your parents died when you were a very young child and your uncle has never bothered to hide the insinuation that you were somehow responsible for the fire that took your mother's and father's lives. Your uncle, seeing little other use for you, put you to work as an apprentice. Your innate knack for magic led your uncle to begin teaching you the arcane principles of wizardry. As a student, however, you were an utter failure. You could never seem to grasp the use of all the rote memorization forced on you by your uncle. Why did a mage need to learn such things, you wondered, when all one needed to do was imagine the desired effect and it happened? Despite your stubbornness, you learned the basics of spellcraft—though your instincts still rebelled against the formalism of your uncle's methods.

Finally, in a fit of anger over your lack of interest in your studies, your uncle released you from your apprenticeship. This suited you just fine, for you recently discovered a strange amulet that you were interested in learning more about...

CORIAN **CR 1/2**
XP 200
 Male human sorcerer 1
 CG Medium humanoid (human)
Init +1; **Perception** +1


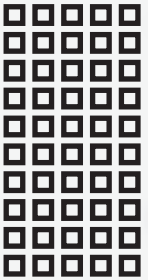
AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 11 (1d6+1 plus 4)
Fort +1; **Ref** +1; **Will** +3

Speed 30 ft.
Melee dagger +0 (1d4/19–20) or morningstar +0 (1d8)
Ranged mwk light crossbow +2 (1d8/19–20)
Spells Known (CL 1st):
 1st (4/day)—*identify*, *magic missile*
 0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*
Bloodline arcane

Str 10, **Dex** 13, **Con** 13, **Int** 14, **Wis** 12, **Cha** 17



Base Atk +0; **CMB** +0; **CMD** 11
Feats Eschew Materials, Light Armor Proficiency, Toughness
Skills Craft (alchemy) +6, Knowledge (arcana) +6, Sense Motive +2, Spellcraft +6, Use Magic Device +7
Languages Common, Draconic, Elven
SQ arcane bond (masterwork light crossbow), bloodline arcane
Combat Gear flask of acid; **Other Gear** leather armor, morningstar, dagger, masterwork light crossbow "Betsy", 20 bolts, backpack, bedroll, map case, flint and steel, vial of ink, inkpen, 5 sheets of parchment, 8 days trail rations, waterskin, sack, 3 sunrods, 5 torches, traveler's outfit, belt pouch with 12 gp, 6 sp, and 5 cp.

HP - 11	Notes	Bolts 	Wand Charges 
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Drebb

Background

Falsely accused of leaving your post during an orc raid by a superior with a grudge against you, you were expelled from your homeland and disowned by your family. Travelling down the coast road from your homeland in the north, you sought to put your shame behind you and prove your worth by a life of adventure. You dream every day of returning to your homeland, your reputation established, ousting the coward who stained your good name and being accepted by your father. Because the dwarf who falsely accused you was from a noble family, and thus his accusation was not questioned, you have no love for those of wealth and power. You see them as weaklings who cannot match their words with deeds. Finding yourself in Reme at the end of the coast road, you took a room at the Starving Stirge. There, you read Corian's note and decided that joining with Corian would lead you to glory and fame. And redemption.

DREBB CR 1/2

XP 200

Male dwarf fighter 1

NG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield) (+4 dodge vs giants)

hp 14 (1d10+3 plus 1)

Fort +5; **Ref** +1; **Will** +0; +2 vs. poison, spells, and spell-like abilities

Speed 20 ft.

Melee dwarven waraxe +6 (1d10+4/x3)

Ranged heavy crossbow +2 (1d10/19–20)

Special Attacks +1 attacks vs. goblinoids and orcs

Str 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +5; **CMD** 16 (20 vs. bull rush and trip)



Feats Power Attack, Weapon Focus (dwarven waraxe)

Skills Appraise +1 (+3 precious metals and gems),

Perception +0 (+2 unusual stonework), Swim +2; **Racial**

Modifiers +2 Appraise to assess nonmagical metals and

gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ armor training 1, stonecunning

Gear scale mail, heavy steel shield, dwarven waraxe, heavy

crossbow, 15 bolts, backpack, bedroll, 8 days trail rations,

waterskin, explorer's outfit, belt pouch with 5 gp and 4 sp.

HP - 14

Notes

Bolts



PATHFINDER

HP - 33	<div style="text-align: right; margin-bottom: 20px;"> Notes </div> <div style="text-align: right; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p style="text-align: center; margin: 0;">Bolts</p> <table style="margin: 0 auto; border-collapse: collapse;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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At 3rd character level, Bannor's stat block is as follows:

DREBB
XP 600

Male dwarf fighter 3

NG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; **Perception** +2

AC 20, touch 11, flat-footed 19 (+6 armor, +1 Dex, +3 shield)

hp 33 (3d10+9 plus 3)

Fort +7; **Ref** +3; **Will** +2 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities +4 dodge vs. giants, bravery +1

Speed 20 ft.

Melee mwk dwarven waraxe +9 (1d10+4/x3)

Ranged heavy crossbow +4 (1d10/19-20)

Special Attacks +1 attacks vs. goblinoids and orcs

Str 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 6

CR 2

Base Atk +3; **CMB** +7; **CMD** 18 (22 vs. bull rush and trip)

Feats Cleave, Power Attack, Shield Focus, Weapon Focus (dwarven waraxe)

Skills Appraise +1 (+3 precious metals and gems), Perception +2 (+4 unusual stonework), Sense Motive +1, Swim +4; **Racial Modifiers** +2 Appraise to assess nonmagical metals and gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ armor training 1, stonecunning

Combat Gear 2 *potions of cure light wounds*; **Other Gear** +1 *scale mail*, heavy steel shield, masterwork dwarven waraxe, heavy crossbow, 20 bolts, *cloak of resistance* +1, backpack, bedroll, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 279 gp and 9 sp.

Drinnin

Background

You were sent by your master from the Monastery of the Standing Stone to retrieve for him a fine ruby. He provided you with a purse of coins and sent you on your way to Reme. He did not explain his purpose, other than to caution you that material possessions often cloud those on the path of truth. Not one to question your master you dutifully traveled to Reme and traded your coins for a brilliant ruby. As you passed through an alleyway within the city, near a tavern called the Starving Sturge, you were set upon by thugs. They apparently were unfamiliar with the uses to which a stout staff may be put in combat. You provided them their education. A likeable fellow named Corian emerged from the tavern and offered you his assistance. When you explained you were unhurt and had an errand requiring your attention he explained he was seeking companions to uncover a mystery. When he mentioned he would be traveling to Fairhill—back towards the Monastery of the Standing Stone—you agreed to accompany him.

DRINNIN
XP 200

CR 1/2

Male human monk 1
LN Medium humanoid (human)
Init +2; **Perception** +5

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)
hp 9 (1d8+1)
Fort +3; **Ref** +4; **Will** +3

Speed 30 ft.

Melee quarterstaff +4 (1d6+6) or unarmed strike +4 (1d6+4) or flurry of blow +3/+3 (1d6+4)

Ranged dagger +2 (1d4+4/19–20)

Special Attacks stunning fist 1/day (DC 11)

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 9

Base Atk +0; **CMB** +4; **CMD** 18

Feats Dodge, Improved Unarmed Strike, Power Attack,



Stunning Fist

Skills Acrobatics +6, Escape Artist +6, Perception +5, Sense Motive +5, Sleight of Hand +3, Stealth +6

Languages Common

SQ maneuver training

Gear quarterstaff, 2 daggers, backpack, bedroll, 8 days trail rations, waterskin, monk's outfit, belt pouch with 9 gp and 9 sp.

Stunning Fist (Ex) After declaring use of this attack, foes damaged by your unarmed attack must make a DC 11 Fortitude save or be stunned for 1 round in addition to taking normal damage.

HP - 9

Notes

PATHFINDER

HP - 20	Notes

At 3rd character level, Drinnin's stat block is as follows:

DRINNIN

XP 600

Male human monk 3
LN Medium humanoid (human)

Init +2; **Perception** +7

AC 15, touch 14, flat-footed 12 (+1 armor, +2 Dex, +1 dodge, +1 Wis)

hp 20 (3d8+3)

Fort +5; **Ref** +6; **Will** +5; +2 vs. enchantment

Defensive Abilities evasion

Speed 40 ft.

Melee mwk quarterstaff +7 (1d6+6) or unarmed strike +6 (1d6+4) or flurry of blow +5/+5 (1d6+4)

Ranged dagger +4 (1d4+4/19–20)

Special Attacks stunning fist 3/day (DC 12)

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 9

CR 2

Base Atk +2; **CMB** +7 (+9 grapple); **CMD** 20 (22 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Power Attack, Stunning Fist

Skills Acrobatics +8, Escape Artist +8, Perception +7, Sense Motive +7, Sleight of Hand +5, Stealth +8

Languages Common

SQ maneuver training

Combat Gear *potion of cat's grace, potion of owl's wisdom;*

Other Gear *bracers of armor +1, masterwork quarterstaff, 4 daggers, cloak of resistance +1, backpack, bedroll, 8 days trail rations, waterskin, monk's outfit, belt pouch with 78 gp and 9 sp.*

Stunning Fist (Ex) After declaring use of this attack, foes damaged by your unarmed attack must make a DC 12 Fortitude save or be stunned for 1 round in addition to taking normal damage.

Farkle Hurp

Background

As a youth, a band of orcs raided your home cave in the Under Realms. Many of your brethren were slaughtered and a great gem—an heirloom of your clan—was stolen. At the time, you were a student of illusion magic. You left those studies because they seemed to offer little practical means of revenge. Instead, you began the study of the ways of the warrior.

Setting off on your own, you left your underground home to take revenge on the orcs. However, fate has not brought you the vengeance you seek. You have not located the marauding orc band, nor heard word of the whereabouts of the missing gem. You still carry with you the orcs' token, taken from their fallen chief: a poorly worked medallion bearing the image of a red severed arm over two crossed axes. You also plan one day to resume your study of illusion magic, perhaps to allow you to infiltrate the vile orcs when you find them.

Intrigued by Corian's post in the Starving Stirge, you have agreed to join his company. Hopefully, his powers will be able to aid you in finding the orcs responsible for the slaughter of your relatives.

FARKLE HURP

CR 1/2

XP 200

Male gnome fighter 1

NG Small humanoid (gnome)

Init +1; **Senses** low-light vision; **Perception** +2

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

hp 14 (1d10+4)

Fort +6; **Ref** +1; **Will** -1; +2 vs. illusions

Defensive Abilities +4 dodge vs. giant subtype

Speed 20 ft.

Melee +1 *warhammer* +5 (1d6+2/x3) or dagger +4 (1d3+2/19-20)

Ranged light crossbow +3 (1d6/19-20)

Special Attacks +1 to attacks vs. goblinoid and reptilian subtypes

Spell-like Abilities (CL 3rd):



1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Str 14, **Dex** 12, **Con** 18, **Int** 10, **Wis** 9, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 13

Feats Power Attack, Weapon Focus (warhammer)

Skills Craft (alchemy) +6, Perception +2, Survival +3; **Racial**

Modifiers +2 Craft (alchemy), +2 Perception

Languages Common, Gnome

Gear chain shirt, warhammer, dagger, light crossbow, 20 crossbow bolts, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 14 gp and 9 sp.

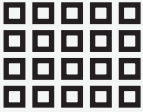
HP - 14

Notes

Bolts



PATHFINDER

HP - 36	<div style="text-align: center; font-weight: bold; font-size: 1.2em;">Notes</div> <div style="text-align: right; border: 1px solid black; padding: 5px; margin-top: 20px;"> <div style="text-align: center; font-weight: bold;">Bolts</div>  </div>
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At 3rd character level, Farkle's stat block is as follows:

FARKLE HURP
XP 600

Male gnome fighter 3

NG Small humanoid (gnome)

Init +1; **Senses** low-light vision; **Perception** +4

AC 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

hp 36 (3d10+12 plus 3)

Fort +7; **Ref** +2; **Will** +0 (+1 vs. fear); +2 vs. illusions

Defensive Abilities +4 dodge vs. giant subtype, bravery +1

Speed 20 ft.

Melee +1 warhammer +8 (1d6+3/x3) or dagger +6 (1d3+2/19–20)

Ranged light crossbow +5 (1d6/19–20)

Special Attacks +1 to attacks vs. goblinoid and reptilian

CR 2

subtypes

Spell-like Abilities (CL 3rd):

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Str 14, **Dex** 12, **Con** 18, **Int** 10, **Wis** 9, **Cha** 11

Base Atk +3; **CMB** +4; **CMD** 15

Feats Cleave, Power Attack, Toughness, Weapon Focus (warhammer)

Skills Craft (alchemy) +8, Perception +4, Stealth +5, Survival +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Gnome, Sylvan

SQ armor training 1

Combat Gear *potion of barkskin* +2; **Other Gear** chain shirt, +1 warhammer, dagger, light crossbow, 20 crossbow bolts, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 239 gp and 9 sp.

Flarian

Background

Few of your race leave the confines of your forest realm. You, however, have long been drawn to humans, who live their short lives with a passion that you feel your race lacks. You wish to travel on to the legendary city of *Bard's Gate*, there to learn the songs of legend. Recently, while performing at the Starving Stirge in Reme, you met an engaging human named Corian. He told you of a strange amulet he possessed. He did not know its history, though his veiled comments made you believe there was an epic story behind it. He told you he wished to unlock its secret and asked you to travel with him. You agreed, believing you might learn the tale of the amulet and thereafter compose a song of its history.

FLARIAN

CR 1/2

XP 200

Male elf bard 1

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +5

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 9 (1d8+1)

Fort +1; **Ref** +5; **Will** +1; +2 vs. enchantment

Immune magic sleep

Speed 30 ft.

Melee rapier +1 (1d6+1/18–20) or dagger +1 (1d4+1/19–20)

Ranged shortbow +3 (1d6/x3)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, *fascinate* [DC 14], inspire courage +1)

Spells Known (CL 1st):

1st (2/day)—*charm person* (DC 14), *remove fear*

0 (at will)—*detect magic*, *flare* (DC 13), *read magic*,

summon instrument

Str 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +0; **CMB** +1; **CMD** 14



Feats Skill Focus (Perform [string])

Skills Diplomacy +7, Knowledge (local) +6, Knowledge (nobility) +6, Linguistics +5, Perception +5, Perform (string instruments) +10, Spellcraft +6 (+7 identify magic items), Stealth +7; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic items

Languages Common, Elven, Gnome, Goblin

SQ bardic knowledge +1

Gear leather armor, rapier, dagger, shortbow, 20 arrows, harp, 50-ft. silk rope, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, spell component pouch, belt pouch with 17 gp and 9 sp.

<p>HP - 9</p>	<p style="text-align: center;">Notes</p> <div style="text-align: right; border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p style="text-align: center;">Arrows</p> <table style="margin: 0 auto; text-align: center;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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PATHFINDER

HP - 20	<div style="text-align: center; margin-bottom: 20px;">Notes</div> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> Arrows □□□□□ □□□□□ </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> Cold Iron Arrows □□□□□ </div> </div> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; padding: 5px; text-align: center;"> Silver Arrows □□□□□ </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> Adamantine Arrows □□□□□ </div> </div>
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At 3rd character level, Flarian's stat block is as follows:

FLARIAN

XP 600

Male elf bard 3

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +7

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 20 (3d8+3)

Fort +2; **Ref** +6; **Will** +2; +2 vs. enchantment, +4 vs. bardic performance, sonic, and language-dependent effects

Defensive Abilities well-versed; **Immune** magic sleep

Speed 30 ft.

Melee mwk rapier +6 (1d6+1/18–20) or dagger +5 (1d4+1/19–20)

Ranged shortbow +5 (1d6/x3)

Special Attacks bardic performance 11 rounds/day (countersong, distraction, *fascinate* [DC 14], inspire competence +2, inspire courage +1)

Spells Known (CL 3rd):

1st (4/day)—*charm person* (DC 14), *comprehend*

CR 2

languages, remove fear, ventriloquism (DC 14)
 0 (at will)—*detect magic, flare* (DC 13), *ghost sound* (DC 13), *mage hand, read magic, summon instrument*

Str 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +2; **CMB** +3; **CMD** 16

Feats Skill Focus (Perform [string]), Weapon Finesse

Skills Acrobatics +6, Diplomacy +9, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility) +8, Linguistics +5, Perception +7, Perform (string instruments) +14, Spellcraft +7 (+9 identify magic items), Stealth +6; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic items

Languages Common, Elven, Gnome, Goblin

SQ bardic knowledge +1, versatile performance (Perform [string])

Combat Gear 7 *potions of cure light wounds*; **Other Gear** +1 *chain shirt*, masterwork rapier, dagger, shortbow, 10 arrows, 5 silver arrows (–1 damage), 5 cold iron arrows, 5 adamantine arrows, masterwork harp, 50-ft. silk rope, thieves' tools, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, spell component pouch, belt pouch with 595 gp and 4 sp.

Galdar

Background

You are a cleric of Vanitthu, the god of the steadfast guard. Following divine law is your all-encompassing mission in life, regardless of whether the result is for good or evil. It is enough that the law of your deity commands an action. While an acolyte at the temple of Vanitthu in Reme, you received a divine vision instructing you to seek out a man named Corian who you were instructed had an amulet in his possession. You were commanded by your god to follow that amulet wherever it might lead. You have found Corian at an inn called the Starving Stirge and you have agreed to travel with him — so long as he retains possession of the amulet.

GALDAR CR 1/2
XP 200

Male human cleric of Vanitthu (God of the Steadfast Guard)
 1 (*Bard's Gate* 151)

LN Medium humanoid (human)

Init +1; **Perception** +3

Aura law

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 15 (1d8+1 plus 1)

Fort +4; **Ref** +2; **Will** +6 **Defensive Abilities** domain resistance

Speed 20 ft.

Melee spear +2 (1d8+3/x3)

Ranged heavy crossbow +1 (1d10/19–20) or spear +1 (1d8+2/x3)

Special Attacks channel positive energy 4/day (DC 11, 1d6)

Spell-like Abilities (CL 1st):

6/day—*battle rage* (+1 damage), *resistant touch*

Spells Prepared (CL 1st):

1st—*bles*s, *magic weapon*^D, *protection from evil*

0 (at will)—*defect magic*, *light*, *virtue*

D Domain spell; **Domains** Protection, War

Str 14, **Dex** 12, **Con** 13, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +0; **CMB** +2; **CMD** 13



Feats Selective Channeling, Skill Focus (Heal)

Skills Diplomacy +5, Heal +10, Knowledge (religion) +5, Spellcraft +5

Languages Celestial, Common

Gear hide armor, spear, heavy crossbow, 20 bolts, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, spell component pouch, 8 days trail rations, waterskin, cleric's vestments, belt pouch with 19 gp and 4 sp.

Domain Resistance The Protection domain grants +1 resistance bonus per 5 levels to all saving throws (included in stat block above). This bonus disappears when *resistant touch* is used.

HP - 15

Notes

Bolts



PATHFINDER

HP - 23	Notes	<div style="border: 1px solid black; padding: 5px; margin-bottom: 5px;"> <p style="text-align: center; margin: 0;">Bolts</p> <div style="text-align: center; margin: 0;"> </div> </div> <div style="border: 1px solid black; padding: 5px;"> <p style="text-align: center; margin: 0;">Wand Charges</p> <div style="text-align: center; margin: 0;"> </div> </div>
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At 3rd character level, Galdar's stat block is as follows:

GALDAR
XP 600

CR 2

Male human cleric of Vanitthu (God of the Steadfast Guard)
3 (*Bard's Gate* 151)
LN Medium humanoid (human)
Init +5; **Perception** +3
Aura law

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)
hp 23 (3d8+3 plus 3)
Fort +5; **Ref** +3; **Will** +7 **Defensive Abilities** domain resistance

Speed 20 ft.

Melee mwk cold iron spear +5 (1d8+3/x3)

Ranged heavy crossbow +3 (1d10/19–20) or mwk cold iron spear +4 (1d8+2/x3)

Special Attacks channel positive energy 4/day (DC 12, 2d6)

Spell-like Abilities (CL 3rd):

6/day—*battle rage* (+1 damage), *resistant touch*

Spells Prepared (CL 3rd):

2nd—*bull's strength*, *silence* (DC 15), *spiritual weapon*^P (+5

attack /1d8+1 force, spear)

1st—*bles*s, *divine favor*, *magic weapon*^P, *protection from evil*

0 (at will)—*detect magic*, *guidance*, *light*, *virtue*

D Domain spell; **Domains** Protection, War

Str 14, **Dex** 12, **Con** 13, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Selective Channeling, Skill Focus (Heal)

Skills Diplomacy +7, Heal +12, Knowledge (religion) +7, Spellcraft +7

Languages Celestial, Common

Combat Gear *wand of cure light wounds* (50 charges);

Other Gear +1 *breastplate*, masterwork cold iron spear, heavy crossbow, 20 bolts, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, spell component pouch, 8 days trail rations, waterskin, cleric's vestments, belt pouch with 492 gp and 4 sp.

Domain Resistance The Protection domain grants +1 resistance bonus per 5 levels to all saving throws (included in stat block above). This bonus disappears when *resistant touch* is used.

Helman

Background

The youngest of twenty-three brothers and sisters, you were always overlooked and forgotten. You did not help matters in that regard for you learned at a young age the skills of coming and going unobserved. With twenty-three siblings, that was not an easy task. You decided on your thirty-first birthday to set out on your own. It was weeks before your brothers and sisters even noticed you were gone. Fascinated all your life with tales of the city, you set out for Reme—the great port city to the north of your homeland. Your curiosity coupled with your nimble fingers and knack for disappearing at just the right time caught the attention of a band of thieves in Reme and soon enough you were a cutpurse of some renown. But you enjoyed your profession more for the thrill of the theft than for the greed of the haul and you quickly ran afoul of your employers who were none too keen on your cavalier disregard for keeping an accurate accounting of your night's takes. As you have always done before, you gave them the slip as well. While laying low at the Starving Stirge, you noticed Corian's post and decided then and there that a life of adventure was just the thing for you—particularly a life of adventuring that would take you away from Reme...at least until you decide on something better to do.

HELMAN XP 200

Male halfling rogue 1
CG Small humanoid (halfling)
Init +4; **Perception** +6

CR 1/2

AC 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 dodge, +1 size)

hp 9 (1d8+1)

Fort +2; **Ref** +7; **Will** +1; +2 vs. fear

Speed 20 ft.

Melee mwk short sword +1 (1d4/19–20) or dagger +1 (1d3/19–20)

Ranged dagger +5 (1d3/19–20)

Special Attacks sneak attack +1d6

Str 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14



Base Atk +0; **CMB** –1; **CMD** 14

Feats Dodge

Skills Acrobatics +9, Appraise +5, Bluff +6, Climb +5, Disable Device +8, Escape Artist +7, Perception +6 (+7 locate traps), Sense Motive +4, Sleight of Hand +7, Stealth +11; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ trapfinding +1

Combat Gear tanglefoot bag; **Other Gear** studded leather armor, short sword, dagger, backpack, bedroll, sunrod, thieves' tools, 8 days trail rations, waterskin, artisan's outfit, belt pouch with 11 gp and 9 sp.

HP - 9

Notes

PATHFINDER

HP - 20	Notes

At 3rd character level, Helman's stat block is as follows:

HELMAN

XP 600

Male halfling rogue 3
CG Small humanoid (halfling)
Init +4; **Perception** +8

AC 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 size)

hp 20 (3d8+3)

Fort +3; **Ref** +8 (+9 vs. traps); **Will** +2; +2 vs. fear

Defensive Abilities evasion, trap sense +1

Speed 20 ft.

Melee mwk short sword +4 (1d4/19–20) or mwk dagger +4 (1d3/19–20)

Ranged mwk dagger +8 (1d3/19–20)

Special Attacks sneak attack +2d6

CR 2

Spell-like Abilities (CL 3rd):

3/day—open/close

Str 11, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 16

Feats Combat Expertise, Dodge

Skills Acrobatics +12, Appraise +6, Bluff +8, Climb +8, Disable Device +11, Escape Artist +10, Perception +8 (+9 locate traps), Sense Motive +5, Sleight of Hand +10, Stealth +14, Swim +5; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talent (minor magic), trapfinding +1

Combat Gear 3 *potions of cure moderate wounds*; **Other Gear** +1 *studded leather armor*, masterwork short sword, masterwork dagger, backpack, bedroll, thieves' tools, 8 days trail rations, waterskin, artisan's outfit, belt pouch with 273 gp and 9 sp.

Krel

Background

The unwanted progeny from an orc raid on your village in the frozen north, you were despised by your father, who showed mercy on you at your mother's request by selling you into slavery rather than killing you at birth. For the last ten years you have served as a galley slave and rowed, chained to an oar, on various ships as they sailed the length and breadth of the known world. For all of your life as a slave you suffered cruel beatings for being a half-breed and you learned to hate that part of yourself—the part you feel is responsible for your miserable lot in life. Yet, even as you learned to despise your orc half, you found that it gave you strength and an animal rage that you have slowly learned to control. On your most recent voyage, the ship's captain released you from your chains and made you a member of the crew after you aided the ship in repelling a pirate attack. At landfall in Reme, the captain made you a free man.

With but a few coins to your name, a chainmail shirt given to you by the captain and the greatsword you liberated from a dead pirate, you sought out a pub as far from the docks as possible—desiring to make a new life for yourself. You made your way to the Starving Stirge where you met Corian. He greeted you as a friend. For the first time in your life a person saw you not as a half-breed but as an equal. You agreed at that moment to follow Corian anywhere. You are fiercely loyal to him.

KREL **CR 1/2**
XP 200

Male half-orc barbarian 1
 N Medium humanoid (human, orc)
Init +1; **Senses** darkvision 60 ft.; **Perception** +4

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 16 (1d12+3 plus 1)
Fort +5; **Ref** +1; **Will** +0
Defensive Abilities orc ferocity

Speed 30 ft.
Melee greatsword +5 (2d6+6/19–20) or greatclub +5 (1d10+6)
Special Attacks rage 7 rounds/day

Str 18, **Dex** 13, **Con** 17, **Int** 7, **Wis** 10, **Cha** 8
Base Atk +1; **CMB** +5; **CMD** 16
Feats Power Attack
Skills Intimidate +1, Perception +4, Survival +4; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ fast movement, orc blood



Gear hide armor, greatsword, greatclub, backpack, bedroll, 8 days trail rations, waterskin, peasant's outfit, belt pouch with 26 gp and 8 sp.

Orc Ferocity Once per day when you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought above 0 hit points, you immediately fall unconscious and begin dying.

Raging
AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, –2 raging)
hp 18 (1d12+5 plus 1)
Fort +7; **Will** +2

Melee greatsword +7 (2d6+9/19–20) or greatclub +7 (1d10+9)

Str 22, **Con** 21
Base Atk +1; **CMB** +7; **CMD** 18

HP - 16	Notes
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HP - 37	Notes
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At 3rd character level, Krel's stat block is as follows:

KREL

XP 600

Male half-orc barbarian 3
N Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; **Perception** +6

AC 16, touch 11, flat-footed 16 (+5 armor, +1 Dex)

hp 37 (3d12+9 plus 3)

Fort +6; **Ref** +2 (+3 vs. traps); **Will** +1

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge

Speed 40 ft.

Melee mwk greatsword +8 (2d6+6/19-20) or mwk greatclub +8 (1d10+6)

Special Attacks rage 17 rounds/day, rage power (roused anger)

Str 18, **Dex** 13, **Con** 17, **Int** 7, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 18

Feats Extra Rage, Power Attack

Skills Climb +3, Intimidate +1, Perception +6, Survival +6, Swim +3; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, orc blood

CR 2

Combat Gear 2 potions of cure moderate wounds, 2 potions of protection from evil; **Other Gear** +1 chain shirt, masterwork greatsword, masterwork greatclub, backpack, bedroll, 8 days trail rations, waterskin, peasant's outfit, belt pouch with 386 gp and 8 sp.

Orc Ferocity Once per day when you are brought below 0 hit points but not killed, you can fight on for 1 more round as if disabled. At the end of your next turn, unless brought above 0 hit points, you immediately fall unconscious and begin dying.

Rage Power (roused anger) You may enter a rage even if fatigued. While raging after using this ability, you are immune to the fatigued condition. Once this rage ends, you are exhausted for 10 minutes per round spent raging.

Raging

AC 14, touch 9, flat-footed 14 (+5 armor, +1 Dex, -2 raging)

hp 43 (3d12+15 plus 3)

Fort +8; **Will** +3

Melee mwk greatsword +10 (2d6+9/19-20) or mwk greatclub +10 (1d10+9)

Str 22, **Con** 21

Base Atk +3; **CMB** +9; **CMD** 20

Skills Climb +5, Swim +5

Marren

Background

From a young age, you displayed strong logic skills. Aware of your obvious aptitude, your family worked to send you to wizard school. Your family wasn't poor — but they also weren't wealthy, and sacrifices were necessary to afford your education. Your younger brother, who lacked your wits and logic, resented your parents' efforts to provide you an arcane education while he was stuck toiling at the shop. He knew he couldn't take his frustrations out on you, and so he became a bully among his peer group. After years of covering up for him and paying for his mistakes, your father finally had enough and threw your brother out of the house. As he left, he yelled at you, said it was all your fault. Worse, he vowed to get even with you some day.

Freshly removed from your apprenticeship, you eagerly await your fortune in the world, anxious to see where your arcane talents can take you, excited by the possibilities, but also wary of someday encountering your brother.

MARREN CR 1/2
XP 200

Female human wizard 1
 NG Medium humanoid (human)
Init +2; **Perception** +2

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 8 (1d6+2)
Fort +2, **Ref** +2, **Will** +3

Speed 30 ft.
Melee dagger +2 (1d4-1 /19-20)
Ranged light crossbow +2 (1d8/19-20)
Special Attacks hand of the apprentice (7/day)
Spells Prepared (CL 1st, melee touch +2)
 1st—*mage armor, sleep* (DC 15)
 0 (at will)—*detect magic, read magic, touch of fatigue* (DC 14)

Str 8, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10
Base Atk +0; **CMB** -1; **CMD** 11
Feats Scribe Scroll, Skill Focus (Spellcraft), Weapon Finesse
Skills Appraise +11, Craft (alchemy) +8, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (planes) +8, Linguistics +8, Perception +2, Spellcraft +11

Languages Common, Draconic, Elven, Goblin, Sylvan, Terran
SQ arcane bond (raven)

Gear dagger, light crossbow, 10 bolts, backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, spellbook, spell component pouch, 5 days trail rations, 2 sunrods, traveler's outfit, waterskin, belt pouch, 5 gp, 2 sp, 5 cp
Spellbook All prepared spells plus, 0—all; 1st—*grease, hold portal, identify, ray of enfeeblement, silent image*



POE CR —
XP —

Male raven familiar
 N Tiny magical beast
Init +2; **Senses** low-light vision; **Perception** +9

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)
hp 4 (1 HD; half of master's total)
Fort +1, **Ref** +4, **Will** +4
Defensive Abilities improved evasion

Speed 10 ft., fly 40 ft. (average)
Melee bite +4 (1d3-4)
Space 2 1/2 ft.; **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 8, **Int** 6, **Wis** 15, **Cha** 7
Base Atk +0; **CMB** +0; **CMD** 6
Feats Skill Focus (Perception), Weapon Finesse^B
Skills Appraise -1, Craft (alchemy) -1, Fly +10, Knowledge (arcana) -1, Knowledge (local) -1, Knowledge (planes) -1, Linguistics -1, Perception +9, Spellcraft -1
Languages Draconic; empathic link
SQ share spells

<p>HP - 8</p>	<p>Notes</p>	<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: 0 auto;"> <p>Bolts</p> <table style="margin: 0 auto; text-align: center;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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PATHFINDER

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At 3rd character level, Marren's stat block is as follows:

MARREN
XP 600

Female human wizard 3
NG Medium humanoid (human)
Init +6; **Perception** +4

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 19 (3d6++6)
Fort +4, **Ref** +4, **Will** +5

Speed 30 ft.
Melee mwk cold iron dagger +4 (1d4-1/19-20)
Ranged light crossbow +3 (1d8/19-20)
Special Attacks hand of the apprentice (7/day)
Spells Prepared (CL 3rd; melee touch +3, ranged touch +3)
2nd—*glitterdust* (DC 16), *spider climb*
1st—*mage armor*, *ray of enfeeblement* (DC 15), *sleep* (DC 15)
0 (at will)—*dancing lights*, *detect magic*, *read magic*, *touch of fatigue* (DC 14)

Str 8, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10
Base Atk +1; **CMB** +0; **CMD** 12
Feats Improved Initiative, Scribe Scroll, Skill Focus (Spellcraft), Weapon Finesse
Skills Appraise +10, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (local) +10, Knowledge (planes) +10, Linguistics +8, Perception +4, Spellcraft +13, Stealth +4
Languages Common, Draconic, Elven, Goblin, Sylvan, Terran
SQ arcane bond (raven)
Combat Gear *potions of cure moderate wounds* (2), *potion of invisibility*, *potion of reduce person*, smokestick (2), thunderstone; **Other Gear** mwk cold iron dagger, light crossbow, with 10 bolts, *cloak of resistance* +1, antitoxin (3), sunrod (2), backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, 5 days trail rations, waterskin, traveler's outfit, belt pouch, spell component pouch, 213 gp, 2 sp, 5 cp
Spellbook All prepared spells plus, 0—all; 1st—*charm person*, *grease*, *hold portal*, *identify*, *ray of enfeeblement*, *silent image*, *unseen servant*

CR 2

POE
XP —

Male raven familiar
N Tiny magical beast
Init +2; **Senses** low-light vision; **Perception** +11

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)
hp 9 (3 HD; half of master's total)
Fort +1, **Ref** +4, **Will** +5
Defensive Abilities improved evasion

Speed 10 ft., fly 40 ft. (average)
Melee bite +5 (1d3-4)
Space 2 1/2 ft.; **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 8, **Int** 7, **Wis** 15, **Cha** 7
Base Atk +1; **CMB** +1; **CMD** 1
Feats Skill Focus (Perception), Weapon Finesse^B
Skills Appraise +1, Craft (alchemy) +1, Fly +10, Knowledge (arcana) +1, Knowledge (local) +1, Knowledge (planes) +1, Linguistics -1, Perception +11, Spellcraft +1, Stealth +15
Languages Draconic; empathic link
SQ deliver touch spells, share spells

CR —

Phelps

Background

Slender and nimble, you are a jack-of-all-trades. You were born a street urchin and during your youth learned to live through hard experience. Desiring to escape your gutter life, you indentured yourself to a rich merchant where you learned the customs that accompany wealth. You now move comfortably in either world—the alleyway or the noble’s court. Certain “unfortunate situations” which you are reluctant to discuss in detail have made you desperate to leave Reme. When you read Corian’s posting at the Starving Stirge promising gold and adventure, you decided that maybe a little adventuring “vacation” from Reme was exactly what you were looking for. Besides, Grenish would never bother sending assassins into the wilderness over a few little gems...or so you hope.

PHELPS **CR 1/2**
XP 200
 Male human rogue 1
 CN Medium humanoid (human)
Init +3; **Perception** +6

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge)
hp 9 (1d8+1)
Fort +1; **Ref** +5; **Will** +2

Speed 30 ft.
Melee mwk rapier +3 (1d6/18–20)
Ranged mwk sling +3 (1d4)
Special Attacks sneak attack +1d6

Str 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +0; **CMB** +0; **CMD** 14
Feats Dodge, Weapon Finesse
Skills Acrobatics +7, Climb +4, Disable Device +7, Disguise +5, Escape Artist +7, Knowledge (local) +6, Linguistics +6,



Perception +6, **Sense Motive** +6, **Sleight of Hand** +7, **Stealth** +7, **Use Magic Device** +5

Languages Common, Draconic, Elven, Halfling
SQ trapfinding +1

Combat Gear acid, alchemist’s fire; **Other Gear** leather armor, rapier, sling, 20 bullets, backpack, bedroll, flint and steel, 50-ft. silk rope, grappling hook, hammer, 6 pitons, sack, thieves’ tools, 8 days trail rations, waterskin, explorer’s outfit, belt pouch with 18 gp and 5 sp.

HP - 9

Notes

**Sling
Bullets**



PATHFINDER

HP - 20	<div style="text-align: center; font-size: 1.2em; font-weight: bold;">Notes</div> <div style="text-align: right; border: 1px solid black; padding: 5px; margin-top: 20px;"> <p style="text-align: center; margin: 0;">Sling Bullets</p> <table style="margin: 0 auto; border-collapse: collapse;"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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At 3rd character level, Phelps' stat block is as follows:

PHELPS
XP 600

Male human rogue 3
CN Medium humanoid (human)
Init +3; **Perception** +8

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)
hp 20 (3d8+3)
Fort +3; **Ref** +7 (+8 vs. traps); **Will** +4
Defensive Abilities evasion, resiliency, trap sense +1

Speed 30 ft.
Melee mwk rapier +6 (1d6/18–20)
Ranged mwk sling +6 (1d4)
Special Attacks sneak attack +2d6

Str 10, **Dex** 16, **Con** 13, **Int** 14, **Wis** 14, **Cha** 12
Base Atk +2; **CMB** +2; **CMD** 16
Feats Dodge, Mobility, Weapon Finesse

CR 2

Skills Acrobatics +9, Climb +6, Disable Device +12, Disguise +7, Escape Artist +9, Knowledge (local) +8, Linguistics +8, Perception +8 (+9 locate traps), Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +7
Languages Aklo, Common, Draconic, Elven, Halfling Undercommon
SQ trapfinding +1
Gear +1 *leather armor*, *cloak of resistance* +1, masterwork rapier, masterwork sling, 20 bullets, backpack, bedroll, flint and steel, 50-ft. silk rope, grappling hook, hammer, 6 pitons, sack, masterwork thieves' tools, 8 days trail rations, waterskin, explorer's outfit, belt pouch with 88 gp and 5 sp.

Rogue Talent (resiliency) Once per day you gain 3 temporary hit points. Activating this ability is an immediate action that can only be performed when you are brought below 0 hit points. This ability can only be used to prevent you from dying. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal.

Warrid

Background

Even among your people, your lack of height stands out. While always relatively strong and healthy, your small stature made you unfit for physical jobs — or so it was said. Instead, you were taught the Arts, with a heavy focus on illusions. A bit lazy, you were happy to avoid all that nonsense about learning to use hooked hammers and slings. Just the thought of wearing armor makes your skin break out in a rash. Having your nose buried in a book was the right path for you. During your studies, you found necromancy to be vile and filthy and evocation to lack the subtlety necessary from a true practitioner. No, enchantment and illusion — tricks of the mind — were clearly your proper tools.

Wanderlust, however, took hold of your heart and you set off, out into the world to seek fortune, glory, and fame. And gold. Lots of gold. While doing as little work as possible, of course. Being likeable helps, of course, and people seem to soak in your bubbly personality. Those around you realize you're a bit lazy but write it off as part of your charm.

WARRID

CR 1/2

XP 200

Female gnome illusionist 1

CG Small humanoid (gnome)

Init +1; **Senses** low-light vision; **Perception** +3

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size); +4 dodge vs. giants
hp 8 (1d6+2)**Fort** +2, **Ref** +1, **Will** +3; +2 vs. illusions

Speed 20 ft.
Melee mwk quarterstaff +2 (1d4)**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids**Spell-Like Abilities** (CL 1st)1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals***Illusionist Spell-Like Abilities** (CL 1st, ranged touch +2)6/day—*blinding ray***Spells Prepared** (CL 1st)1st—*color spray* (DC 16), *grease*, *silent image* (DC 16)0 (at will)—*acid splash*, *detect magic*, *read magic***Opposition Schools** evocation, necromancy

Str 10, **Dex** 13, **Con** 15, **Int** 16, **Wis** 12, **Cha** 12
**Base Atk** +0; **CMB** -1; **CMD** 10**Feats** Scribe Scroll, Spell Focus (illusion)**Skills** Appraise +7, Craft (alchemy) +9, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (nature) +7, Perception +3, Spellcraft +7; **Racial Modifiers** +2 Craft (alchemy), +2 Perception**Languages** Common, Draconic, Elven, Giant, Gnome, Sylvan**SQ** arcane bond (quarterstaff), extended illusions +1 round**Combat Gear** thunderstone; **Other Gear** mwk quarterstaff, backpack, bedroll, ink, inkpen, mirror (small, steel), 10 sheets parchment, 5 days trail rations, spell component pouch, spellbook, traveler's outfit, waterskin, belt pouch, 9 gp, 9 sp**Spellbook** All prepared spells plus, 0 level—all except evocation and necromancy; 1st level—*charm person*, *expeditious retreat*, *identify*

HP - 8

Notes

HP - 19	Notes
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At 3rd character level, Warrid's stat block is as follows:

WARRID
XP 200

Female gnome illusionist 3
CG Small humanoid (gnome)
Init +1; **Senses** low-light vision; **Perception** +3

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size); +4 dodge vs. giants
hp 19 (3d6+6)
Fort +3, **Ref** +2, **Will** +4; +2 vs. illusions

Speed 20 ft.

Melee mwk quarterstaff +3 (1d4)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Spell-Like Abilities (CL 1st)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

Illusionist Spell-Like Abilities (CL 1st, ranged touch +2)

6/day—*blinding ray*

Spells Prepared (CL 3rd, melee touch +2, ranged touch +3)

2nd—*hideous laughter* (DC 15), *mirror image*, see *invisibility*

1st—*color spray* (DC 16), *grease*, *silent image* (DC 16), *summon monster I*

CR 2

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 15), *read magic*

Opposition Schools evocation, necromancy

Str 10, **Dex** 13, **Con** 15, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** 0; **CMD** 11

Feats Brew Potion, Scribe Scroll, Spell Focus (illusion)

Skills Appraise +7, Craft (alchemy) +11, Knowledge (arcana) +9, Knowledge (dungeoneering) +7, Knowledge (geography) +8, Knowledge (nature) +9, Knowledge (religion) +8, Perception +3, Spellcraft +9; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Draconic, Elven, Giant, Gnome, Sylvan

SQ arcane bond (quarterstaff), extended illusions +1 round

Combat Gear *potion of cure serious wounds*, *potion of invisibility*, *potion of fox's cunning*, acid (2), alchemist's fire, smokestick, tanglefoot bag, thunderstone; **Other Gear** mwk quarterstaff, *pearl of power (1st level)*, everburning torch, tindertwig (5), backpack, bedroll, ink, inkpen, mirror (small, steel), 10 sheets parchment, 5 days trail rations, spell component pouch, spellbook, traveler's outfit, waterskin, belt pouch, 364 gp, 9 sp

Spellbook All prepared spells plus, 0—all except evocation and necromancy; 1st—*charm person*, *expeditious retreat*, *identify*, *summon monster I*

Bannor

Background

As a young child, you were abandoned at a monastery of Mitra. Your physical gifts led you to serve as a squire to the holy order of knights. However, almost one year ago, while sweeping the stables, you were struck by an overpowering vision of Muir, a long-forgotten Goddess of Valor. A lesser deity, worship of Muir has all but died out. Her temples are few and most are in ruin or long abandoned by all but a handful of dedicated followers. The revelation of your vision was met with scorn by the brother knights. "Why would Muir appear at a monastery of Mitra to a stable boy," they asked. Yet in your heart you knew the truth of your vision. You asked for and were granted permission to leave the order. The brother knights gave you your armor and your trusty longsword. Though they advised that it would be better to stay in the service of Mitra, you set out alone to do the will of Muir. Your travels brought you to Reme. There, you stopped for supplies and came across Corian's notice at the Starving Stirge. You agreed to follow Corian's path, as it leads towards Fairhill and Bard's Gate where it is said there is still a temple of Muir.

Bannor (Pal1): HP 8; AC 4[15]; Atk longsword (1d8) or mace (1d6); Move 12; Save 12; AL L; Str 17; Dex 11; Con 12; Int 10; Wis 13; Cha 15; **Special:** divine favor (+2 save bonus included), immune to disease, lay on hands (1/day, 2hp healed or cure disease), summon 5HD warhorse.

Equipment: chain mail, shield, longsword, mace, backpack, bedroll, flint and steel, wooden holy symbol of Muir, 1 vial of holy water, 50ft hemp rope, sack, 5 torches, 8 days trail rations, waterskin, belt pouch with 27gp, 7sp, and 5cp.



At 3rd character level, Bannor's stat block is as follows:

Bannor (Pal3): HP 18; AC 2[17]; Atk longsword (1d8) or mace (1d6); Move 12; Save 10; AL L; Str 17; Dex 11; Con 12; Int 10; Wis 13; Cha 15; **Special:** divine favor (+2 save bonus included), immune to disease, lay on hands (1/day, 2hp healed or cure disease), summon 5HD warhorse.

Equipment: plate mail, shield, longsword, mace, backpack, bedroll, flint and steel, silver holy symbol of Muir, 3 vial of holy water, 50ft hemp rope, sack, 5 torches, 8 days trail rations, waterskin, belt pouch with 281gp, 7sp, and 5cp.

HP - 8	Notes

HP - 18	Notes

Belfin

Background

As most of your race and profession, you are a loner. Yet you are even more reserved than most. Quiet and grim, you prefer the silence of the woodlands to the din of the city. Those few who know you learn that beneath your gloomy exterior lies a noble heart—a person whose word is his bond. Those who do not know you find you to be a pessimist, seeing doom and ill fortune in all paths. Your dark demeanor is not surprising, given that you are the sole survivor of a troll raid on your elven village. You have pledged your life to seek out these foul creatures and slay them wherever they may lurk without quarter. Stopping in Reme only to acquire some needed equipment, you noticed Corian's post in the Starving Stirge. Intrigued, and against your better judgment, you approached the young sorcerer. Sensing a kindred spirit, you agreed to travel with him wherever the road may take you.

Belfin, Elf (Ftr1/MU1/Thf1): HP 5; AC 8[11]; Atk longsword (1d8+1) or longbow x2 (1d6+1); Move 12; Save 14; AL L; Str 14; Dex 16; Con 11; Int 12; Wis 10; Cha 10; Special: +1 save bonus vs. spells, traps, and magic devices, backstab (x2), darkvision 60ft, find secret doors (4 in 6 when searching, 1 in 6 when not), parry (-3 to hit on enemy attacks), spells (1), thieving skills, two-weapon fighting (+1 to hit).

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 25%, Silent 30%, Locks 10%.

Spells: 1st—*magic missile*.

Equipment: longsword, short sword, longbow, 20 arrows, bedroll, flint and steel, 50ft hemp rope, sack, 8 days trail rations, waterskin, belt pouch with 8gp and 8sp.

At 3rd character level, Belfin's stat block is as follows:

Belfin, Elf (Ftr2/MU2/Thf2): HP 8; AC 8[11]; Atk longsword (1d8+1) or longbow x2 (1d6+1); Move 12; Save 13; AL L;



Str 14; Dex 16; Con 11; Int 12; Wis 10; Cha 10; Special: +1 save bonus vs. spells, traps, and magic devices, backstab (x2), darkvision 60ft, find secret doors (4 in 6 when searching, 1 in 6 when not), parry (-3 to hit on enemy attacks), spells (2), thieving skills, two-weapon fighting (+1 to hit).

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 30%, Silent 35%, Locks 15%.

Spells: 1st—*magic missile, sleep*.

Equipment: longsword, short sword, longbow, 20 arrows, bedroll, flint and steel, 50ft hemp rope, sack, 8 days trail rations, waterskin, belt pouch with 103gp and 8sp.

HP - 5	Notes <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> Arrows □□□□ □□□□ □□□□ □□□□ </div>
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HP - 18	Notes <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> Arrows □□□□ □□□□ □□□□ □□□□ </div>
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Cedric

Background

You are a follower of the dryad Ossyniria. You reside in her grove in a forest near Bard's Gate with you fellow druids. You, however, are the only non-elf. You do not know your parents. Your human half has led you to have a fascination of human civilization. Following the end of your apprenticeship, you requested Ossyniria to allow you to leave the grove and observe men and their cities. Seeing the honesty of your request, she granted your wish. You have since wandered along the Tradeway from Bard's Gate to Reme. There, at the Starving Stirge, you met Corian. You had been away from the grove for some time and longed to return. When Corian asked for your aid you agreed to travel with him on your way back to Bard's Gate and the grove that is your home.

Cedric, Half-Elf (Ftr1/Clr1/MU1): HP 6; AC 8[11]; Atk flail (1d8) or sling (1d4); Move 12; Save 14; AL L; Str 13; Dex 16; Con 12; Int 10; Wis 15; Cha 12; **Special:** +1 save bonus vs. spells, paralyzation, and poison; banish undead, darkvision 60ft, find secret doors (4 in 6), parry (-3 to hit on enemy attacks), spells Clr (1), spells MU (1).

Spells (Clr): 1st—*cure light wounds*.

Spells (MU): 1st—*charm person*.

Equipment: flail, sling, 20 stones, spellbook, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 13gp and 5sp.



Spells (Clr): 1st—*cure light wounds*.

Spells (MU): 1st—*charm person*.

Equipment: flail, sling, 20 stones, spellbook, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 13gp and 5sp.

Gear +1 *leather armor*, masterwork cold iron scimitar, masterwork sling, 20 bullets, 10 silver bullets, *cloak of resistance +1*, spell component pouch, backpack, bedroll, 8 days trail rations, waterskin, traveler's outfit, belt pouch with 193 gp and 6 sp.

At 3rd character level, Cedric's stat block is as follows:

Cedric, Half-Elf (Ftr2/Clr2/MU2): HP 9; AC 8[11]; Atk flail (1d8) or sling (1d4); Move 12; Save 13; AL L; Str 13; Dex 16; Con 12; Int 10; Wis 15; Cha 12; **Special:** +1 save bonus vs. spells, paralyzation, and poison; banish undead, darkvision 60ft, find secret doors (4 in 6), parry (-3 to hit on enemy attacks), spells Clr (1), spells MU (1).

<p>HP - 6</p>	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <div style="text-align: center;"> <table border="0"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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<p>HP - 9</p>	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <div style="text-align: center;"> <table border="0"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table> </div> </div>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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Corian

Background

You have lived all your life with your uncle, a mage in the city of Reme. Your parents died when you were a very young child and your uncle has never bothered to hide the insinuation that you were somehow responsible for the fire that took your mother's and father's lives. Your uncle, seeing little other use for you, put you to work as an apprentice. Your innate knack for magic led your uncle to begin teaching you the arcane principles of wizardry. As a student, however, you were an utter failure. You could never seem to grasp the use of all the rote memorization forced on you by your uncle. Why did a mage need to learn such things, you wondered, when all one needed to do was imagine the desired effect and it happened? Despite your stubbornness, you learned the basics of spellcraft—though your instincts still rebelled against the formalism of your uncle's methods.

Finally, in a fit of anger over your lack of interest in your studies, your uncle released you from your apprenticeship. This suited you just fine, for you recently discovered a strange amulet that you were interested in learning more about...

Corian (MU1): HP 5; AC 8[11]; Atk staff (1d6) or dagger (1d4) or dart x3 (1d3); Move 12; Save 15; AL L; Str 10; Dex 13; Con 13; Int 17; Wis 12; Cha 14; **Special:** +2 save bonus vs. spells, spells (1).

Spells: 1st—sleep.

Equipment: staff, dagger, 9 darts, backpack, spellbook, bedroll, map case, flint and steel, vial of ink, inkpen, 5 sheets of parchment, 8 days trail rations, waterskin, sack, 5 torches, belt pouch with 12gp, 6sp, and 5cp.

At 3rd character level, Corian's stat block is as follows:

Corian (MU3): HP 12; AC 8[11]; Atk staff (1d6) or dagger (1d4) or dart x3 (1d3); Move 12; Save 15; AL L; Str 10; Dex



13; Con 13; Int 17; Wis 12; Cha 14; **Special:** +2 save bonus vs. spells, spells (3/1).

Spells: 1st—charm person, magic missile, sleep; 2nd—mirror image.

Equipment: staff, dagger, 9 darts, backpack, spellbook, wand of shield (10 charges), potion of healing, bedroll, map case, flint and steel, vial of ink, inkpen, 5 sheets of parchment, 8 days trail rations, waterskin, sack, 5 torches, belt pouch with 322gp, 6sp, and 5cp.

HP - 5	Notes
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HP - 12	Notes
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Drebb

Background

Falsely accused of leaving your post during an orc raid by a superior with a grudge against you, you were expelled from your homeland and disowned by your family. Travelling down the coast road from your homeland in the north, you sought to put your shame behind you and prove your worth by a life of adventure. You dream every day of returning to your homeland, your reputation established, ousting the coward who stained your good name and being accepted by your father. Because the dwarf who falsely accused you was from a noble family, and thus his accusation was not questioned, you have no love for those of wealth and power. You see them as weaklings who cannot match their words with deeds. Finding yourself in Reme at the end of the coast road, you took a room at the Starving Stirge. There, you read Corian's note and decided that joining with Corian would lead you to glory and fame. And redemption.

Drebb, Dwarf (Ftr1): HP 9; AC 4[15]; Atk battle ax (1d8+3) or short bow x2 (1d6+3); Move 12; Save 14; AL L; Str 18; Dex 10; Con 14; Int 13; Wis 9; Cha 7; **Special:** +4 save bonus vs. magic, darkvision 60ft, identify stonework.

Equipment: chain mail, shield, battle axe, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 5 gp and 4 sp.

At 3rd character level, Drebb's stat block is as follows:

Drebb, Dwarf (Ftr3): HP 20; AC 2[17]; Atk battle ax (1d8+3) or short bow x2 (1d6+3); Move 12; Save 12; AL L; Str 18; Dex 10; Con 14; Int 13; Wis 9; Cha 7; **Special:** +4 save bonus vs. magic, darkvision 60ft, identify stonework.

Equipment: plate mail, shield, battle axe, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 279gp and 9sp.



HP - 9	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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HP - 20	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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Drinnin

Background

You were sent by your master from the Monastery of the Standing Stone to retrieve for him a fine ruby. He provided you with a purse of coins and sent you on your way to Reme. He did not explain his purpose, other than to caution you that material possessions often cloud those on the path of truth. Not one to question your master you dutifully traveled to Reme and traded your coins for a brilliant ruby. As you passed through an alleyway within the city, near a tavern called the Starving Stirge, you were set upon by thugs. They apparently were unfamiliar with the uses to which a stout staff may be put in combat. You provided them their education. A likeable fellow named Corian emerged from the tavern and offered you his assistance. When you explained you were unhurt and had an errand requiring your attention he explained he was seeking companions to uncover a mystery. When he mentioned he would be traveling to Fairhill—back towards the Monastery of the Standing Stone—you agreed to accompany him.

Drinnin (Mnk1): HP 5; AC 8[11]; **Atk** two-handed sword (1d10) or strike (1d4) or longbow x2 (1d6); **Move** 12; **Save** 15; **AL** L; **Str** 16; **Dex** 14; **Con** 13; **Int** 10; **Wis** 13; **Cha** 9; **Special:** +2 save bonus vs. paralysis or poison, alertness (1 in 6 chance of surprise), deadly strike (attack roll 5 or more than min, 75% to stun for 2d6 rounds, if stunned 25% to kill for HD 2 or less), deflect missiles with save, thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: two-handed sword, longbow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 9gp and 9sp.

At 3rd character level, Drinnin's stat block is as follows:

Drinnin (Mnk3): HP 12; AC 6[13]; **Atk** two-handed sword (1d10+1) or strike (1d6) or longbow x2 (1d6+1); **Move** 12;



Save 13; **AL** L; **Str** 16; **Dex** 14; **Con** 13; **Int** 10; **Wis** 13; **Cha** 9; **Special:** +2 save bonus vs. paralysis or poison, +1 damage with weapons, alertness (1 in 6 chance of surprise), deadly strike (attack roll 5 or more than min, 75% to stun for 2d6 rounds, if stunned 25% to kill for HD 2 or less), deflect missiles with save, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: two-handed sword, longbow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 78gp and 9sp.

HP - 5	Notes
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HP - 12	Notes
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Farkle Hurp

Background

As a youth, a band of orcs raided your home cave in the Under Realms. Many of your brethren were slaughtered and a great gem—an heirloom of your clan—was stolen. At the time, you were a student of illusion magic. You left those studies because they seemed to offer little practical means of revenge. Instead, you began the study of the ways of the warrior.

Setting off on your own, you left your underground home to take revenge on the orcs. However, fate has not brought you the vengeance you seek. You have not located the marauding orc band, nor heard word of the whereabouts of the missing gem. You still carry with you the orcs' token, taken from their fallen chief: a poorly worked medallion bearing the image of a red severed arm over two crossed axes. You also plan one day to resume your study of illusion magic, perhaps to allow you to infiltrate the vile orcs when you find them.

Intrigued by Corian's post in the Starving Stirge, you have agreed to join his company. Hopefully, his powers will be able to aid you in finding the orcs responsible for the slaughter of your relatives.

Farkle Hurp, Halfling (Ftr1): HP 9; AC 5[14]; Atk warhammer (1d4+1) or short bow x2 (1d6); Move 12; Save 14; AL L; Str 14; Dex 13; Con 15; Int 10; Wis 9; Cha 11; Special: +4 save bonus vs. magic, +1 to hit with missile weapons.

Equipment: chain mail, warhammer, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 14gp and 9sp.



At 3rd character level, Farkle's stat block is as follows:

Farkle Hurp, Halfling (Ftr3): HP 20; AC 5[14]; Atk warhammer (1d4+1) or short bow x2 (1d6); Move 12; Save 12; AL L; Str 14; Dex 13; Con 15; Int 10; Wis 9; Cha 11; Special: +4 save bonus vs. magic, +1 to hit with missile weapons.

Equipment: chain mail, warhammer, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 239gp and 9sp.

<p>HP - 9</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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<p>HP - 20</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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Flarian

Background

Few of your race leave the confines of your forest realm. You, however, have long been drawn to humans, who live their short lives with a passion that you feel your race lacks. You wish to travel on to the legendary city of *Bard's Gate*, there to learn the songs of legend. Recently, while performing at the Starving Stirge in Reme, you met an engaging human named Corian. He told you of a strange amulet he possessed. He did not know its history, though his veiled comments made you believe there was an epic story behind it. He told you he wished to unlock its secret and asked you to travel with him. You agreed, believing you might learn the tale of the amulet and thereafter compose a song of its history.

Flarian, Elf (Thf1): HP 4; AC 6[13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 15; AL N; Str 12; Dex 16; Con 12; Int 12; Wis 8; Cha 16; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), darkvision 60ft, find secret doors (4 in 6 when searching, 1 in 6 when not), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 25%, Silent 30%, Locks 10%.

Equipment: leather armor, longsword, longbow, 20 arrows, 50ft silk rope, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 17gp and 9sp.

At 3rd character level, Flarian's stat block is as follows:

Flarian, Elf (Thf3): HP 9; AC 6[13]; Atk longsword (1d8) or longbow x2 (1d6); Move 12; Save 13; AL N; Str 12; Dex 16; Con 12; Int 12; Wis 8; Cha 16; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), darkvision 60ft,



find secret doors (4 in 6 when searching, 1 in 6 when not), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 35%, Silent 40%, Locks 20%.

Equipment: leather armor, longsword, longbow, 20 arrows, 50ft silk rope, backpack, bedroll, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 595gp and 4sp.

HP - 4	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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HP - 9	<p style="text-align: center;">Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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Galdar

Background

You are a cleric of Vanitthu, the god of the steadfast guard. Following divine law is your all-encompassing mission in life, regardless of whether the result is for good or evil. It is enough that the law of your deity commands an action. While an acolyte at the temple of Vanitthu in Reme, you received a divine vision instructing you to seek out a man named Corian who you were instructed had an amulet in his possession. You were commanded by your god to follow that amulet wherever it might lead. You have found Corian at an inn called the Starving Stirge and you have agreed to travel with him — so long as he retains possession of the amulet.

Galdar (Clr1): HP 7; AC 4[15]; Atk mace (1d6) or sling (1d4); Move 12; Save 15; AL L; Str 14; Dex 12; Con 13; Int 10; Wis 15; Cha 13; **Special:** +2 save bonus vs. paralyzation and poison, banish undead, spells (1).

Spells: 1st—*cure light wounds*.

Equipment: chain mail, shield, mace, sling, 20 stones, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, 8 days trail rations, waterskin, belt pouch with 19gp and 4sp.



At 3rd character level, Galdar's stat block is as follows:

Galdar (Clr3): HP 16; AC 2[17]; Atk mace (1d6) or sling (1d4); Move 12; Save 13; AL L; Str 14; Dex 12; Con 13; Int 10; Wis 15; Cha 13; **Special:** +2 save bonus vs. paralyzation and poison, banish undead, spells (3).

Spells: 1st—*cure light wounds* (x2), *protection from evil*.

Equipment: plate mail, shield, mace, sling, 20 stones, backpack, flint and steel, hooded lantern, 5 flasks of oil, sack, silver holy symbol of Vanitthu, 8 days trail rations, waterskin, 2 *potions of healing*, belt pouch with 492gp and 4sp.

HP - 7	<p style="text-align: center;">Notes</p> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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HP - 16	<p style="text-align: center;">Notes</p> <div style="text-align: center; border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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Helman

Background

The youngest of twenty-three brothers and sisters, you were always overlooked and forgotten. You did not help matters in that regard for you learned at a young age the skills of coming and going unobserved. With twenty-three siblings, that was not an easy task. You decided on your thirty-first birthday to set out on your own. It was weeks before your brothers and sisters even noticed you were gone. Fascinated all your life with tales of the city, you set out for Reme—the great port city to the north of your homeland. Your curiosity coupled with your nimble fingers and knack for disappearing at just the right time caught the attention of a band of thieves in Reme and soon enough you were a cutpurse of some renown. But you enjoyed your profession more for the thrill of the theft than for the greed of the haul and you quickly ran afoul of your employers who were none too keen on your cavalier disregard for keeping an accurate accounting of your night's takes. As you have always done before, you gave them the slip as well. While laying low at the Starving Stirge, you noticed Corian's post and decided then and there that a life of adventure was just the thing for you—particularly a life of adventuring that would take you away from Reme...at least until you decide on something better to do.

Helman, Halfling (Thf1): HP 4; AC 6[13]; **Atk** short sword (1d6) or short bow x2 (1d6); **Move** 12; **Save** 15; **AL** N; **Str** 11; **Dex** 18; **Con** 12; **Int** 13; **Wis** 10; **Cha** 14; **Special:** +4 save bonus vs. magic, +2 save bonus vs. traps and magical devices, +1 to hit with missile weapons, backstab (x2), thieving skills.

Thieving Skills: Climb 85%, Tasks/Traps 20%, Hear 3 in 6, Hide 20%, Silent 30%, Locks 20%.

Equipment: leather armor, short sword, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 11gp and 9sp.

At 3rd character level, Helman's stat block is as follows:

Helman, Halfling (Thf3): HP 9; AC 6[13]; **Atk** short sword (1d6)



or short bow x2 (1d6); **Move** 12; **Save** 13; **AL** N; **Str** 11; **Dex** 18; **Con** 12; **Int** 13; **Wis** 10; **Cha** 14; **Special:** +4 save bonus vs. magic, +2 save bonus vs. traps and magical devices, +1 to hit with missile weapons, backstab (x2), thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 20%, Hear 4 in 6, Hide 30%, Silent 40%, Locks 30%.

Equipment: leather armor, short sword, short bow, 20 arrows, backpack, bedroll, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 211gp and 9sp.

<p>HP - 4</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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<p>HP - 9</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Arrows</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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Krel

Background

The unwanted progeny from an orc raid on your village in the frozen north, you were despised by your father, who showed mercy on you at your mother's request by selling you into slavery rather than killing you at birth. For the last ten years you have served as a galley slave and rowed, chained to an oar, on various ships as they sailed the length and breadth of the known world. For all of your life as a slave you suffered cruel beatings for being a half-breed and you learned to hate that part of yourself—the part you feel is responsible for your miserable lot in life. Yet, even as you learned to despise your orc half, you found that it gave you strength and an animal rage that you have slowly learned to control. On your most recent voyage, the ship's captain released you from your chains and made you a member of the crew after you aided the ship in repelling a pirate attack. At landfall in Reme, the captain made you a free man.

With but a few coins to your name, a chainmail shirt given to you by the captain and the greatsword you liberated from a dead pirate, you sought out a pub as far from the docks as possible—desiring to make a new life for yourself. You made your way to the Starving Stirge where you met Corian. He greeted you as a friend. For the first time in your life a person saw you not as a half-breed but as an equal. You agreed at that moment to follow Corian anywhere. You are fiercely loyal to him.

Krel, Half-Orc (Ftr1): HP 9; AC 5[14]; **Atk** two-handed sword (1d10+3); **Move** 12; **Save** 14; **AL** N; **Str** 18; **Dex** 12; **Con** 15; **Int** 7; **Wis** 10; **Cha** 8; **Special:** -1 to hit in bright light, +1 to hit in darkness or striking from hiding, darkvision 60ft.

Equipment: chain mail, two-handed sword, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 26gp and 8sp.



At 3rd character level, Krel's stat block is as follows:

Krel, Half-Orc (Ftr3): HP 20; AC 3[16]; **Atk** two-handed sword (1d10+3); **Move** 12; **Save** 12; **AL** N; **Str** 18; **Dex** 12; **Con** 15; **Int** 7; **Wis** 10; **Cha** 8; **Special:** -1 to hit in bright light, +1 to hit in darkness or striking from hiding, darkvision 60ft.

Equipment: plate mail, two-handed sword, backpack, bedroll, 8 days trail rations, waterskin, belt pouch with 386gp and 8sp.

HP - 9	Notes

HP - 20	Notes

Marren

Background

From a young age, you displayed strong logic skills. Aware of your obvious aptitude, your family worked to send you to wizard school. Your family wasn't poor — but they also weren't wealthy, and sacrifices were necessary to afford your education. Your younger brother, who lacked your wits and logic, resented your parents' efforts to provide you an arcane education while he was stuck toiling at the shop. He knew he couldn't take his frustrations out on you, and so he became a bully among his peer group. After years of covering up for him and paying for his mistakes, your father finally had enough and threw your brother out of the house. As he left, he yelled at you, said it was all your fault. Worse, he vowed to get even with you some day.

Freshly removed from your apprenticeship, you eagerly await your fortune in the world, anxious to see where your arcane talents can take you, excited by the possibilities, but also wary of someday encountering your brother.

Marren, Female (MU1): HP 5; AC 8[11]; Atk staff (1d6) or dagger (1d4) or darts x3 (1d3); Move 12; Save 15; AL N; Str 8; Dex 13; Con 14; Int 18; Wis 10; Cha 10; **Special:** +2 save bonus vs. spells, spells (1).

Spells: 1st—sleep.

Equipment: staff, dagger, 9 darts, backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, spellbook, 5 days trail rations, waterskin, belt pouch, 5gp, 2sp, 5cp.

At 3rd character level, Marren's stat block is as follows:

Marren, Female (MU3): HP 11; AC 8[11]; Atk staff (1d6) or dagger (1d4) or darts x3 (1d3); Move 12; Save 13; AL N; Str 8; Dex 13; Con 14; Int 18; Wis 10; Cha 10; **Special:** +2 save



bonus vs. spells, spells (1).

Spells: 1st—magic missile (x2), sleep; 2nd—web.

Equipment: staff, dagger, 9 darts, backpack, bedroll, 5 candles, scroll case, ink vial, inkpen, 10 sheets of parchment, spellbook, *potion of invisibility*, 5 days trail rations, waterskin, belt pouch, 213gp, 2sp, 5cp.

HP - 5	Notes
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HP - 11	Notes
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Phelps

Background

Slender and nimble, you are a jack-of-all-trades. You were born a street urchin and during your youth learned to live through hard experience. Desiring to escape your gutter life, you indentured yourself to a rich merchant where you learned the customs that accompany wealth. You now move comfortably in either world—the alleyway or the noble’s court. Certain “unfortunate situations” which you are reluctant to discuss in detail have made you desperate to leave Reme. When you read Corian’s posting at the Starving Stirge promising gold and adventure, you decided that maybe a little adventuring “vacation” from Reme was exactly what you were looking for. Besides, Grenish would never bother sending assassins into the wilderness over a few little gems...or so you hope.

Phelps (Thf1): HP 5; AC 6[13]; Atk short sword (1d6) or dagger (1d4) or sling (1d4); Move 12; Save 15; Str 9; Dex 16; Con 13; Int 12; Wis 10; Cha 12; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), thieving skills, two-weapon fighting (+1 to hit).

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, short sword, dagger, sling, 20 stones, backpack, bedroll, flint and steel, 50ft silk rope, grappling hook, hammer, 6 pitons, sack, thieves’ tools, 8 days trail rations, waterskin, belt pouch with 18 gp and 5 sp.

At 3rd character level, Phelps’ stat block is as follows:

Phelps (Thf3): HP 12; AC 6[13]; Atk short sword (1d6) or dagger (1d4) or sling (1d4); Move 12; Save 13; Str 9; Dex 16; Con 13; Int 12; Wis 10; Cha 12; **Special:** +2 save bonus vs. traps and magical devices, backstab (x2), thieving skills,



two-weapon fighting (+1 to hit).

Thieving Skills: Climb 85%, Tasks/Traps 15%, Hear 3 in 6, Hide 10%, Silent 20%, Locks 10%.

Equipment: leather armor, short sword, dagger, sling, 20 stones, backpack, bedroll, flint and steel, 50ft silk rope, grappling hook, hammer, 6 pitons, sack, 8 days trail rations, waterskin, *potion of healing*, belt pouch with 88gp and 5sp.

<p>HP - 5</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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<p>HP - 12</p>	<p>Notes</p> <div style="border: 1px solid black; padding: 5px; margin: 10px auto; width: 80%;"> <p style="text-align: center;">Stones</p> <p style="text-align: center;"> □□□□□ □□□□□ □□□□□ □□□□□ </p> </div>
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