RAPPAN ATHUK

Pregenerated Characters



NECROMANCER GAMES







FROG GOD GAMES

BAPPAN ATHUK

Concept and Design: Bill Webb

Authors: Bill Webb, Clark Peterson, WDB Kenower, Gabor Lux,
Greg Ragland, Matt Finch, Greg Vaughan, John B. Webb, and Skeeter Green
Developer: Bill Webb and Skeeter Green
Producers: Bill Webb and Charles A. Wright
Editors: Patrick Lawinger, Bill Webb, Dawn Fischer,
and Skeeter Green, Aaron Zirkelbach
Ruleset Conversion: Skeeter Green, John Stater, Matt Finch, John Ling,
Stefen Styrsky, Erica Balsley, Greg Ragland, Liz Courts
Electronic File conversions: Karen McDonald (God-Empress of the
Universe), Vance Ludemann (Bigkilla), and Robb Lukasik
Layout and Graphic Design: Charles A. Wright
Interior Art: Rowena Aitken, Brian LeBlanc, Jason Sholtis
Cartography: Ed Bourelle and Rick Sardinha

Playtesters: Richard (Bixby) Oliver, Eric (Elision) Lillywhite, Fraser (Alickthron) McKay, Dale (Flail the Great) Haines,
John (Speigel) Murdoch, Ian (Helman)Thompson, Pearson (Frac) Keyes, J.P. (They/Them) Johnston, Louis (The Berserker) Roberts,
Jennifer (Lydia Deets) Chalfan, Brian (I AM a Wizard) Wilson, Mike (Bofred) Tierney, Dean (Vorpal Bunny) Yasuda, Alan (Ho-chi-Mihn) Belardinelli, Lisa (but I like druids) Brown, Scott Ragland, Janet Kirkland, Skeeter Green, Bob Sarvas, Dan "Frost" Corwin, Ken McKinney, Adam Grim, Fred Clevenger, Richard Hughes, Kyle Haberman, James Serra, Robert Geiger, Jeremy Foglesong, Stephanie Christianson, Jon Bursch, Kristine Bryan, Rick Bulpin, Scott Harlen, Garrett Mercier, Zeb Corey, Karl Johnson, C.J. Land, David Peterson, John Ackerman, Mike Weber, Chip Schweiger, Joe Weimortz, Christopher Laurent, Conrad Claus, Timothy Laurent, Karl Harden, Nicolas Laurent, the GenCon 2001, 2002, 2003, 2004, and 2005 Demo Teams, Ainsley Christofferson, Kathy Christofferson, Donna and Emily Peterson, and Jillian (Demon-Baby), John B. and Krista Webb.

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FROG GOD GAMES IS

CEO Bill Webb

Creative Director: Swords & Wizardry Matthew J. Finch

> Creative Director: Pathfinder Greg A. Vaughan

Staff Editor Dawn Fischer

V.P. of Marketing & Sales Rachel Ventura

> Art Director Charles A. Wright

> > Mr. Wolf Skeeter Green



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NECROMANCER GAMES

words

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Corian

Pathfinder

CORIAN XP 200

CR 1/2

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 light crossbow +1 (1d8/19–20) Spells Known (CL 1st; melee touch +0, ranged touch +1): 1st (4/day)—mage armor, magic missile 0 (at will)—detect magic, disrupt undead, light, read magic Bloodline arcane

Str 10, Dex 13, Con 13, Int 15, Wis 13, Cha 17 Base Atk +0; CMB +0; CMD 11 Feats Armor Proficiency (light) Eschew Mater

Feats Armor Proficiency (light), Eschew Materials^B, Toughness^B

Skills Craft (alchemy) +6, Knowledge (arcana) +6, Sense Motive +2, Spellcraft +6, Use Magic Device +7 Languages Common, Draconic, Elven

SQ arcane bond (light crossbow), bloodline arcana Gear leather armor, light crossbow, 20 bolts, dagger, morningstar, backpack, bedroll, map case, flint and steel, ink (1 oz. vial, black), inkpen, 5 sheets of parchment, 8 days rations, small sack, 5 torches

Bloodline Arcana When a spell level is increased by a metamagic feat, it gains +1 DC

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 XP 1,600 Male human sorcerer 6 CG Medium humanoid (human) Init +1; Perception +2

AC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) hp 44 (6d6+6 plus 12) Fort +5; Ref +5; Will +8 Immune magic missile

CR 5

Speed 30 ft.

 Melee dagger +3 (1d4/19–20) or morningstar +3 (1d8)

 Ranged +1 light crossbow +5 (1d8+1/19–20)

 Spells Known (CL 6th; melee touch +3, ranged touch +4):

 3rd (4/day)—fly

 2nd (6/day)—bear's endurance, glitterdust (DC 17), invisibility⁸

 1st (8/day)—identify⁸, mage armor, magic missile, protection from evil, shocking grasp

 0 (at will)—dancing lights, detect magic, disrupt undead, light, mage hand, open/close, read magic

 Bloodline arcane

 Str 10, Dex 13, Con 13, Int 15, Wis 13, Cha 20

Base Atk +3; CMB +3; CMD 15 Feats Armor Proficiency (light), Eschew Materials^B, Point-Blank Shot, Precise Shot, Toughness^B Skills Bluff +12, Craft (alchemy) +9, Fly +7, Knowledge (arcana) +10, Knowledge (local) +8, Perception +2, Sense Motive +2, Spellcraft +10, Use Magic Device +12 Languages Common, Draconic, Elven SQ arcane bond (light crossbow), bloodline arcana, metamagic adept (1/day)

Combat Gear 3 potions of cure serious wounds, wand of shield (50 charges); **Other Gear** masterwork leather armor, +1 light crossbow, 20 bolts, dagger, morningstar, ring of protection +1, headband of alluring charisma +2, cloak of resistance +2, brooch of shielding, handy haversack, bedroll, map case, flint and steel, ink (1 oz. vial, black), inkpen, 5 sheets of parchment, 8 days rations, small sack, 5 torches

Bloodline Arcana When a spell level is increased by a metamagic feat, it gains +1 DC. **Metamagic Adept (Ex)** Apply a metamagic feat 1/day without increasing the casting time.

Swords & Wizardry

CORIAN

Lawful male human magic-user 1

AC 9 [10] hp 2 Save 15 (13 vs. magic)

Speed 12 Melee dagger (1d4) or staff (1d6) Ranged dart (1d3) Spells Prepared 1st—sleep

Str 8, Dex 11, Con 11, Int 15, Wis 11, Cha 13 Languages Common, Elven, Red Dragon Gear Darts (3), dagger, staff, backpack, bedroll, map case, flint and steel, ink (1 oz. vial, black), inkpen, 5 sheets of parchment, 8 days rations, small sack, 5 torches

CORIAN

Lawful male human magic-user 5

AC 8 [11] hp 12 Save 11 (9 vs. magic)

Speed 12 Melee dagger (1d4) or staff (1d6) Ranged +1 dart (1d3+1) or dart (1d3) Spells Prepared 3rd—lightning bolt 2nd—detect evil, knock 1st—hold portal, protection from evil, read magic, sleep

Str 8, Dex 11, Con 11, Int 15, Wis 11, Cha 13 Languages Common, Elven, Red Dragon Gear +1 dart, darts (3), dagger, staff, ring of protection +1, potion of healing, wand of shield (3 charges), bedroll, map case, flint and steel, ink (1 oz. vial, black), inkpen, 5 sheets of parchment, 8 days rations, small sack, 5 torches

Galdar

Pathfinder

GALDAR XP 200

CR 1/2

Male human cleric of Vanitthu 1 LG Medium humanoid (human) Init +6; Perception +3 Aura good

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield) hp 11 (1d8+2 plus 1) Fort +4; Ref +2; Will +5

Speed 20 ft.

MeleeMeleeRangedheavycrossbow +2(1d10/19-20)SpecialAttackschannelpositiveenergy4/day(DC 11, 1d6),spontaneouscasting(curespells)Spell-LikeAbilities(CL 1st):6/day—battlerage(+1damage),resistanttouchSpellsPrepared(CL 1st;meleetouch+2):1st—bless,magicweapon^D,protectionformevil0(at will)—guidance,light,resistanceDDomainspell;DomainsProtection,War

Str 16, Dex 14, Con 14, Int 12, Wis 16, Cha 12 Base Atk +0; CMB +3; CMD 15

Feats Improved Initiative^B, Turn Undead Skills Diplomacy +5, Heal +7, Knowledge (religion) +5, Spellcraft +5

Languages Celestial, Common

Gear scale mail, heavy wooden shield, heavy crossbow, 20 bolts, morningstar, backpack, flint and steel, hooded lantern, 5 pints of oil, sack, holy symbol, spell component pouch

Cleric Channel Positive Energy (Su) a good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

Spontaneous Casting The cleric can convert stored spells into cure or inflict spells.

Turn Undead Your channel energy can make undead flee.

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 XP 1,600 Male human cleric of Vanitthu 6 LG Medium humanoid (human) Init +6; Perception +3 Aura good

AC 23, touch 13, flat-footed 21 (+7 armor, +1 deflection, +2 Dex, +3 shield) hp 52 (6d8+18 plus 6) Fort +8; Ref +5; Will +9

CR 5

Speed 20 ft.

Melee +1 cold iron morningstar +9 (1d8+5) Ranged mwk heavy crossbow +7 (1d10/19–20) Special Attacks channel positive energy 4/day (DC 14, 3d6), spontaneous casting (cure spells) Spell-Like Abilities (CL 6th):

6/day—battle rage (+2 damage), resistant touch **Spells Prepared** (CL 6th; melee touch +8, ranged touch +6):

3rd—create food and water, dispel magic, protection from energy^D, rage

2nd—align weapon, bull's strength, owl's wisdom, silence (DC 15), spiritual weapon^D (+7 attack/1d8+1 force damage) 1st— bless, divine favor, magic weapon^D, protection from evil, sanctuary (DC 14)

0 (at will)—detect magic, guidance, light, resistance D Domain spell; **Domains** Protection, War

Str 18, Dex 14, Con 14, Int 12, Wis 17, Cha 12 Base Atk +4; CMB +8; CMD 21 Feats Improved Initiative⁸, Skill Focus (Heal), Toughness, Turn

Undead

Skills Diplomacy +10, Heal +15, Knowledge (Religion) +10,

Linguistics +5, Ride –2, Sense Motive +10, Spellcraft +10 Languages Abyssal, Celestial, Common

Combat Gear potion of cure moderate wounds, wand of cure light wounds (50 charges); **Other Gear** +1 breastplate, +1 heavy steel shield, +1 cold iron morningstar, masterwork heavy crossbow, 20 bolts, backpack, belt of giant strength +2, cloak of resistance +1, ring of protection +1, flint and steel, lantern, hooded, 5 pints of oil, sack, silver holy symbol, spell component pouch

Channel Positive Energy (Su) A good cleric can channel positive energy to heal the living and injure the undead; an evil cleric can channel negative energy to injure the living and heal the undead.

Spontaneous Casting The cleric can convert stored spells into cure or inflict spells.

Turn Undead Your channel energy can make undead flee.

Swords & Wizardry

GALDAR

Lawful male human cleric 1

AC 4 [15] hp 4 Save 15 (13 vs. paralyzation and poison)

Speed 9 Melee war hammer (1d4+1) Ranged sling (1d4) Special Abilities Turn undead

Str 14, Dex 12, Con 12, Int 10, Wis 14, Cha 10 Languages Common, Lawful Gear chainmail, shield, sling, 20 bullets, warhammer, backpack, flint and steel, hooded lantern, 5 pints of oil, sack, holy symbol, spell component pouch

GALDAR

Lawful male human cleric 6

AC 1 [18] hp 19 Save 10 (8 vs. paralyzation and poison)

Speed 9 Melee +1 war hammer (1d4+2) Ranged sling (1d4) Special Attacks turn undead Spells Prepared 4th—neutralize poison 3rd—remove curse 2nd—bless, hold person 1st— cure light wounds, detect magic

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

Languages Common, Goblin, Lawful Gear platemail, +1 shield, +1 war hammer, sling, 20 bullets, potion of healing, backpack, flint and steel, lantern, hooded, 5 pints of oil, sack, holy symbol, spell component pouch

Bannor

Pathfinder

BANNOR XP 200

CR 1/2

Male human paladin of Muir 1 LG Medium humanoid (human) Init +2; Perception +3 Aura good

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield) hp 13 (1d10+2 plus 1) Fort +4; Ref +2; Will +4

Speed 20 ft.

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

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

 Spell-Like Abilities (CL 1st):

 At will—detect evil

Str 17, Dex 14, Con 14, Int 12, Wis 14, Cha 16 Base Atk +1; CMB +4; CMD 16 Feats Combat Reflexes⁸, Power Attack Skills Diplomacy +7, Heal +6, Knowledge (religion) +5, Perception +3 Languages Celestial, Common SQ code of conduct Combat Gear scale mail, heavy steel shield, longsword, heavy mace, backpack, bedroll, flint and steel, wooden holy symbol, 50 ft. rope, sack, 5 torches

Aura of Good (Ex) The paladin has an Aura of Good with power equal to her class level.

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 longforgotten 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 XP 1,600 Male human paladin of Muir 6 LG Medium humanoid (human) Init +2; Perception +3 Aura courage (10 ft.), good

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield) hp 64 (6d10+18 plus 12) Fort +11; Ref +8; Will +11 Defensive Abilities divine grace, lay on hands 6/day (3d6), mercy (disease, fatigue); Immune disease, fear

Speed 20 ft.

Melee +1 undead bane longsword +11/+6 (1d8+4/19-20) or mwk heavy mace +10/+5 (1d8+3) Special Attacks channel positive energy 6/day (DC 16, 3d6), smite evil 2/day (+3 attack and AC/ +6 damage) Spell-Like Abilities (CL 6th): At will—detect evil Spells Prepared (CL 3rd; melee touch +9, ranged touch +8): 1st—protection from evil, resistance

Str 17, Dex 14, Con 14, Int 12, Wis 14, Cha 17 Base Atk +6; CMB +9; CMD 21

Feats Combat Reflexes^B, Power Attack, Toughness, Weapon Focus (longsword)

Skills Diplomacy +11, Heal +11, Knowledge (Religion) +10, Perception +3, Ride +5

Languages Celestial, Common

SQ code of conduct, divine bond 1/day (weapon +1) **Combat Gear** 3 potions of cure moderate wounds, 2 potions of water breathing, elixir of swimming; **Other Gear** +1 full plate, +1 heavy steel shield, +1 undead bane longsword, mwk heavy mace, *cloak of resistance* +1, *feather token* (*swan boat*), backpack, bedroll, flint and steel, wooden holy symbol, 50 ft. hemp rope, sack, 5 torches, spell component pouch

Aura of Courage (Su) You are immune to fear. Allies within 10 ft. save at +4 vs. fear.

Aura of Good (Ex) The paladin has an aura of good with power equal to her class level.

Divine Grace (Su) You gain your Charisma bonus as a bonus to all saving throws.

Divine Weapon (Sp) You can enhance your weapon for 1 minute per level one or more times per day.

Lay on Hands (Su) You can heal 3d6 damage, 6/day Mercy: Diseased (Su) When you use your lay on hands ability, it also removes disease, as per the *remove disease* spell at a caster level of your paladin level.

Mercy: Fatigued (Su) When you use your lay on hands ability, it also removes the fatigued condition.

Swords & Wizardry

BANNOR

LG male human paladin 1

AC 4 [15] hp 7 Save 12

Speed 9

Melee longsword (1d8) or heavy mace (1d6)

Str 15, Dex 12, Con 12, Int 10, Wis 12, Cha 14

Languages Common, Lawful SQ lay on hands (1/day; 2 hp), immune to disease Gear chainmail, shield, longsword, heavy mace, backpack, bedroll, flint and steel, wooden holy symbol, 50 ft. rope, sack, 5 torches

BANNOR

Lawful male human paladin 5

AC 1 [18] hp 29 Save 8

Speed 9

Melee +1 longsword/+3 vs. undead (1d8+1) or heavy mace (1d6)

Str 15, Dex 12, Con 12, Int 10, Wis 12, Cha 14

Languages Common, Lawful SQ lay on hands (1/day; 10 hp), immune to disease Gear +1 platemail, shield, +1 longsword/+3 vs. undead, heavy mace, feather token (swan boat), backpack, bedroll, flint and steel, wooden holy symbol, 50 ft. hemp rope, sack, 5 torches, spell component pouch

Phelps

Pathfinder

PHELPS XP 200

CR 1/2

Male human rogue 1 CN Medium humanoid (human) Init +3; Perception +7

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge) hp 10 (1d8+2) Fort +2; Ref +5; Will +3

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

Str 11, Dex 16, Con 14, Int 14, Wis 16, Cha 12 Base Atk +0; CMB +0; CMD 14 Feats Dodge^B, Weapon Finesse Skills Acrobatics +7, Climb +4, Disable Device +8, Disguise

+5, Escape Artist +7, Knowledge (local) +6, Linguistics +6, Perception +7 (+8 locate traps), Sense Motive +7, Sleight of Hand +7, Stealth +7, Use Magic Device +5

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

Gear leather armor, rapier, sling, 5 sling bullets, backpack, flint and steel, grappling hook, hammer, 6 pitons, 50 ft. silk rope, sack, thieves' tools, 360 gp

Trapfinding +1 to find and disable traps.

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 XP 1,600	
Male human rogue 6 CN Medium humanoid (human) Init +3; Perception +12	

AC 18, touch 15, flat-footed 14 (+3 armor, +1 deflection, +3 Dex, +1 dodge) hp 45 (6d8+12) Fort +5; Ref +9 (+11 vs. traps); Will +6 Defensive Abilities evasion, rogue talent (resiliency), trap sense +2, uncanny dodge

Speed 30 ft. **Melee** +1 rapier +9 (1d6+1/18-20) **Ranged** +1 sling +8 (1d4+1)



Special Attacks sneak attack +3d6

Str 11, Dex 17, Con 14, Int 14, Wis 16, Cha 12 Base Atk +4; CMB +4; CMD 19

Feats Dodge^B, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier)^B

Skills Acrobatics +12, Appraise +6, Bluff +10, Climb +9, Diplomacy +5, Disable Device +13, Disguise +7, Escape Artist +12, Knowledge (local) +11, Linguistics +7, Perception +12 (+15 locate traps), Sense Motive +9, Sleight of Hand +12, Stealth +17, Swim +5, Use Magic Device +10 Languages Common, Draconic, Elven, Halfling, Undercommon

SQ rogue talent (trap spotter), rogue talent (weapon training), trapfinding +3

Gear +1 glamered leather shadow armor, +1 rapier, +1 sling, with 5 bullets, ring of protection +1, cloak of resistance +1, backpack, flint and steel, grappling hook, hammer, 6 pitons, 50 ft. silk rope, sack, masterwork thieves' tools

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead. Resiliency (Ex) 1/day at 0 HP, gain 6 temporary HP.

Trap Sense (Ex) +2 bonus on Reflex saves and AC against traps.

Trap Spotter (Ex) Whenever you come within 10 ft. of a trap, the GM secretly rolls for you to find it.

Trapfinding +3 to find and disable traps.

Uncanny Dodge (Ex) Retain Dex bonus to AC when flatfooted.

CR 5

Swords & Wizardry

PHELPS

Neutral male human thief 1

AC 6 [13]

hp 4

Save 15 (13 vs. traps, magic wands, magic staves and other magic devices)

Speed 12

Melee short sword (1d6) Ranged sling (1d4) Special Attacks backstab (double damage)

Str 9, Dex 14, Con 12, Int 12, Wis 14, Cha 10

Languages Common, Elven, Goblin, Kobold SQ climb walls 85%, delicate tasks 15%, hear sounds 3 in 6, hide in shadows 10%, move silently 20%, open locks 10% Gear leather armor, short sword, sling, 5 bullets, backpack, flint and steel, grappling hook, hammer, 6 pitons, 50 ft. silk rope, sack, thieves' tools, 360 gp

PHELPS

Neutral male human thief 6

AC 4 [15] hp 12 Save 10 (8 vs. traps, magic wands, magic staves and other magic devices)

Speed 12 Melee +1 short sword (1d6+1) Ranged sling (1d4) Special Attacks backstab (triple damage)

Str 9, Dex 14, Con 12, Int 12, Wis 14, Cha 10

Languages Common, Elf, Goblin, Halfling, Kobold SQ climb walls 90%, delicate tasks 40%, hear sounds 4 in 6, hide in shadows 35%, move silently 45%, open locks 35%, comprehend treasure maps and written documents 80% Gear +1 leather armor, +1 short sword, sling, 5 bullets, ring of protection +1, backpack, flint and steel, grappling hook, hammer, 6 pitons, 50 ft. silk rope, sack, thieves' tools

Belflin

Pathfinder

BELFLIN XP 200

CR 1/2

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 (+4 vs. enchantments) Immune sleep

Speed 30 ft.

Meleelongsword +2 (1d8+3/19-20), short sword +2(1d6+1/19-20)RangedRangedlongbow+5 (1d8/x3)SpecialAttacksfavoredenemy(giants +2)

Str 16, Dex 18, Con 13, Int 12, Wis 14, Cha 12 Base Atk +1; CMB +4; CMD 18 Feats Two-Weapon Fighting

Skills Acrobatics +3, Climb +6, Handle Animal +5, Knowledge (geography) +5, Knowledge (nature) +5, Linguistics +2, Perception +8, Stealth +7, Survival +6 (+7 tracking), Swim +2 Languages Common, Elven, Giant, Sylvan SQ elven magic, track +1, wild empathy +2 Gear studded leather armor, longsword, short sword, longbow, 20 arrows, backpack, bedroll, flint and steel, 50 ft. rope, sack, 5 torches

Elven Immunities +2 save bonus vs. Enchantments. **Elven Magic** +2 racial bonus on caster checks to overcome spell resistance. +2 to Spellcraft checks to determine the properties of a magic item.

Enemies: Humanoids (Giant) (Ex) +4 to rolls vs. humanoids (giant).

Track (Ex) +1 to Survival checks to track.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

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.



CR 5

BELFLIN XP 1,600 Male elf ranger 6 CG Medium humanoid (elf) Init +4; Senses low-light vision; Perception +13

AC 19, touch 14, flat-footed 15 (+4 armor, +4 Dex, +1 natural) hp 58 (6d10+12) Fort +8, Ref +10, Will +5 (+7 vs. enchantments) Immune sleep

Speed 30 ft.

Melee +1 keen longsword +8/+3 (1d8+4/17–20), mwk short sword +8/+3 (1d6+1/19–20) Ranged longbow +10/+5 (1d8/x3) Special Attacks favored enemy (giants +4, goblinoids +2) Spells Prepared (CL 3rd): 1st—entangle (DC 13), longstrider

Str 16, Dex 18, Con 14, Int 12, Wis 14, Cha 12 Base Atk +6; CMB +9; CMD 23

Feats Double Slice^B, Endurance^B, Improved Two-Weapon Fighting^B, Point-Blank Shot, Precise Shot, Two-Weapon Fighting

Skills Acrobatics +10, Climb +10, Handle Animal +7, Knowledge (geography) +7, Knowledge (nature) +7, Linguistics +2, Perception +13, Sense Motive +5, Sleight of Hand +5, Stealth +13, Survival +11 (+14 tracking)
Languages Common, Elven, Giant, Sylvan
SQ elven magic, favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +7
Combat Gear 3 potions of cure serious wounds, potion of haste; Other Gear +1 studded leather, +1 keen longsword, masterwork short sword, longbow, 20 arrows, amulet of natural armor +1, cloak of resistance +1, backpack, bedroll, flint and steel, 50 ft. rope, sack

Elven Magic +2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Enemies: Humanoids (Giant) (Ex) +4 to rolls vs. humanoids (giant).

Enemies: Humanoids (Goblinoid) (Ex) +2 to rolls vs. humanoids (goblinoid).

Hunting Companions (Ex) Grant half favored enemy bonus to allies within 30 ft. as move action.

Terrains: Forest (Ex) +2 to rolls while in forests.

Track (Ex) +3 to Survival checks to track.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Swords & Wizardry

BELFLIN

Lawful male elf fighter 1/magic-user 1/thief 1

AC 8 [11] hp 4 Save 14 (12 vs. traps and magic)

Speed 12 Melee longsword (1d8+1) or short sword (1d6+1) Ranged longbow (1d6) Special Attacks backstab (double damage) Spells Prepared 1st—magic missile

Str 14, Dex 16, Con 11, Int 10, Wis 12, Cha 10

Languages Common, Elven, Hill Giant, Pixie SQ darkvision to 60 feet, find secret doors (4 in 6 when searching, 1 in 6 when not), climb walls 85%, delicate tasks 15%, hear sounds 3 in 6, hide in shadows 25%, move silently 30%, open locks 10%, parry (-5 to enemy attacks) Gear longsword, short sword, longbow, 20 arrows, backpack, bedroll, flint and steel, 50 ft. rope, sack, 5 torches, thieves' tools

BELFLIN

Lawful male elf fighter 4/magic-user 3/thief 4

AC 8 [11] hp 12 Save 11 (9 vs. traps and magic)

Speed 12 Melee +1 longsword (1d8+2) or short sword (1d6+1) Ranged longbow (1d6) Special Attacks backstab (double damage), 4 attacks per round vs. creatures with 1 HD or less Spells Prepared 2nd—invisibility 1st—magic missile, shield

Str 14, Dex 16, Con 11, Int 10, Wis 12, Cha 10 Languages Common, Elven, Hill Giant, Pixie SQ darkvision to 60 feet, find secret doors (4 in 6 when searching, 1 in 6 when not), climb walls 88%, delicate tasks 30%, hear sounds 4 in 6, hide in shadows 40%, move silently 45%, open locks 25%, comprehend treasure maps and written documents 80%, parry (-5 to enemy attacks) **Gear** +1 longsword, short sword, longbow, 20 arrows, potion of healing, potion of haste, backpack, bedroll, flint and steel, 50 ft. rope, sack, thieves' tools

Helman

Pathfinder

HELMAN XP 200

CR 1/2

Male halfling rogue 1 CG Small humanoid (halfling) Init +5; Perception +7

AC 20, touch 17, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 size) hp 9 (1d8+1) Fort +2; Ref +8; Will +2 (+4 vs. fear)

Speed 20 ft. **Melee** dagger +3 (1d3+2/19–20) or short sword +3 (1d4+2/19–20) **Special Attacks** sneak attack +1d6

Str 14, Dex 20, Con 13, Int 14, Wis 13, Cha 14 Base Atk +0; CMB +1; CMD 17 Feats Dodge Skills Acrobatics +10, Appraise +6, Bluff +6, Climb +7, Disable Device +9, Escape Artist +8, Perception +7 (+8 locate traps), Sense Motive +5, Sleight of Hand +8, Stealth +12, Swim +1 Languages Common, Elven, Halfling, Orc SQ trapfinding +1

Gear studded leather, dagger, short sword, backpack, thieves' tools

Fearless +2 morale bonus vs. fear saves. Sneak Attack +1d6 damage if you flank your target or your target is flat-footed. Trapfinding +1 to find and disable traps.

Background: The youngest of twenty-three brothers and sisters. vou 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 1,600 Male halfling rogue 6 CG Small humanoid (halfling) Init +5; Perception +12

AC 22, touch 17, flat-footed 16 (+5 armor, +5 Dex, +1 dodge, +1 size) hp 45 (6d8+12) Fort +5; Ref +11 (+13 vs. traps); Will +4 (+6 vs. fear)

Defensive Abilities evasion, trap sense +2, uncanny dodge

Speed 20 ft.

Melee +1 short sword +11 (1d4+3/19–20) or mwk dagger +11 (1d3+2/19–20) Special Attacks sneak attack +3d6 Spell-Like Abilities (CL 6th): 3/day—open/close

Str 14, Dex 20, Con 14, Int 14, Wis 13, Cha 14 Base Atk +4; CMB +8; CMD 21

Feats Agile Maneuvers, Combat Expertise, Dodge, Weapon Finesse⁸

Skills Acrobatics +13, Appraise +10, Bluff +6, Climb +10, Craft (traps) +9, Diplomacy +6, Disable Device +17, Disguise +7, Escape Artist +14, Heal +2, Intimidate +6, Knowledge (local) +10, Linguistics +7, Perception +12 (+15 locate traps), Sense Motive +6, Sleight of Hand +14, Stealth +18, Survival +2, Swim +7, Use Magic Device +6

Languages Aklo, Common, Draconic, Elven, Halfling, Orc SQ rogue talents (minor magic), rogue talents (trap spotter), rogue talents (finesse rogue), trapfinding +3

Combat Gear 5 potions of cure moderate wounds; **Other Gear** +2 glamered studded leather, masterwork dagger,

CR 5

+1 short sword, bag of holding (type II), backpack, thieves' tools, 13 gp

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Fearless +2 morale bonus vs. fear saves.

Minor Magic: Open/Close (3/day) (Sp) A cantrip becomes a spell-like ability

Sneak Attack +3d6 damage if you flank your target or your target is flat-footed.

Trap Sense (Ex) +2 bonus on Reflex saves and AC against traps.

Trap Spotter (Ex) Whenever you come within 10' of a trap, the GM secretly rolls for you to find it. **Trapfinding** +3 to find and disable traps.

Swords & Wizardry

HELMAN

Lawful male halfling thief 1

AC 6 [13] hp 3 Save 15 (13 vs. traps, 11 vs. magic)

Speed 9

 Melee
 dagger (1d4) or short sword (1d6)

 Ranged
 sling (1d4)

 Special
 Attacks

 backstab
 (double damage), +1 to hit with ranged weapons

Str 12, Dex 18, Con 11, Int 12, Wis 11, Cha 12

Languages Common, Elven, Halfling, Orc SQ climb walls 85%, delicate tasks 20%, hear sounds 3 in 6, hide in shadows 20%, move silently 30%, open locks 20% Gear leather armor, dagger, short sword, sling, 10 bullets, backpack, thieves' tools

HELMAN

Lawful male halfling thief 6

AC 4 [15] hp 15 Save 10 (8 vs. traps, 6 vs. magic)

Speed 9

Melee +1 short sword (1d6+1) or silver dagger (1d4) Ranged sling (1d4) Special Attacks backstab (triple damage), +1 to hit with ranged weapons

Str 12, Dex 18, Con 11, Int 12, Wis 11, Cha 12 Languages Aklo, Common, Elven, Green Dragon, Halfling, Orc

SQ climb walls 90%, delicate tasks 45%, hear sounds 4 in 6, hide in shadows 45%, move silently 55%, open locks 45%, comprehend treasure maps and written documents 80% **Gear** +2 leather armor, silver dagger, +1 short sword, bag of holding, backpack, thieves' tools, 13 gp

Krel

Pathfinder

KREL XP 200

CR 1/2

Male half-orc barbarian 1 N Medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +4

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 16 (1d12+3 plus 1) Fort +5; Ref +2; Will +0 Defensive Abilities orc ferocity

Speed 40 ft. Melee greatsword +5 (2d6+6/19–20) Special Attacks rage 7 rounds/day

Str 18, Dex 14, Con 17, Int 6, Wis 11, Cha 10 Base Atk +1; CMB +5; CMD 17 Feats Power Attack Skills Climb +2, Intimidate +2, Perception +4, Survival +4, Swim +2 Languages Common, Orc SQ fast movement, orc blood, weapon familiarity Gear chain shirt, greatsword, backpack, bedroll

Fast Movement (Ex) +10 feet to speed, unless heavily loaded.

Orc Ferocity 1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Rage (7 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

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 XP 1,600 Male half-orc barbarian 6 N medium humanoid (orc) Init +2; Senses darkvision 60 ft.; Perception +7

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural) hp 83 (6d12+24 plus 6) Fort +11; Ref +6 (+8 vs. traps); Will +4 Defensive Abilities improved uncanny dodge, orc ferocity, trap sense +2

CR 5

Speed 40 ft.

Melee mwk greatclub +12/+7 (1d10+7) or mwk greatsword +12/+7 (2d6+7/19–20) or mwk longspear +12/+7 (1d8+7/x3) **Special Attacks** rage 24 rounds/day, rage powers (renewed vigor [1d8+7 hp], roused anger, strength surge +6)

Str 20, Dex 14, Con 18, Int 6, Wis 11, Cha 10 Base Atk +6; CMB +11; CMD 23 Feats Extra Rage, Power Attack, Toughness Skills Acrobatics +5, Climb +8, Escape Artist +1, Handle Animal +4, Intimidate +6, Knowledge (nature) +2, Perception +7, Survival +5, Swim +4 Languages Common, Orc

SQ fast movement, orc blood, weapon familiarity **Combat Gear** 3 potions of cure moderate wounds, 2 potions of cure serious wounds, 5 potions of protection from evil, potion of water breathing; **Other Gear** +1 chain shirt, masterwork greatsword, masterwork greatclub, masterwork longspear, amulet of natural armor +1, cloak of resistance +2, backpack, bedroll

Fast Movement (Ex) +10 feet to speed, unless heavily loaded.

Improved Uncanny Dodge (Ex) Retain Dex bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 10+.

Orc Ferocity 1/day, when brought below 0 HP but not killed, you can fight on for 1 more round as if disabled. The next round, unless brought to at least 0 HP, you immediately fall unconscious and begin dying.

Rage (24 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Renewed Vigor (Ex) 1/day while raging, heal yourself for 1d8+4 HP

Roused Anger (Ex) You can rage even when fatigued. Strength Surge (Ex) Once per rage, add +6 to a Str check, CMB or CMD.

Trap Sense (Ex) +2 bonus on Reflex saves and AC against traps.

Swords & Wizardry

KREL

Neutral human fighter 1

AC 5 [14] hp 7 Save 14

Speed 12 Melee two-handed sword (1d10+1)

Str 16, Dex 12, Con 15, Int 4, Wis 9, Cha 8 Languages Common, Orc SQ parry (-1 to enemy attack rolls) Gear chainmail, two-handed sword, backpack, bedroll

KREL Neutral male human fighter 5

AC 3 [16] hp 33 Save 10

Speed 12

Melee two-handed sword (1d10+1) or spear (1d6+1) **Special Attacks** 5 attacks per round vs. creatures with 1 HD or less

Str 16, Dex 12, Con 15, Int 4, Wis 9, Cha 8 Languages Common, Orc

SQ parry (-1 to enemy attacks) **Gear** +1 chainmail, two-handed sword, spear, ring of protection +1, potion of healing, backpack, bedroll

Drebb

Pathfinder

DREBB XP 200

CR 1/2

Male dwarf fighter 1 NG Medium humanoid (dwarf) Init +2; Senses darkvision 60 ft.; Perception +1

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield) **hp** 13 (1d10+3) **Fort** +5; **Ref** +2; **Will** +0; +2 vs. poisons, spells, and spell-like abilities

Defensive Abilities +4 dodge vs. giants

Speed 20 ft.

Melee dwarven waraxe +6 (1d10+4/x3) Ranged heavy crossbow +3 (1d10/19–20) Special Attacks +1 attack vs. orcs and goiblinoids

Str 18, Dex 14, Con 16, Int 15, Wis 11, Cha 11 Base Atk +1; CMB +5; CMD 17 (19 vs. bull rush and trip) Feats Power Attack⁸, Weapon Focus (dwarven waraxe) Skills Appraise +3 (+5 nonmagical metals or gemstones), Perception +1 (+3 unusual stonework), Sense Motive +1,

Stealth –3, Swim +2 Languages Common, Dwarven, Giant, Goblin SQ slow and steady, stability, stonecunning Gear scale mail, heavy steel shield, dwarven waraxe, heavy

crossbow, with 10 bolts

Slow and Steady Your base speed is never modified by encumbrance.

Stability +4 to avoid being bull rushed or tripped while standing.

Stonecunning +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

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 dis-owned 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

XP 1,600 Male dwarf fighter 6 NG Medium humanoid (dwarf) Init +2; Senses darkvision 60 ft.; Perception +4

AC 28, touch 14, flat-footed 25 (+10 armor, +1 deflection, +2 Dex, +1 dodge, +4 shield)



hp 63 (6d10+18 plus 5) Fort +9; Ref +5; Will +3 (+5 vs. fear); +2 vs. poison, spells, and spell-like abilities Defensive Abilities +4 dodge vs. giants, bravery +2

Speed 20 ft.

Melee +1 dwarven waraxe +14/+9 (1d10+9/x3) Ranged +1 heavy crossbow +9 (1d10+1/19–20) Special Attacks +1 attack vs. orcs and goblinoids, weapon training (axes +1)

Str 20, Dex 14, Con 17, Int 15, Wis 11, Cha 11 Base Atk +6; CMB +11; CMD 25 (29 vs. bull rush and trip) Feats Blind-Fight, Cleave^B, Dodge^B, Power Attack^B, Shield Focus, Weapon Focus (dwarven warxe), Weapon Specialization (dwarven waraxe)^B Skills Appraise +5 (+7 nonmagical metals or gemstones), Bluff +1, Climb +6, Intimidate +4, Knowledge (dungeoneering) +7, Perception +4 (+6 unusual stonework), Sense Motive +3, Stealth +1, Survival +4, Swim +6 Languages Common, Dwarven, Giant, Goblin SQ armor training 1, slow and steady, stability, stonecunning Combat Gear 6 potions of cure light wounds; Other Gear +1 full plate, +1 heavy steel shield, +1 dwarven waraxe, +1 heavy crossbow, with 20 bolts, ring of protection +1, cloak of resistance +1, belt of giant strength +2, backpack

Slow and Steady Your base speed is never modified by encumbrance.

Stability +4 to avoid being bull rushed or tripped while standing.

Stonecunning +2 bonus to Perception vs. unusual stonework. Free check within 10 feet.

CR 5

Swords & Wizardry

DREBB

Lawful male dwarf fighter 1

AC 4 [15] hp 7 Save 14 (10 vs. magic)

Speed 9 Melee battleaxe (1d8+3) Ranged heavy crossbow (1d6+1)

Str 18, Dex 10, Con 14, Int 13, Wis 9, Cha 7

Languages Common, Dwarven, Goblin, Stone Giant SQ darkvision to 60 feet, note stonework, parry (-1 to enemy attacks)

Gear chainmail, shield, battleaxe, heavy crossbow, 10 bolts

DREBB

Lawful male dwarf fighter 5

AC 1 [18] hp 34 Save 10 (6 vs. magic)

Speed 9

Melee +1 battleaxe (1d8+4) Ranged +1 heavy crossbow (1d6+1) Special Attacks 5 attacks per round vs. creatures with 1 HD or less

Str 18, Dex 10, Con 14, Int 13, Wis 9, Cha 7

Languages Common, Dwarven, Goblin, Stone Giant SQ darkvision to 60 feet, note stonework, parry (-1 to enemy attacks)

Gear +1 platemail, shield, +1 battleaxe, +1 heavy crossbow, 20 bolts, backpack

Cedric

Pathfinder

CEDRIC XP 200

CR 1/2

Male half-elf druid 1 N Medium humanoid (elf) Init +4; Senses low-light vision; Perception +9

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex) hp 9 (1d8+1) Fort +3; Ref +4; Will +5 (+7 vs. enchantments) Immune sleep

Speed 30 ft.

Melee scimitar +2 (1d6+2/18–20) or shortspear +2 (1d6+2) Ranged sling +4 (1d4+2) Special Attacks spontaneous casting (summon spells) Spell-like Abilities (CL 1st):

6/day—storm burst (1d6 nonlethal)

Spells Prepared (CL 1st; melee touch +2, ranged touch +4): 1st—cure light wounds, obscuring mist^D, speak with animals 0 (at will)—detect poison, purify food and drink, resistance D Domain spell; Domain Weather

Str 14, Dex 18, Con 13, Int 14, Wis 17, Cha 12 Base Atk +0; CMB +2; CMD 16

Feats Skill Focus (Knowledge [nature])^B, Spell Focus (conjuration)

Skills Diplomacy +2, Handle Animal +5, Heal +7, Knowledge (nature) +11, Perception +9, Survival +9, Swim +6 Languages Common, Druidic, Elven, Orc, Sylvan SQ elf blood, nature bond (Weather domain), nature sense,

wild empathy +2 Combat Gear potion of cure light wounds; Other Gear

leather armor, scimitar, shortspear, sling, 10 bullets, wooden holy symbol, spell component pouch, belt pouch

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

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.



XP 1,600 Male half-elf druid 6 N Medium humanoid (elf) Init +8; Senses low-light vision; Perception +15

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex) hp 39 (6d8+6) Fort +8; Ref +8; Will +11 (+13 vs. enchantments); +4 vs. fey and plant-targeted effects Defensive Abilities resist nature's lure: Immune sleep

Speed 30 ft.

Melee +1 cold iron scimitar +7 (1d6+3/18-20) **Ranged** sling +8 (1d4+2) Special Attacks spontaneous casting (summon spells), wild shape (6 hours) Spell-like Abilities (CL 6th): 7/day—storm burst (1d6+3 nonlethal) **Spells Prepared** (CL 6th; melee touch +6, ranged touch +8): 3rd—call lightning^D (DC 17), cure moderate wounds, neutralize poison, stone shape 2nd—bear's endurance, fog cloud^D, heat metal (DC 16), spider climb, summon swarm 1st-cure light wounds, entangle (DC 15), magic stone, obscuring mist^D, speak with animals 0 (at will)—detect poison, know direction, purify food and drink, resistance D Domain spell; Domain Weather

Str 14, Dex 18, Con 13, Int 14, Wis 18, Cha 12 Base Atk +4; CMB +6; CMD 20 Feats Augment Summoning, Improved Initiativ

Feats Augment Summoning, Improved Initiative, Skill Focus (Knowledge [nature])^B, Spell Focus (conjuration) Skills Diplomacy +2, Handle Animal +10, Heal +13, Knowledge (dungeoneering) +3, Knowledge (geography) +10, Knowledge (nature) +15, Knowledge (religion) +5, Perception +15, Spellcraft +7, Survival +15, Swim +6 Languages Common, Druidic, Elven, Orc, Sylvan SQ elf blood, nature bond (Weather domain), nature sense, trackless step, wild empathy +7, woodland stride Gear +2 leather armor, +1 cold iron scimitar, sling, 10 bullets, cloak of resistance +2, metamagic rod (lesser enlarge), wooden holy symbol, spell component pouch, belt pouch

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

Spontaneous Casting The Druid can convert stored spells into Summon Nature's Ally spells.

Trackless Step (Ex) You do not leave a trail as you move through natural suroundings.

Wild Empathy (Ex) Improve the attitude of an animal, as if using Diplomacy.

Wild Shape (Su) Shapeshift into a different creature one or more times per day.

Wild Shape (beast shape II: Tiny - Large animal) You may use your Wild Shape ability to become an animal.

Wild Shape (elemental body I: Small elemental) You may use your Wild Shape ability to become an elemental. Woodland Stride (Ex) Move through undergrowth at normal speed.

Swords & Wizardry

CEDRIC

Neutral male human druid 1

AC 6 [13] hp 3 Save 15 (13 vs. fire)

Speed 12 Melee short sword (1d6) Ranged sling (1d4) Spells Prepared 1st—faerie fire

Str 12, Dex 16, Con 11, Int 12, Wis 15, Cha 10

Languages Common, Druidic, Dryad, Elven, Orc SQ darkvision to 60 feet, find secret doors (4 in 6 when searching, 1 in 6 when not), identify pure water and normal plants, move through non-magic undergrowth Gear leather armor, short sword, sling, 10 bullets, wooden holy symbol, belt pouch

CEDRIC

Neutral male human druid 6

AC 4 [15] hp 27 Save 10 (8 vs. fire)

Speed 12 Melee +1 shortsword (1d6+1) Ranged sling (1d4) Spells Prepared 3rd—cure disease, water breathing 2nd—cure light wounds, obscuring mist 1st—detect magic, faerie fire, purify water

Str 12, Dex 16, Con 11, Int 12, Wis 15, Cha 10

Languages Common, Druidic, Elven, Orc, Sylvan SQ darkvision to 60 feet, find secret doors (4 in 6 when searching, 1 in 6 when not), identify pure water and normal plants, move through non-magic undergrowth, shape change, immune to fey charms

Gear +2 leather armor, +1 short sword, sling, 10 bullets, cloak of elvenkind, wooden holy symbol, belt pouch

Flarian

Pathfinder

FLARIAN

CR 1/2

XP 200 Male elf bard 1 CG Medium humanoid (elf) Init +3; Senses low-light vision; Perception +5

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 9 (1d8+1) Fort +1; Ref +5; Will +1 (+3 vs. enchantments) Immune 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, inspire courage +1) Spells Known (CL 1st; melee touch +1, ranged touch +3): 1st (2/day)—comprehend languages, ventriloquism (DC 14) 0 (at will)—detect magic, flare (DC 13), ghost sound (DC 13), summon instrument

Str 13, Dex 16, Con 12, Int 13, Wis 8, Cha 16 Base Atk +0; CMB +1; CMD 14

Feats Skill Focus (Perform [string]) Skills Acrobatics +2, Diplomacy +7, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility) +6, Linguistics +5, Perception +5, Perform (string) +12, Spellcraft +5 (+7 identify magic item properties), Stealth +2 Languages Common, Elven, Gnome, Goblin SQ bardic knowledge +1, elven magic Gear studded leather, rapier, dagger, shortbow, 20 arrows, backpack, bedroll, masterwork harp, 50 ft. silk rope

Bardic Knowledge (Ex) Add + 1 to all Knowledge skill checks. **Bardic Performance: Countersong (Su)** Counter magical effects that depend on sound.

Bardic Performance: Distraction (Su) Counter magical effects that depend on sight.

Bardic Performance: Fascinate (Su) One or more creatures becomes fascinated with you.

Bardic Performance: Inspire Courage (Su) Morale bonus on some saving throws, attack and damage rolls.

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 XP 1,600 Male elf bard 6 CG Medium humanoid (elf) Init +3; Senses low-light vision; Perception +10

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge) **hp** 39 (6d8+6)

CR 5

Fort +3; Ref +8; Will +4 (+6 vs. enchantments); +4 vs. bardic performance, language-dependent, and sonic Defensive Abilities well versed; Immune sleep

Speed 30 ft.

Melee +1 rapier +6 (1d6+2/18-20) or dagger +5 (1d4+1/19-20)

Ranged shortbow +7 (1d6/x3)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17]) Spells Known (CL 6th; melee touch +5, ranged touch +7): 2nd (4/day)—bear's endurance, detect thoughts (DC 16), invisibility, mirror image (DC 16) 1st (5/day)—charm person (DC 15), comprehend languages, identify, ventriloquism (DC 15) 0 (at will)—detect magic, flare (DC 14), ghost sound (DC 14), mage hand, read magic, summon instrument

Str 13, Dex 16, Con 12, Int 14, Wis 8, Cha 19 Base Atk +4; CMB +5; CMD 19

Feats Dodge, Skill Focus (Knowledge [local]), Skill Focus (Perform [string])

Skills Acrobatics +6, Bluff +18, Diplomacy +18, Disguise +11, Escape Artist +5, Knowledge (history) +8, Knowledge (local) +14, Knowledge (nobility) +11, Linguistics +5, Perception +10, Perform (string) +18, Sense Motive +6, Sleight of Hand +5, Spellcraft +10 (+12 identify magic item properties), Use Magic Device +11

Languages Common, Elven, Gnome, Goblin SQ bardic knowledge +3, lore master 1/day, versatile performance (string, oratory)

Combat Gear 7 potions of cure light wounds; **Other Gear** +1 glamered light fortification chain shirt, +1 rapier, dagger, shortbow, 20 arrows, bag of holding (type II), headband of alluring charisma +2, backpack, bedroll, masterwork harp, 50 ft. silk rope, thieves' tools

Bardic Knowledge (Ex) Add + 3 to all Knowledge skill checks. **Bardic Performance: Countersong (Su)** Counter magical effects that depend on sound.

Bardic Performance: Distraction (Su) Counter magical effects that depend on sight.

Bardic Performance: Fascinate (Su) One or more creatures becomes fascinated with you (DC 17).

Bardic Performance: Inspire Competence (Su) +2 competence bonus for one ally on a skill check.

Bardic Performance: Inspire Courage (Su) Morale bonus on some saving throws, attack and damage rolls.

Bardic Performance: Suggestion (Sp) Make a suggestion to one fascinated creature.

Lore Master (Ex) Take 10 on Knowledge checks, and 1/day take 20 as a standard action.

Versatile Oratory (Ex) You may substitute the final value of your Perform (oratory) skill for Diplomacy or Sense Motive checks

Versatile String Instruments +18 (Ex) You may substitute the final value of your Perform (string) skill for Bluff or Diplomacy checks

Well Versed (Ex) +4 save vs. bardic performance, sonic, and language-dependent effects.

Swords & Wizardry

FLARIAN

Neutral male elf thief 1

AC 6 [13]

hp 2 Save 15 (13 vs. traps, magic wands, magic staves and other magic devices)

Speed 12

Melee rapier (1d6) or dagger (1d4) Ranged shortbow (1d6) Special Attacks backstab (double damage)

Str 11, Dex 14, Con 10, Int 11, Wis 6, Cha 14

Languages Common, Elven, Goblin, Kobold SQ darkvision to 60 feet, find secret doors (4 in 6 when searching, 1 in 6 when not), climb walls 85%, delicate tasks 15%, hear sounds 3 in 6, hide in shadows 25%, move silently 30%, open locks 10%

Gear leather armor, rapier, dagger, shortbow, 20 arrows, backpack, bedroll, harp, 50 ft. silk rope, thieves' tools

FLARIAN

Neutral male elf thief 6

AC 5 [14]

hp 14

Save 10 (8 vs. traps, magic wands, magic staves and other magic devices)

Speed 12

Melee +1 rapier (1d6+1) or silver dagger (1d4) Ranged shortbow (1d6) Special Attacks backstab (triple damage)

Str 11, Dex 14, Con 10, Int 11, Wis 6, Cha 14 Languages Common, Elven, Goblin, Kobold

SQ darkvision to 60 feet, find secret doors (4 in 6 when searching, 1 in 6 when not), climb walls 90%, delicate tasks 40%, hear sounds 4 in 6, hide in shadows 40%, move silently 55%, open locks 35%, comprehend treasure maps and written documents 80%

Gear +1 leather armor, +1 rapier, silver dagger, shortbow, 20 arrows, potion of healing, backpack, bedroll, harp, 50 ft. silk rope, thieves' tools

Farkle Hurp

Pathfinder

FARKLE HURP

CR 1/2

XP 200 Male gnome fighter 1 NG Small humanoid (gnome) Init +2; Senses low-light vision; Perception +4

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size) hp 17 (1d10+4 plus 3) Fort +6; Ref +2; Will +1 (+3 vs. illusions) Defensive Abilities +4 dodge vs. giants, illusion resistance

Speed 20 ft.

Melee warhammer +5 (1d6+2/x3) Ranged light crossbow +4 (1d6/19–20) Special Attacks +1 attack vs. reptilian humanoids and goblinoids Spell-like Abilities (CL 1st) 1/day—dancing lights, ghost sound* (DC 11), prestidigitation, speak with animals *Illusion spell

Str 15, Dex 14, Con 18, Int 16, Wis 12, Cha 11 Base Atk +1; CMB +2; CMD 14

Feats Toughness, Weapon Focus (warhammer)^B Skills Acrobatics +1, Craft (alchemy) +9, Escape Artist +1, Perception +4, Stealth +5, Survival +5 Languages Common, Dwarven, Gnome, Goblin, Orc, Sylvan SQ gnome magic Gear chain shirt, warhammer, light crossbow, 10 bolts, backpack, bedroll

Gnome Magic +1 to the save DC of all illusions spells you cast.

Illusion Resistance +2 racial bonus to saves against illusions.

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 XP 1,600 Male gnome fighter 6 NG Small humanoid (gnome) Init +2; Senses low-light vision; Perception +9

AC 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 size) hp 74 (6d10+24 plus 6) Fort +9; Ref +4; Will +3 (+5 vs. illusions, +5 vs. fear) Defensive Abilities +4 dodge vs. giants, bravery +2, illusion resistance

CR 5

Speed 20 ft.

Melee +1 warhammer +14/+9 (1d6+8/x3) Ranged +1 light crossbow +10/+5 (1d6+1/19-20) Special Attacks +1 attack vs. reptilian humanoids and goblinoids, weapon training (hammers +1) Spell-like Abilities (CL 6th): 1/day—dancing lights, ghost sound* (DC 11), prestidigitation, speak with animals *Illusion spell

Str 18, Dex 14, Con 18, Int 16, Wis 12, Cha 11 Base Atk +6; CMB +9; CMD 23

Feats Dodge^B, Mobility, Power Attack^B, Spring Attack, Toughness, Weapon Focus (warhammer)^B, Weapon Specialization (warhammer)^B

Skills Acrobatics +3, Appraise +4, Bluff +1, Craft (alchemy) +13, Escape Artist +3, Intimidate +5, Knowledge (local) +5, Knowledge (religion) +5, Linguistics +5, Perception +9, Sense Motive +2, Sleight of Hand +4, Spellcraft +5, Stealth +7, Survival +5, Swim +9

Languages Common, Dwarven, Elven, Gnome, Goblin, Orc,

Gnome Magic +1 to the save DC of all illusions spells you cast.

Illusion Resistance +2 racial bonus to saves against illusions.

Swords & Wizardry

FARKLE HURP

Lawful male halfing fighter 1

AC 5 [14] hp 7 Save 14 (10 vs. magic)

Speed 9 Melee war hammer (1d4+1) Ranged light crossbow (1d6+1) Special Attacks +1 to hit with missile weapons

Str 13, Dex 12, Con 16, Int 14, Wis 10, Cha 9 Languages Common, Dwarven, Goblin, Halfling, Orc SQ parry (-1 penalty to enemy attacks) Gear chainmail, war hammer, light crossbow, 10 bolts, backpack, bedroll

FARKLE HURP Lawful male halfling fighter 4

AC 5 [14] hp 25 Save 11 (7 vs. magic)

Speed 9

Melee +1 war hammer (1d4+1) Ranged +1 light crossbow (1d6+1) Special Attacks 4 attacks per round vs. creatures with 1 HD or less, +1 to hit with ranged weapons

Str 13, Dex 12, Con 16, Int 14, Wis 10, Cha 9 Languages Common, Dwarven, Goblin, Halfling, Orc SQ parry (-1 penalty to enemy attacks) Gear chainmail, +1 war hammer, +1 light crossbow, 10 bolts, ring of feather fall, backpack, bedroll

Drinnin

Pathfinder

DRINNIN XP 200

CR 1/2

Male human monk 1 LN Medium humanoid (human) Init +3; Perception +7

AC 17, touch 17, flat-footed 13 (+3 Dex, +1 dodge, +3 Wis) hp 10 (1d8+2) Fort +4; Ref +5; Will +5

Speed 30 ft.

Melee quarterstaff +4 (1d6+6) or unarmed strike +4 (1d6+6) or flurry of blows +3/+3 (1d6+4) Special Attacks stunning fist 1/day (DC 13)

Str 18, Dex 16, Con 15, Int 11, Wis 16, Cha 9 Base Atk +0; CMB +4 (+6 grapple); CMD 21 (23 vs. grapple) Feats Dodge⁸, Improved Grapple⁸, Improved Unarmed Strike⁸, Mobility, Stunning Fist⁸ Skills Acrobatics +7, Escape Artist +7, Perception +7, Sense Motive +7, Sleight of Hand +4, Stealth +7 Languages Common Gear quarterstaff

Stunning Fist (Ex) At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites.

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	CR 5
XP 1,600	
Male human monk 6	
LN Medium humanoid (human)	
Init +4: Perception +13	

AC 21, touch 19, flat-footed 17 (+1 armor, +3 Dex, +1 dodge, +1 monk, +4 Wis, +1 natural) hp 45 (6d8+12) Fort +9; Ref +10; Will +11 (+13 vs. enchantment) Defensive Abilities evasion, purity of body, slow fall (30 ft.), still mind; Immune disease

Speed 50 ft. Melee quarterstaff +9 (1d6+7) or unarmed strike +9 (1d8+7)



or flurry of blows +9/+9/+4 (1d8+5) **Special Attacks** stunning fist 6/day (DC 17; stun, fatigue)

Str 20, Dex 16, Con 15, Int 11, Wis 19, Cha 9 Base Atk +4; CMB +11 (+13 grapple); CMD 28 (30 vs. grapple)

Feats Combat Reflexes⁸, Deflect Arrows⁸, Dodge⁸, Improved Grapple⁸, Improved Unarmed Strike⁸, Mobility, Power Attack, Spring Attack, Stunning Fist⁸

Skills Acrobatics +10 (+24 jump), Climb +10, Escape Artist +8, Heal +6, Knowledge (history) +5, Knowledge (religion) +7, Linguistics +2, Perception +13, Sense Motive +9, Sleight of Hand +5, Stealth +10, Survival +6, Swim +10

Languages Abyssal, Common, Draconic

SQ fast movement, high jump, *ki* pool (7 points, magic), maneuver training

Gear quarterstaff, amulet of natural armor +1, belt of giant strength +2, bracers of armor +1, cloak of resistance +2, headband of inspired wisdom +2

AC Bonus (Ex) +5 The Monk adds his Wisdom bonus to AC and CMD, more at higher levels.

Deflect Arrows Deflect an incoming arrow once per round. **Evasion (Ex)** If you succeed at a Reflex save for half damage, you take none instead.

Fast Movement The Monk adds 10 or more feet to his base speed.

High Jump (Ex) +6 to Acrobatics checks made to jump. **Ki Defense (Su)** A monk can spend 1 point from his *ki* pool to give himself a +4 dodge bonus to AC for 1 round.

Ki Pool (Su) You have a *ki* pool equal to 1/2 your monk level + your Wisdom modifier.

Ki Strike, Magic (Su) At 4th level, *ki* strike allows a monk's unarmed attacks to be treated as magic weapons for the

purpose of overcoming damage reduction.

Maneuver Training (Ex) CMB = other BABs + Monk level Purity of Body (Ex) At 5th level, a monk gains immunity to all diseases, including supernatural and magical diseases. Slow Fall (Ex) Treat a fall as shorter than normal if within arm's reach of a wall.

Still Mind (Ex) +2 to saves against enchantment spells and effects.

Stunning Fist (Stun, Fatigue) (Ex) At 1st level, the monk gains Stunning Fist as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the monk gains the ability to apply a new condition to the target of his Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, he can choose to make the target fatigued. The monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Swords & Wizardry

DRINNIN

Neutral male human monk 1

AC 8 [11] hp 4 Save 15

Speed 12 Melee two-handed sword (1d10) or unarmed strike (1d4) Ranged longbow (1d6) Special Attacks deadly strike

Str 16, Dex 14, Con 13, Int 9, Wis 14, Cha 7 Languages Common

SQ climb walls 85%, delicate tasks 15%, hear sounds 3 in 6, hide in shadows 10%, move silently 20%, open locks 10%, alertness, deflect missiles (saving throw required) Gear two-handed sword, longbow, 20 arrows

DRINNIN Neutral male human monk 5

AC 3 [16] hp 20 Save 11

Speed 16 Melee +1 two-handed sword (1d10+1) or unarmed strike (1d10) Ranged +1 longbow (1d6) Special Attacks deadly strike

Str 16, Dex 14, Con 13, Int 9, Wis 14, Cha 7

Languages Blue Dragon, Common, Demon SQ climb walls 89%, delicate tasks 35%, hear sounds 4 in 6, hide in shadows 30%, move silently 40%, open locks 30%, alertness, deflect missiles (saving throw required), slow falling, speak with animals, master of silence Gear +1 two-handed sword, +1 longbow, 20 arrows, ring of protection +1

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