
Troll's Bridge

Walls are built; all is safe. Right.

Seven years ago, the great City-State of Walton came to an end with the collapsing of The Mount of Walls. Since then a new town was grown where the Walton River once flowed into the Almebezbik River. This place has a bridge that spans the great Almebezbik River. This bridge once had trolls living beneath it that would emerge and collect tolls from travelers that wanted to pass. With the founding of the town, the trolls were destroyed and the valiant survivors of Walton held the denizens of Tanglewood at bay until walls could be built.

Rumor has it that a troll now lives under the bridge again, the town's paladin protector has fallen slaying the town's most powerful champion in the process and the empire has abandoned the baron who is also the mayor of Troll's Bridge.

The Town

This town is one of the newest on the continent. It was chartered by the area's lord just over five years ago. It has grown rapidly because of its harbor, allowing sailing ships to dock further up the Almebezbik River than previously possible. The forest products produced here are in great demand throughout the empire and this town's lord controls most of the largest forest in the empire. It has recently become well supplied by this trade and is at the beginning of a growth surge.

Missions have recently begun in an effort to recover the stone used to build Walton from the crater to build stone walls around the city. It is proving to be quite dangerous, but those that have survived their forays into the crater have discovered some impressive treasures. Very little of it has been recovered, but more and more mercenaries have arrived to try to get to it and retrieve it. In the mean time, there have been a number of attacks on the town by the denizens of Tanglewood: goblinoids, orcs, giants and undead. The wooden palisades have slowed the assaults enough to keep the town safe, but it is only a matter of time before they overrun the town if stone walls are not completed soon.

Culturally, the town is similar to Walton with a distinct Sajenese undercurrent of intrigue. The main religious influence is the deceitfully compassionate, fraudulently altruistic ministry of the followers of Zodyu the Grotesque. They have capitalized on the grief of the survivors of Walton that make up the base population of the town. The Borgosians hold sway among the midwives and prostitutes. The paladins of Armee and Visaria have been overwhelmed in their role as protectors of the citizens defending the town's limits. Alavasia's followers have been overwhelmed by the raids on resources by the town and the other humanoid raiders that have multiplied unchecked since Walton fell. The Senators of Lehnbor, prominent in Walton, are all but non-existent here. As well, the priests of Eins und Zwei are not represented. Lukinvor's Minstrels do their best to alleviate some of the stress of everyday life in this town that is in the throws of birth. Messer's influence grows with the population. The Billiken's followers were almost systematically run out of town by their preaching that what happened was pre-ordained but that there is no knowing the chances of the survival of this new town.

Establishments

Below are several places where characters may spend some time or even find adventure.

Abiding Shrine, The

This is a small temple to the Almebezbikian Pantheon. It was the first stone structure built when Troll's Bridge was founded. The icons and statuary of Zodyu the Grotesque has been moved to the cathedral since that structure's completion. The Abiding Shrine consists of separate shrines to most of the rest of the deities of the pantheon. Beside Zodyu, those not represented here are Borgose the Blue (see The Scarlet Garter), Lucifer the Devil (secret coven), "The Billiken" (secret assembly) and Valencia the Chronicler (see The Town Hall).

Available Clerics

Armee the Father

- cleric 2
- cleric 1

Lehnbor the Creator

- cleric 1

Lukinvor the Bard

- cleric 2
- cleric 1

Messer the Rogue

- cleric 4
- cleric 2
- cleric 1

Visaria the Beneficent

- Alric Talorcan, male human cleric 2
- [Chess Calleae](#), female human cleric 1

Black Anvil Smithy

This smithy is owned by [Charlie Anvil](#), a master smith who survived the fall of Wallton. Charlie only crafts masterwork armor and weapons, but he employs several journeyman smiths and mentors a number of apprentices. This is the place to get weapons and armor of standard and master workmanship. Cold iron and alchemical silver weapons are also available here.

Bridge

This bridge is a natural and unique feature of the land in this area. It has been augmented over time with masonry to prevent falling over the edge into the river. The river is far enough below to allow a sailing ship to pass beneath the bridge.

Grotesque Cathedral

This towering edifice is the largest structure in Troll's Bridge besides Schloß Tanglewood Zuoorimystos and the walls of the town, but certainly the tallest. It is consecrated to Zodyu the Grotesque, the predominant deity worshiped in Troll's Bridge and lead by The Grotesque Moritalus Lesh.

It is widely believed that a human sacrifice was performed on its altar.

Available Clerics

Zodyu the Grotesque

- The Grotesque [Moritalus Lesh](#), male human cleric 9
- [Mozdure Sezandam](#), male human cleric 2
- [Bezila Teguza](#), female human cleric 1
- cleric 1

Harbor

This is a large, deep depression at the point where the Walton River once flowed into the Almebezbik River. When Walton collapsed, the Walton River stopped flowing. Horatio Donamal had the idea to build a dam up river using the rocks of the river basin as the materials for the dam. This would allow the Almebezbik River to fill back into the depression and form the harbor.

The earthquake caused by the collapse of Walton also opened the area so sailing ships could enter the harbor from the Almebezbik River. This ingenuity was rewarded by the emperor with the title of baron for Lord Donamal, the power with which he used shortly to charter the village of Troll's Bridge.

Honor Shipping

This is the office of Senefar Illamaesa's shipping company. It is run by a clerk Beaugard (human male commoner 3, Profession [merchant] +11)

River

At the point where the bridge crosses this river, the river is in a deep, wide gorge. Barges had been navigating the river between Miserablé and The Organ for a decade or more when Walton fell. With the creation of the harbor, it was now possible to dock sailing ships and allow them to make the complete journey from "The City" to The Organ.

The south wall of the gorge has several water wheels dipping into the river at this point powering several mills. There is also a large cave here where the trolls that used to extort gold from travelers crossing the bridge once lived. The cave opening is covered by an enormous iron grate

Scarlet Garter, The

This is an expensive inn with formal dining on the ground level. Standard inn rooms are on the third and fourth floors. The second floor is reserved for private trysts.

The deep basement with vaulted ceiling contains the temple to Borgose the Blue where Her Degradations are performed.

Available Clerics

Borgose the Blue

- cleric 4
- cleric 1

Schloß Tanglewood Zuoorimystos

This is the baronial castle of Horatio Donamal, the local baron and former mayor of Troll's Bridge. Court is held here infrequently since the change in the government of Troll's Bridge.

It is said that an avatar of Lukinvor the Bard built this castle with a *lyre of building* in answer to the prayers of the survivors of Walton in three days.

Smoking Pipe, The

This tavern is a halfling-owned establishment that was transplanted here from Walton. The fare is excellent and the entertainment was often supplied, before her death, by the halfling family's matron, Zenda, who told tales of the amazing adventures of her late husband Manty the Rogue who associated with Lukinvor Trubble and her sisters among other famous adventurers. Her grandson, Hurley, now carries on the tradition.

Tanglewood Herbals

This herbalist shop is owned by [Ingrid Illman](#), commonly referred to as The Wisewoman of Troll's Bridge. She makes appearances in the shop area a couple times a week, but primarily her apprentice Hilgy (female human adept 2; Heal +12, Profession

[Herbalist] +10) runs things. This is the best place in the area to buy or resupply healing kits.

Ingrid will also care for ill or injured citizens of Troll's Bridge that are brought to her. More than once has Elgin Tarcik, Daria Urjac and other protectors of Troll's Bridge been brought here to get healed quickly before the walls were built.

Tasha's Ineffable Laughter

This inn and tavern is the most popular place for travelers to stay in Troll's Bridge and is frequented by many of the citizens of the town as well. The fare is average, but the entertainment is this place's real draw.

A couple of gnome comedians perform here regularly including [Zook Nackle](#). The elven bard Senafar has also given a number of premier performances here as well. Hurley, the grandson of Zenda, whose family owns *The Smoking Pipe*, performs here as well.

Tinsel's Tinkery

Tinnock "Tinsel" MacStride (male human expert 6; Craft [Whitesmithing] +18) owns this shop. He is a highly skilled whitesmith with an endearing personality. Much of his work is done for the commoner in tin, but he is more than capable of crafting fine jewelry from precious metals which he does on commission.

When he can, Tinsel likes to travel during the summer seasons through the surrounding area, working out of his small wagon. As such, he has a journeyman (human female expert 3; Craft [Whitesmithing] +12) that keeps shop while he is gone. Tinsel also has an apprentice (human male expert 1; Craft [Whitesmithing] +10) that helps around the shop. Tinsel's daughter Char keeps the books.

Town Hall

This is the central administrative building within Troll's Bridge. All records are kept here. Law enforcement is also housed here and there is a small jail and court room here as well. Anyone sentenced for committing a crime is transferred to the Schloss Tanglewood's dungeon to serve their sentence.

Since the change of the government in the town, there is extensive expansion being done. The court room is being expanded to accommodate the town council as council chamber. A second story is being added to add offices and expand records storage.

Valencia's shrine is also located here where the town's chronicles are kept.

Statistics Block

Troll's Bridge (large town): Non-standard (council) AL N, Monstrous (troll) AL CE; 3,000-gp limit; Assets 694,800 gp; Population 4,643; Isolated (human 96% (4,457), halfling 2% (93), elf 1% (46), dwarf 0.4% (19), gnome 0.3% (14), half-elf 0.2% (9), half-orc 0.1% (5))

Authority Figures: [Benzibin Random](#), Wizard of Troll's Bridge male human wizard 8©; [Drokalar](#), The Troll Under Troll's Bridge male troll fighter 4; [Elán](#), Sorceress of Troll's Bridge female human sorcerer 9©; [Elgin Tarcik](#), Guardian of Troll's Bridge male human paladin 9 of Visaria©; Guildmaster [Alagard Roston](#) male commoner 7/guildmaster 7(\$©); [Ingrid Illman](#), Wisewoman of Troll's Bridge female human adept 10©; Master Smith [Charlie Anvil](#) male human expert 12\$©; [Moritalus Lesh](#), Grotesque of Troll's Bridge male human cleric 9 of Zodyu(♁)©

Important Characters: [Aleric Gorkan](#), Swordsman of Troll's Bridge male human fighter 9; [Amber Oakenheel](#), Druid of Troll's Bridge female half-elf druid 5; Baron Tanglewood OM [Horatio Donamal](#) male human aristocrat 5; [Beau Thorngage](#), Master Thief of Troll's Bridge male halfling rogue 6; [Bezila Teguza](#) female human cleric 1 of Zodyu(♁); Captain of the Watch [Gatis Haller](#) male human warrior 9(†); [Chess Calleae](#) female cleric 1 of Visaria; [Daria Urjac](#), Huntress of Troll's Bridge female human ranger

5; [Derringer Quaid VII](#) male human aristocrat 1☉; [Edgras Segmento](#) male human rogue 1☉; [Giovanni Progressario](#), Impresario of Troll's Bridge male human bard 8; [Jasmine Orthostus](#) female human rogue 3☉; Lieutenant of the Watch [Grombar](#) male dwarf fighter 7†; [Mozdure Sezandam](#) male human cleric 2 of Zodyu☉; [River-Running-from-the-Sun](#), Teton Ambassador to Troll's Bridge female human barbarian 7; [Tarish Alele](#) male human psychic warrior 2☉; Tinnock MacStride male human expert 6 (militia); [Wings-on-Clouds](#) female human barbarian 3; [Zenda](#) female ghost halfling bard 12, [Zook Nackle](#) male gnome bard 4

Others: adept 5 (x2), adept 2 (x4)\$, adept 1 (x22)☉; aristocrat 2 (x2), aristocrat 1 (x21)☉; barbarian 3, barbarian 1 (x4); bard 4, bard 2 (x4), bard 1 (x8)☉; cleric 4 of Borgose, cleric 4 of Messer\$, cleric 2 of Armee, cleric 2 of Lukinvor, cleric 2 of Messer\$, cleric 1 of Armee, cleric 1 of Borgose, cleric 1 of Lehnbor, cleric 1 of Lukinvor, cleric 1 of Messer, cleric 1 of "The Billiken", cleric 1 of Zodyu; commoner 7 (x2), commoner 3 (x4)\$, commoner 1 (x4,069)☉²\$²⁰; druid 2 (x2), druid 1 (x4); expert 6 (militia)\$; expert 3 (x4, 4 militia)\$, expert 1 (x134, 40 militia)☉\$²⁰; fighter 5 (x2)\$, fighter 2 (x4), fighter 1 (x8)☉²; monk 5, monk 2 (x2), monk 1 (x4)☉; paladin 4 of Armee, paladin 4 of Visaria paladin 2 of Armee (x2), paladin 2 of Visaria (x2), paladin 1 of Armee (x4), paladin 1 of Visaria(x4); psion 5, psion 2 (x2)\$, psion 1 (x4)☉; psychic warrior 5, psychic warrior 2\$, psychic warrior 1 (x4)☉; ranger 2 (x2)\$, ranger 1 (x4)☉; rogue 3\$, rogue 1 (x3); sorcerer 4 (x2), sorcerer 2 (x4), sorcerer 1 (x8)☉; warrior 4 (x2, 2 watch commanders), warrior 2 (x4, 4 watch sergeants)†^W, warrior 1 (x224, 40 watchmen, 184 militia)☉^{2M} \$^{20M}†^{10W}; wizard 4 (x2)\$, wizard 2 (x4)\$, wizard 1 (x8)☉.

† - Cohort/Followers of Captain Gatis Haller

☉ - Cohort/Followers of Grotesque Moritalus Lesh

\$ - Cohort/Followers of Guildmaster Alagard Roston

© - Members of the Troll's Bridge Town Council

Information

[The Letter from Horatio Donamal to the Council of Troll's Bridge](#)

This is a letter supposedly written by [Horatio Donamal](#) outlining strategies for dealing with the meddlesome druids interfering with the industry on the south banks of the Almebezbik River within [Troll's Bridge](#). The one found in [Edgras Segmento's](#) belongings is a copy of an original forgery. [Amber Oakenheel](#) has four more copies of the same letter, one of which is the "original." They all contain the official Lord Mayor's seal.

The forgery was done by [Jasmine Orthostus](#) at the request of The Grotesque [Moritalus Lesh](#) to divert suspicion to the Merchant Guildmaster [Alagard Roston](#) from their plot to eliminate Amber Oakenheel and her associates. Amber *et al.* control the area where the graveyard is and will thwart The Grotesque's plans for the graveyard if they are not at least distracted. Alagard Roston is the dupe because the mayor would not address his problem with the druids; therefore he has a motive for pursuing the demise of the druids. A number of scoundrels in town acquired copies of the letter including the original and are under the impression that making Amber Oakenheel go away will be worth a reward.

Dyeing and Lumber Mills of Troll's Bridge

Several mills along the Almebezbik River in [Troll's Bridge](#) are becoming an environmental problem. Druids, lead by [Amber Oakenheel](#), have been aware of the problem since the mills began operating. Two mills, a fabric dyeing mill and the lumber mill in particular, have begun to affect the surrounding area with both the fumes they emit as well as the poisons they are dumping into the river.

The primary product of the dyeing mill is a brilliant red fabric known as Walton Blood Cloth. It is becoming famous across the empire for its beauty and its ability to hold

its color. Under most circumstances, this fabric is not worn against the skin. However if it is, the wearer must make a Fortitude save after each hour they are in contact with it or take one point of temporary Wisdom damage. As this is a poison, a second save must be made after a minute, though the one point of temporary Wisdom damage is only taken if the first save was made. The DC is 5 + 1/hour of contact with the fabric. The dye's effect on the river is the same for anything swimming within one mile downstream of the drain pipe of the mill.

The lumber mill has been treating its lumber with some kind of preservative that is quite toxic. Its fumes are poisonous causing one point of temporary Constitution damage on a failed DC 7 Fortitude save. The secondary damage is the same as the primary damage one minute later. Several mill workers have died since this preservative started being used. The mill workers now secretly wear masks that give them a +4 bonus to their Fortitude saves against this poison. When this poison is dumped into the Almebezbik River the effect saps Strength instead of Constitution to the same effect for one mile downstream from the drain pipe.

As these two mills are adjacent to each other, the river up to one mile downstream of them has both effects. Wildlife has already begun avoiding this stretch of river. The ground water has not been affected yet, but it is only a matter of time before the wells of Troll's Bridge become tainted.

Important People

Alagard Roston, Guildmaster of Troll's Bridge

CR 13

Male human commoner 7/guildmaster 7

NE Medium humanoid (human)

Init -3; **Senses** Listen +2, Spot +2

Languages Almebezbik, Sajenese

AC 7 (Dex -3), touch 7, flat-footed 7

hp 20 (14 HD)

Fort +2, **Ref** +1, **Will** +9

Speed 30 ft. (6 squares)

Melee cane +4/-1 (1d6)

Base Atk +6; **Grp** +4

Abilities Str 6, Dex 5, Con 7, Int 15, Wis 14, Cha 16

SQ know-your-business +4, political, reputation +2

Feats Favored in Guild, Leadership, Negotiator, Persuasive^B, Resourceful Buyer, Skill Focus (Profession (moneylender))

Skills Appraise +14, Bluff +10, Diplomacy +30, Intimidate +7, Knowledge (Local) +7, Knowledge (Nobility & Royalty) +7, Profession (moneylender) +22, Sense Motive +18

Possessions 45,000 gp in assets

Alagard is a member of the [Troll's Bridge](#) town council and the Imperial Merchants' Guild. He is a proponent of allowing [Drokalar](#) to dwell below the bridge again. He is benefiting well from the arrangement. Because of this he is inclined to support the troll and [Senafar](#), who arranged for Drokalar to return to his home.

Cohort and Followers [Charlie Anvil](#) is the Alagard's cohort. His followers include 1 6th level (Exp), 1 5th level (Ftr), 2 4th level (Clr, Wiz), 3 3rd level (Com, Exp, Rog), 6 2nd level (Adp, Clr, Psi, Psy, Rgr, Wiz) and 60 1st level (Com x 20, Exp x 20, War x 20) characters.

Aleric Gorkan, Swordsman of Troll's Bridge

CR 9

Male human fighter 3/Walton Hand-and-a-Halfer 6
LE Medium humanoid (human)
Init +1; **Senses** Listen +4, Spot +5
Languages Almebezbik, Undercommon

AC 24 (armor +10, shield +3, Dex +1), touch 11, flat-footed 23; **Combat Expertise**, **Dodge**, **Mobility**
hp 72 (9 HD)
Fort +11, **Ref** +6, **Will** +4
Speed 20 ft. (4 squares)

Melee +1 *bastard sword* +14/+9 (1d12+6/17-20)
Ranged +1 *composite longbow* +12/+7 (1d8+4/x3|110 ft.)
Base Atk +9; **Grp** +12
Atk Options Cleave, Great Cleave, Improved Overrun, Power Attack, Quickdraw
Combat Gear masterwork arrows (20)



Aleric Gorkan

Abilities Str 17, Dex 13, Con 14, Int 13, Wis 9, Cha 8
Feats Cleave^B, Combat Expertise^B, Dodge^B, Exotic Weapon Proficiency (Bastard Sword)^B, Great Cleave^B, Improved Critical (Bastard Sword)^B, Improved Overrun, Iron Will, Lightning Reflexes, Mobility^B, Power Attack, Quick Draw^B, Weapon Focus (Bastard Sword)^B, Weapon Specialization (Bastard Sword)^B
Skills Intimidate +11, Listen +4, Ride +13, Spot +5
Possessions combat gear plus +2 *full plate*, +1 *heavy steel shield*, +1 *bastard sword*, +2 *composite longbow* (+3 Str), *cloak of resistance* +2

Aleric is a towering brute of a fighter who survived the fall of Walton. For all of his physical might, he is quite intelligent which has been the downfall of many of his opponents. He cut down countless invaders of the original camp that became Troll's Bridge.

He was a member of the Town Council until Elgin Tarcik slew him. After being raised from the dead by Moritalus Lesh, he has honorably conceded his seat to Elgin, but intends to challenge him to regain his seat on the council as soon as the coward shows himself in Troll's Bridge again.

Amber Oakenheel, Druid of Troll's Bridge

CR 5

Female half-elf druid 5
N Medium humanoid (elf)
Init +1; **Senses** low-light vision; Listen +13, Spot +13
Languages Almebezbik, Druidic, Sylvan; link

AC 17 (armor +3, shield +1, Dex +2, natural +1), touch 12, flat-footed 15
hp 31 (5 HD)
Immune *sleep* spells and effects
Resist +2 racial bonus on saving throws against enchantment spells or effects, resist nature's lure
Fort +6, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares); woodland stride
Melee masterwork scimitar +3 (1d6/18-20)
Ranged masterwork sling +5 (1d4|50 ft.)
Base Atk +3; **Grp** +3
Special Actions wild shape 1/day (5 hours)
Combat Gear sling bullets (10)
Druid Spells Prepared (CL 5th)
3rd—*stone shape*, *wind wall*
2nd—*barkskin*, *summon swarm*, *warp wood*
1st—*cure light wounds*, *hide from animals*, *jump*, *longstrider*
0—*create water*, *detect magic*, *detect poison*, *guidance*, *virtue*

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 16, Cha 8

SQ [animal companion](#), nature sense, shares spells, trackless step, wild empathy +4

Feats Alertness, Self-Sufficient

Skills Heal +13, Knowledge (Nature) +11, Listen +13, Spot +13, Survival +15

Possessions combat gear plus +1 *leather armor*, light wooden shield, masterwork scimitar, masterwork sling, *amulet of natural armor +1*, *cloak of resistance +1*, spell component pouch

Amber is the leader of a group of fanatical druids in [Troll's Bridge](#). She and her fellow druids have engaged in sabotage of several of the mills on the south side of the river, so it is no wonder that she is the target of a number of assassins hired by one or more of the members of the town council. She is aware that something strange has occurred in the graveyard south of town.

Silent Squeeze

CR —

Female constrictor snake animal companion

N Medium magical beast (augmented animal)

Init +3; **Senses** scent; Listen +7, Spot +7

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

hp 19 (3 HD)

Fort +4, **Ref** +6, **Will** +2

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Melee bite +5 (1d3+4)

Base Atk +2; **Grp** +5

Special Actions Constrict 1d3+4, improved grab

Abilities Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2

SQ 2 bonus tricks

Feats Alertness, Toughness

Skills Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11

Constrict (Ex) On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex) To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Purpose guarding

Additional Tricks attack (allowing attacks on all types of creatures)

Beau Thorngage, Master Thief of Troll's Bridge

CR 6

Male halfling rogue 6

N Small humanoid (halfling)

Init +5; **Senses** Listen +13, Spot +11

Languages Halfling, Almebezbik

AC 19 (size +1, armor +3, Dex +5), touch 16, flat-footed 14; uncanny dodge

hp 24 (6 HD)

Resist evasion

Fort +3, **Ref** +11, **Will** +3

Speed 20 ft. (4 squares)

Melee small masterwork rapier +6 (1d4/18-20)

Ranged small sling +11 (1d3/50 ft.)

Base Atk +4; **Grp** +0

Atk Options sneak attack +3d6

Combat Gear sling bullets (10)

Abilities Str 10, Dex 20, Con 10, Int 10, Wis 10, Cha 10

SQ trap sense +2, trapfinding

Feats Alertness, Nimble Fingers, Stealthy

Skills Climb +2, Disable Device +11, Escape Artist +14, Hide +25, Jump +2, Listen +13, Move Silently +18, Open Lock +16, Search +9, Spot +11

Possessions combat gear plus +1 *leather armor*, small masterwork rapier, small sling, *elixir of hiding*, *elixir of sneaking*, *cloak of elvenkind*, *goggles of minute seeing*

Beau is the master thief of [Troll's Bridge](#). He has no aspirations of becoming a guild master. He is free-lance and he intends to keep all other thieves in town free-lance as well.

Benzibin Random, Wizard of Troll's Bridge

CR 8

Male human wizard 8

CG Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2 (+5 in shadows)

Languages Almebezbik, Celestial, Draconic, Elven, Orc; empathic link, speak with familiar

AC 12 (armor +2, deflection +1, Dex -1), touch 12, flat-footed 12

hp 12 (8 HD)

Fort +2, **Ref** +2, **Will** +7

Speed 30 ft.

Melee masterwork quarterstaff +4 (1d6-1)

Base Atk +4; **Grp** +3

Combat Gear *potion of displacement*, *oil of magic weapon*, *potion of fox's cunning*

Wizard Spells Prepared (CL 8th)

4th—*dimension door*, *Rary's mnemonic enhancer*, *summon monster IV*^{AS}.

3rd—*dispel magic*, *fireball* (DC 20), *summon monster III*^{AS}, *summon monster III*^{AS}

2nd—*detect thoughts* (DC 19), *false life*, *fox's cunning*, *summon monster II*^{AS}, *summon monster II*^{AS}

1st—*expeditious retreat*, *mage armor*, *magic missile*, *shield*, *summon monster I*^{AS}, *summon monster I*^{AS}

0—*detect magic*, *disrupt undead*, *prestidigitation*, *read magic*

Abilities Str 8, Dex 8, Con 8, Int 22, Wis 10, Cha 10

SQ [familiar](#), share spells

Feats Augment Summoning, Craft Wondrous Item^B, Scribe Scroll^B, Skill Focus (Spellcraft), Spell Focus (Conjuration), Spellcasting Prodigy (Int)^B

Skills Concentration +10, Craft (Alchemy) +17, Decipher Script +17, Knowledge (Arcana) +17, Knowledge (History) +17, Knowledge (The Planes) +17, Listen +2, Spellcraft +17, Spot +2 (+5 in shadows)

Possessions combat gear plus *bracers of armor* +2, *ring of protection* +1, *cloak of resistance* +1, masterwork quarterstaff (spent *staff of passage*), *arcane scroll* (*lesser planar binding*; CL 9th), spell component pouch

Spellbook 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*erase*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *mount*, *Nystul's magic aura*, *ray of enfeeblement*, *shield*, *summon monster I*; 2nd—*detect thoughts*, *false life*, *fox's cunning*, *summon monster II*; 3rd—*dispel magic*, *fireball*, *phantom steed*, *summon monster III*; 4th—*dimension door*, *Leomund's secure shelter*, *Rary's mnemonic enhancer*, *summon monster IV*

This mysterious figure has not been seen by the citizens of [Troll's Bridge](#) since teleporting onto the bridge during the collapse of Walton. He is credited with exterminating the trolls that once controlled the bridge. He is a member of the Town Council. He is also the great-great-grandson of Egalem Random, the Emperor of the Almebezbikian Empire.

Flügennacht

CR —

Male owl familiar

CG Tiny magical beast (augmented animal)

Init +3; **Senses** low-light vision; Listen +14, Spot +6 (+14 in shadows)

Languages empathic link, speak with master, speak with owls

AC 21 (size +2, Dex +3, natural +6), touch 15, flat-footed 18

hp 6 (8 HD)

Resist improved evasion

Fort +2, **Ref** +5, **Will** +8

Speed 10 ft. (2 squares), fly 40 ft. (average)

Melee talons +9 (1d4-3)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -7

Atk Options deliver touch spells

Abilities Str 4, Dex 17, Con 10, Int 9, Wis 14, Cha 4

SQ grants to master

Feats Weapon Finesse

Skills Concentration +11, Craft (Alchemy) +10, Decipher Scripts +10, Knowledge (Arcana) +10, Knowledge (The Planes) +10, Listen +14, Move Silently +17, Spellcraft +10, Spot +6 (+14 in shadows)

Grants to Master Owl familiars grant their masters Alertness when within 5 ft. and +3 to Spot (in shadows) checks when within 1 mile.

Charlie Anvil, Master Smith of Troll's Bridge

CR 11

Male human expert 11/master smith 1

LN Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Almebezbik

AC 17 (armor +6, Dex +1), touch 11, flat-footed 16

hp 53 (12 HD)

Fort +7, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)

Melee masterwork large heavy mace +12/+7 (2d6+3)

Ranged heavy crossbow +10 (1d10/19-20|120 ft.)

Base Atk +9; **Grp** +11

Combat Gear crossbow bolts (10)

Abilities Str 14, Dex 12, Con 13, Int 14, Wis 13, Cha 9

SQ accurate appraisal +2, work material (alchemical silver, cold iron, steel)

Feats Apprentice, Mentor, Metallurgy^B, Skill Focus (Craft [Armorsmithing]), Skill Focus (Craft [Blacksmithing]), Skill Focus (Craft [Weaponsmithing])

Skills Appraise +17, Craft (Armorsmithing) +28, Craft (Blacksmithing) +23, Craft (Weaponsmithing) +28, Knowledge (Architecture and Engineering) +17, Sense Motive +7, Use Rope +16

Possessions combat gear plus +2 *chain shirt*, masterwork large heavy mace, heavy crossbow, *hammer of the weaponsmith*, *tongs of the armorer*, Black Anvil Smithy

Charlie is a grandmaster smith who survived the fall of Walton. He only crafts masterwork items. He is also a member of the [Troll's Bridge](#) town council.

Chess Calleae, Priestess of Visaria

CR 1

Female human cleric 1

LG Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Almebezbik, Celestial

AC 18 (armor +6, shield +1, Dex +1), touch 11, flat-footed 17

hp 11 (1 HD)

Fort +2, **Ref** +1, **Will** +4

Speed 20 ft. (4 squares)

Melee masterwork morningstar +0 (1d8-1)

Ranged light crossbow +1 (1d8/19-20|80 ft.)

Base Atk +0; **Grp** -1

Special Actions turn undead 5/day (+2, 2d6+3 and 3d6 damage/undead, 1st)

Combat Gear crossbow bolts (10)

Cleric Spells Prepared (CL 1st, 2nd for good spells)

1st—*bles*, *protection from evil*^P, *shield of faith*.

0—*detect magic*, *guidance*, *resistance*

D Domain spell **Deity** Visaria the Beneficent **Domains** Good, Protection

Abilities Str 9, Dex 12, Con 10, Int 12, Wis 14, Cha 15

Feats Exalted Turning, Toughness^B

Skills Heal +6, Knowledge (Religion) +5, Spellcraft +5

Possessions combat gear plus banded mail, small wooden shield, masterwork morningstar, light crossbow, holy symbol, spell component pouch

Chess was originally recruited by the Borgosians, but then Zodyu's followers kidnapped her and tried to sacrifice her. As she lay on the altar dying, Visaria came to her. She was rescued by [Diesa Loderr](#) and [Qillathe Meliamne](#) and became a cleric to Visaria instead.

Daria Urjac, Huntress of Troll's Bridge

CR 5

Female human ranger 5

CG Medium humanoid (human)

Init +3; **Senses** Listen +6, Spot +6

Languages Almebezbik; link with companion

AC 18 (armor +3, shield +1, deflection +1, Dex +3), touch 13, flat-footed 14

hp 31 (5 HD)

Fort +5, **Ref** +7, **Will** +2

Speed 30 ft. (6 squares)

Melee masterwork longsword +8 (1d8+2/19-20)

Ranged masterwork composite longbow +9 (1d8+2/x3|110 ft.) or
masterwork composite longbow +7/+7 (1d8+2/x3|110 ft.) with Rapid Shot

Base Atk +5; **Grp** +7

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, favored enemy (giants) +4, favored enemy (undead) +2

Combat Gear arrows (20)

Ranger Spell Prepared (CL 2nd)

1st—*magic fang*

Abilities Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8

SQ [animal companion](#), share spells, wild empathy +4

Feats Endurance^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Skill Focus (Survival)^B, Track^B

Skills Handle Animal +4, Hide +13, Knowledge (Dungeoneering) +5, Knowledge (Geography) +5, Knowledge (Nature) +7, Listen +6, Move Silently +13, Ride +5, Search +5, Spot +6, Survival +14 (+16 in aboveground and underground natural environments)

Possessions combat gear plus +1 *leather armor*; masterwork light wooden shield, masterwork longsword, masterwork composite longbow (+2 Str), *boots of elvenkind*, *cloak of elvenkind*, *ring of protection* +1, spell component pouch

Daria is the local huntress. She is an accomplished giant slayer and has a growing hatred for the undead. She has rescued and returned to [Troll's Bridge](#) several individuals that had tried to leave under the guidance of [Aphad Gespond](#). She thinks Aphad puts them in needless danger as will be made obvious by one of his missions that will cause his near death and the near deaths of [Diesa Loderr](#), [Qillathe Meliamne](#) and [Seebo Garrick](#).

Blackie

CR —

Male dog animal companion

N Small magical beast (augmented animal)

Init +3; **Senses** low-light vision, scent; Listen +7, Spot +5

Languages link with master

AC 15 (size +1, Dex +3, natural +1), touch 14, flat-footed 12

hp 6 (1 HD)

Fort +4, **Ref** +5, **Will** +1

Speed 40 ft. (8 squares)

Melee bite +2 (1d4+1)

Base Atk +0; **Grp** -3

Abilities Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

SQ 1 bonus trick

Feats Alertness, Track^B

Skills Jump +7, Listen +7, Spot +5, Survival +1 (+5 when tracking by scent)

Skills Dogs have a +4 racial bonus on Jump checks.

Purpose Hunting

Additional Trick attack (allowing attacks on all types of creatures)

Drokalar, The Troll under Troll's Bridge

CR 9

Male troll fighter 4; **LA** +5

CE Large giant

Init +2; **Senses** darkvision 90 ft., low-light vision, scent; Listen +16, Spot +16

Languages Giant, Almebezbik, Orc

AC 29 (size -1, armor +10, deflection +1, Dex +2, natural +7), touch 12, flat-footed 27

hp 118 (10 HD); regeneration 5

Fort +15, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares)

Melee 2 claws +13 (1d6+6) and bite +8 (1d6+3) or Medium +3 *greatsword* +17/+12 (2d6+14/19-20) and bite +8 (1d6+3)

Ranged Medium +1 *composite longbow* +10/+5 (1d8+4/x3|110 ft.)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +18

Atk Options rend 2d6+9, Cleave, Power Attack

Combat Gear *potion of bull's strength*, *potion of fox's cunning* (x2), black adder venom (x2), +2 arrows (50)

Abilities Str 22, Dex 14, Con 22, Int 14, Wis 16, Cha 16 (20)

Feats Alertness, Cleave^B, Leadership, Might Makes Right, Power Attack, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B

Skills Bluff +10, Diplomacy +11, Intimidate +10, Listen +16, Spot +16

Possessions combat gear plus +2 *full plate*, Medium +3 *greatsword*, Medium +1 *composite longbow* (+4 Str), *amulet of natural armor* +2, *ring of protection* +1, *cloak of charisma* +4

Drokalar is the sole survivor of the conflagration that destroyed his clan that once dwelt under the bridge that connects the north and south sides of [Troll's Bridge](#). Being not fully grown, he used a large puppet used by one of the lazier trolls to avoid fire watch to burn in his place. He crawled through tunnels under the Almebezbik River to escape.

Now fully grown, he used [Senafar's](#) diplomatic abilities to reclaim his home under the bridge to his and the town's benefit. He is supplying the stone salvaged from the crater for the town's wall and collecting the tribute his clan once extorted from the crossers of the bridge before the town was founded.

Cohort and Followers Drokalar's cohort is the troll [Unz](#) (standard troll). His followers include 1 6th level (standard ogre), 1 5th level (orc adept), 2 4th level (orc lieutenant and orc barbarian), 3 3rd level (orc squad leaders), 6 2nd level (orc sergeants) and 60 1st level (standard orc warriors) NPCs.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.



Drokalar

Unz**CR 5**

Female troll

CE Large giant

Init +2; **Senses** darkvision 90 ft., low-light vision, scent; Listen +5, Spot +6**Languages** Giant**AC** 16 (size -1, Dex +2, natural +5), touch 11, flat-footed 14**hp** 63 (6 HD); regeneration 5**Fort** +11, **Ref** +4, **Will** +3**Speed** 30 ft. (6 squares)**Melee** 2 claws +9 (1d6+6) and bite +4 (1d6+3)**Space** 10 ft; Reach 10 ft.**Base Atk** +4; **Grp** +14**Atk Options** rend 2d6+9**Abilities** Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6**Feats** Alertness, Iron Will, Track**Skills** Listen +5, Spot +6

This troll is Drokalar's significant other. She is bigger than a full grown male and correspondingly deadly.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex) Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Drokalar's Followers

Ogre

CR 3

CE Large giant

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +2**Languages** Giant**AC** 16 (size -1, armor +3, Dex -1, natural +5), touch 8, flat-footed 16**hp** 29 (4 HD)**Fort** +6, **Ref** +0, **Will** +1**Speed** 30 ft. (6 squares)**Melee** greatclub +8 (2d8+7)**Ranged** javelin +1 (1d8+5)**Space** 10 ft; **Reach** 10 ft**Base Atk** +3; **Grp** +12**Combat Gear** javelins (3)**Abilities** Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7**Feats** Toughness, Weapon Focus (greatclub)**Skills** Climb +5, Listen +2, Spot +2**Possessions** combat gear plus hide armor, greatclub

Orc Witchdoctor

CR 4

Male orc adept 5

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Languages** Orc, Almebezbik; empathic link, speak with familiar**AC** 10, touch 10, flat-footed 10**hp** 17 (5 HD)**Fort** +3, **Ref**+1, **Will** +5**Weakness** light sensitivity**Speed** 30 ft. (6 squares)**Melee** quarterstaff +3 (1d6+1)

Ranged light crossbow +2 (1d6/19-20)
Base Atk +2; **Grp** +3
Combat Gear crossbow bolts (10)
Adept Spells Prepared (CL 5th)
2nd—*web* (DC 13)
1st—*cause fear* (DC 12), *obscuring mist*, *sleep* (DC 12)
0—*cure minor wounds* (x3)

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 12, Cha 7

SQ familiar, share spells

Feats Self-Sufficient, Skill Focus (Heal)

Skills Concentration +8, Heal +6, Spellcraft +8, Survival +3

Possessions combat gear plus quarterstaff, light crossbow

Witchdoctor's Familiar

CR –

Male rat familiar

CE Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision, scent; Listen +1, Spot +1

Languages empathic link, speak with master

AC 17 (size +2, Dex +2, natural +3), touch 12, flat-footed 15

hp 8 (5 HD)

Resist improved evasion

Fort +2, **Ref** +4, **Will** +1

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +6 (1d3-4)

Space 2½ ft.; Reach 0 ft.

Base Atk +2; **Grp** -10

Special Actions deliver touch spells

Abilities Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2

SQ grants to master

Feats Stealthy, Weapon Finesse^B

Skills Balance +10, Climb +12, Concentration +8, Hide +16, Move Silently +10,
Spellcraft +7, Swim +10

Grants to Master Rat familiars grant their masters Alertness when within 5 ft. and +2 to Fortitude saves when within 1 mile.

Orc Barbarian

CR 4

Male orc barbarian 4

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +5, Spot -2

Languages Orc, Almebezbik

AC 15 (armor +5), touch 10, flat-footed 15; uncanny dodge

hp 32 (4 HD)

Fort +5, **Ref**+1, **Will** -1

Weakness light sensitivity

Speed 30 ft. (6 squares); fast movement

Melee orc double axe +6/+6 (1d8+6/x3)

Ranged composite longbow +4 (1d8+4/x3)

Base Atk +4; **Grp** +8

Special Actions rage 2/day (6 rounds)

Combat Gear arrows (20)

Abilities Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6

SQ illiteracy, trap sense +1

Feats Exotic Weapon Proficiency (Orc double axe), Two-Weapon Fighting

Skills Intimidate +9, Jump +11, Listen +5

Possessions combat gear plus breastplate, orc double axe, composite longbow (Str +4)

When raging, this orc barbarian has the following changed statistics.

AC 13, touch 8, flat-footed 13
hp 38 (4 HD)
Fort +7, **Will** +1
Melee orc double axe +8/+8 (1d8+9/x3)
Grp +10
Abilities Str 22, Con 16

Orc Lieutenant

CR 3

Male orc warrior 4
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +3, Spot +2
Languages Orc, Almebezbik

AC 16 (armor +6), touch 10, flat-footed 16

hp 22 (4 HD)

Fort +5, **Ref** +1, **Will** -1

Weakness light sensitivity

Speed 20 ft. (4 squares)

Melee greataxe +8 (1d12+6/x3)

Ranged composite longbow +4 (1d8+4/x3)

Base Atk +4; **Grp** +8

Atk Options Power Attack

Combat Gear arrows (20)

Abilities Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness, Power Attack

Skills Listen +3, Spot +2

Possessions combat gear plus banded armor, greataxe, composite longbow (Str +4)

Orc Squad Leader (3)

CR 2

Orc warrior 3
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Orc, Almebezbik

AC 14 (armor +4), touch 10, flat-footed 14

hp 16 (3 HD)

Fort +4, **Ref** +1, **Will** -1

Weakness light sensitivity

Speed 20 ft. (4 squares)

Melee greatsword +6 (2d6+4/19-20)

Ranged heavy crossbow +3 (1d10/19-20)

Base Atk +3; **Grp** +6

Atk Options Power Attack

Combat Gear crossbow bolts (10)

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness, Power Attack

Skills Listen +2, Spot +2

Possessions combat gear plus scale mail, greatsword, heavy crossbow

Orc Sergeant (6)

CR 1

Orc warrior 2
CE Medium humanoid (orc)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +1
Languages Orc, Almebezbik

AC 14 (armor +4), touch 10, flat-footed 14

hp 11 (2 HD)

Fort +4, **Ref** +0, **Will** -2

Weakness light sensitivity

Speed 20 ft. (4 squares)

Melee falchion +5 (2d4+4/18-20)

Ranged javelin +2 (1d6+3)

Base Atk +2; **Grp** +5

Combat Gear javelins (3)

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness

Skills Listen +2, Spot +1

Possessions combat gear plus scale mail, falchion

Orc Follower (60)

CR ½

Orc warrior 1

CE Medium humanoid (orc)

Init +0; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Orc, Almebezbik

AC 13 (armor +3), touch 10, flat-footed 13

hp 5 (1 HD)

Fort +3, **Ref** +0, **Will** -2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee falchion +4 (2d4+4/18-20)

Ranged javelin +1 (1d6+3)

Base Atk +1; **Grp** +4

Combat Gear javelins (3)

Abilities Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

Feats Alertness

Skills Listen +1, Spot +1

Possessions combat gear plus studded leather, falchion.

Elán, Sorceress of Troll's Bridge

CR 9

Female human sorcerer 9

CE Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2

Languages Almebezbik, Draconic; empathic link, speak with familiar

AC 12 (armor +1, deflection +2, Dex -1), touch 12, flat-footed 12

hp 15 (9 HD)

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

Speed 30 ft. (6 squares)

Melee dagger +3 (1d4-1/19-20)

Ranged light crossbow +3 (1d8/19-20|80 ft.)

Base Atk +4; **Grp** +3

Combat Gear *pearl of power 1st-level spell, brooch of shielding, wand of charm person, wand of summon monster I, elixir of love (x2), horn of fog, crossbow bolts (10)*



Elán

Sorcerer Spells Known (CL 9th)

4th (5/day)—*charm monster* (DC 20), *lesser geas* (DC 20)

3rd (7/day)—*displacement, ray of exhaustion, suggestion* (DC 19)

2nd (7/day)—*command undead* (DC 18), *false life, spectral hand, touch of idiocy*

1st (8/day)—*cause fear* (DC 17), *charm person* (DC 17), *expeditious retreat, mage armor, shocking grasp*

0 (6/day)—*acid splash, daze* (DC 16), *detect magic, light, mending, read magic, resistance, touch of fatigue*

Abilities Str 9, Dex 9, Con 9, Int 13, Wis 11, Cha 20

SQ [familiar](#), share spells

Feats Combat Casting^B, Combat Expertise, Improved Counterspell, Spell Focus (Enchantment), Spell Focus (Necromancy)

Skills Bluff +16, Concentration +11, Intimidate +7, Knowledge (Arcana) +13, Listen +2, Spellcraft +15, Spot +2

Possessions combat gear plus *bracers of armor +1, ring of protection +2*, dagger, light crossbow, spell component pouch, 750 gp

Citizens of [Troll's Bridge](#) rarely dare to whisper this one's name. She is a stunning woman in her mid-40s with a manipulative grip on the leadership of the town. She was an honorary member of the Town Council, only casting votes in tie-breaking situations. Since the change in the town's government, she is now a mandatory member. She considers the citizens of Troll's Bridge her possessions and in many cases they may as well be. She takes extraordinarily measures to prevent the population from leaving.

She was in hiding after trying to take advantage of [Elgin Tarcik's](#) situation when he fell from grace. She was sure he would return to Troll's Bridge to hunt her down, but he publicly forgave her when he did return as a restored paladin. Of course, this has only strengthened her loathing of him.

Selissila

CR –

Female weasel familiar

CE Tiny magical beast (augmented animal)

Init +2; **Senses** low-light vision, scent; Listen +2, Spot +5

Languages empathic link, speak with master, speak with weasels

AC 19 (size +2, Dex +2, natural +5), touch 14, flat-footed 17

hp 7 (9 HD)

Resist improved evasion

Fort +3, **Ref** +5, **Will** +7

Speed 20 ft. (4 square), climb 20 ft.

Melee bite +8 (1d3-4)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +4; **Grp** -8

Atk Options attach, deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 10, Wis 12, Cha 5

SQ Grants to master

Feats Alertness^B, Weapon Finesse

Skills Balance +10, Bluff +8, Climb +10, Concentration +12, Hide +11, Knowledge (Arcana) +12, Listen +2, Move Silently +8, Spellcraft +12, Spot +5

Attach (Ex) If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 17. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Grants to Master Weasel familiars grant their masters Alertness when within 5 ft. and +2 to Reflex saves when within 1 mile.

Skills Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.

Elgin Tarcik, Guardian of Troll's Bridge

CR 9

Male human paladin 9 of Visaria; XP 40,133

LG Medium humanoid (human)

Init +0; Senses Listen +2, Spot +2

Aura courage (10 ft., +4 morale), good

Languages Almebezbik; empathic link

AC 23 (armor +10, shield +3), touch 10, flat-footed 23

hp 58 (9 HD)

Immune divine health

Fort +9, Ref +5, Will +7; divine grace; SR 14 (5 ft. radius)

Speed 20 ft. (4 squares)

Melee Pious Vindicator +17/+12 (1d8+6/19-20) or lance +11 (3d8+6/x3) w/ Spirited Charge

Ranged +1 composite longbow +10/+5 (1d8+3/x3|110 ft.)

Base Atk +9; Grp +11

Atk Options Ride-By Attack, smite evil 2/day (+2 attack, +9 damage), Spirited Charge, turn undead 5/day (+2, 2d6+8, 6th)

Special Actions lay on hands (18 hp/day)

Combat Gear elixir of sneaking, elixir of hiding, arrows (20), alchemical silver arrows (20), cold iron arrows (20)

Paladin Spells Prepared (CL 4th)

2nd—bull's strength

1st—lesser restoration, protection from evil

Spell-Like Abilities (CL 9th)

at will—detect evil, greater dispel magic (area only)

2/week—remove disease

Abilities Str 15, Dex 8 (10), Con 12, Int 10, Wis 14, Cha 15

SQ special mount

Feats Mounted Combat, Ride-By Attack, Skill Focus (Ride)^B, Spirited Charge, Weapon Focus (Longsword)

Skills Handle Animal +11, Heal +8, Ride +16, Sense Motive +11

Possessions combat gear plus +2 full plate, +1 heavy steel shield, Pious Vindicator, lance (x3), +1 composite longbow (+2 Str), gloves of Dexterity +2

Elgin was a handsome young man with strong ethics and morals. He lead the ever vigilant patrols about the outskirts of town preventing incursions of monsters from the surrounding forest. He fell to the machinations of [Blarsimodimus](#). After murdering Aleric Gorkan, he took his seat in the town council. He is the nephew of Aramyth, Senafar's adoptive father. With [Senafar's](#) help, he has regained his paladin status.



© 2000 D M Wallz
Elgin Tarcik on Godsend

Godsend

CR —

Male heavy warhorse special mount

LG Large magical beast

Init +1; Senses low-light vision, scent; Listen +7, Spot +6

Languages empathic link

AC 20 (size -1, Dex +1, natural +10), touch 10, flat-footed 19

hp 60 (8 HD)

Resist improved evasion

Fort +9, Ref +5, Will +5

Speed 60 ft. (12 squares)

Melee 2 hooves +11 (1d6+5) and bite +6 (1d4+2)

Space 10 ft.; Reach 5 ft.

Base Atk +6; Grp +15

Abilities Str 20, Dex 13, Con 17, Int 7, Wis 13, Cha 6

SQ improved speed, share saving throws, share spells

Feats Endurance, Iron Will, Run

Skills Listen +7, Spot +6

Carrying Capacity A light load for a heavy warhorse is up to 400 pounds; a medium load, 401-800 pounds; and a heavy load, 801-1,200 pounds. A heavy warhorse can drag 6,000 pounds.

Gatis Haller, Captain of the Watch of Troll's Bridge

CR 8

Male human warrior 9

NG Medium humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Languages Almebezbik

AC 22 (armor +9, shield +3), touch 10, flat-footed 22

hp 53 (9 HD)

Fort +8, **Ref** +4, **Will** +3

Speed 20 ft. (4 squares)

Melee +1 *longspear* +12/+7 (1d8+2/x3)

Ranged masterwork composite longbow +10/+5 (1d8+1/x3|110 ft.)

Base Atk +9; **Grp** +10

Combat Gear *potion of cure light wounds* (x3), *elixir of truth*, *elixir of vision*, arrows (20)

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

Feats Animal Affinity^B, Investigator, Leadership, Mounted Combat, Weapon Focus (longspear)

Skills Gather Information +3, Handle Animal +8, Intimidate +13, Ride +11, Search +2

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *longspear*, masterwork composite longbow (+1 Str), *horseshoes of speed*, *cloak of resistance* +1

Gatis is a former Watchman of Walton in his early 50s. [Qillathe Meliamne](#), [Diesa Loderr](#) and [Seebo Garrick](#) rescued him from the crater. He was chasing Seebo, who had escaped from jail.

Cohort and Followers Gatis' cohort is his lieutenant, Grombar. His followers include one of the town's watch sergeants and ten members of the town watch.

Grombar, Lieutenant of the Watch of Troll's Bridge

CR 7

Male dwarf fighter 7

LG medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft., Listen +3, Spot +3

Languages Dwarven, Almebezbik

AC 23 (armor +9, shield +3, Dex +1), touch 11, flat-footed 22; +4 dodge bonus to AC against giants

hp 51 (7 HD)

Resist +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects

Fort +7, **Ref** +5, **Will** +4

Speed 20 ft. (4 squares)

Melee +1 *dwarven waraxe* +12/+7 (1d10/x3)

Ranged throwing axe +9/+4 (1d6|10 ft.)

Base Atk +7; **Grp** +10

Combat Gear throwing axe (4), *potion of cure light wounds*

Abilities Str 16, Dex 14, Con 12, Int 8, Wis 13, Cha 10

SQ +1 racial bonus on attack rolls against orcs and goblinoids, stability, stone cunning, weapon familiarity

Feats Alertness, Dodge^B, Endurance^B, Improved Toughness^B, Phalanx Fighting, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe)^B

Skills Intimidate +10

Possessions combat gear plus +1 *full plate armor*, +1 *heavy steel shield*, +1 *Dwarven waraxe*, *cloak of resistance* +1

Grombar is a recent transplant from The Rearing Realm. He immediately came to the attention of Gatis with his honorable demeanor and awareness of his surroundings.

Grombar has trained the entire town watch in Phalanx Fighting to improve their lines if they should need to fight en masse.

Stability A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stonecunning This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Weapon Familiarity Dwarves may treat Dwarven waraxes and Dwarven urgroshes as martial weapons, rather than exotic weapons.

Giovanni Progressario, Impresario of Troll's Bridge

CR 8

Male human bard 8

NE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Almebezbik, Auran, Infernal

AC 16 (armor +4, Dex +1, natural +1), touch 11, flat-footed 15

hp 38 (8 HD)

Fort +2, **Ref** +7, **Will** +7

Speed 30 ft. (6 squares)

Melee +1 rapier +6 (1d6/18-20)

Ranged masterwork light crossbow +8 (1d8/19-20|80 ft.)

Base Atk +6; **Grp** +5

Special Actions bardic music 8/day (countersong, *fascinate* 3 creatures, inspire competence, inspire courage +2, *suggestion* [DC 18])

Combat Gear crossbow bolts (10)

Bard Spells Known (CL 8th)

3rd (2/day)—*crushing despair*, *fear*, *sepia snake sigil*

2nd (4/day)—*blindness/deafness*, *misdirection*, *sound burst*, *summon swarm*

1st (4/day)—*erase*, *hypnotism*, *sleep*, *Tasha's hideous laughter*

0 (3/day)—*detect magic*, *flare*, *prestidigitation*, *read magic*, *resistance*, *summon instrument*

Abilities Str 8, Dex 13, Con 10, Int 14, Wis 12, Cha 17 (19)

SQ bardic knowledge +12

Feats Magical Aptitude^B, Negotiator, Skill Focus (Diplomacy), Skill Focus (Perform [Sing])

Skills Bluff +9, Decipher Script +7, Diplomacy +24, Gather Information +15, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Nobility and Royalty) +7, Perform (Act) +14, Perform (Sing) +17, Sense Motive +8, Spellcraft +15, Use Magic Device +17

Possessions combat gear plus mithral chain shirt, *amulet of natural armor* +1, +1 rapier, masterwork light crossbow, *cloak of charisma* +2

Giovanni is the charismatic baritone of the opera in Troll's Bridge and Marshe's Edge. He is constantly surrounded by beautiful and important people. He is very subtle in his manipulation of people. He is the ultimate celebrity in the area.

Senafar gravely embarrassed him during a visit to "The City." He will go to great lengths to damage her reputation and image in Troll's Bridge.

Horatio Donamal, Baron Tanglewood Zuooririmystos

CR 4

Male human aristocrat 5
NE Medium humanoid (human)
Init -1; **Senses** Listen +1, Spot +1
Languages Almebezbik, Elven, Feris Dom, Giant, Infernal, Sajenese, Tzutonese

AC 9 (Dex -1), touch 9, flat-footed 9

hp 17 (5 HD)

Fort -1, **Ref** +0, **Will** +5

Speed 30 ft. (6 squares)

Melee masterwork rapier +3 (1d6-1/18-20)

Ranged masterwork light crossbow +3 (1d8/19-20|80 ft.)

Base Atk +3; **Grp** +2

Combat Gear crossbow bolts (10)

Abilities Str 8, Dex 8, Con 7, Int 14, Wis 13, Cha 18

Feats Negotiator, Persuasive^B, Skill Focus (Diplomacy)

Skills Appraise +10, Bluff +11, Diplomacy +23, Gather Information +12, Intimidate +14, Knowledge (Architecture & Engineering) +7, Knowledge (Nobility and Royalty) +7, Sense Motive +8, Speak Language +4

Possessions combat gear plus masterwork rapier, masterwork light crossbow, Schloß Tanglewood Zuooririmystos, Troll's Bridge

Horatio once ruled [Troll's Bridge](#) with a velvet glove. He grew up in Walton and reluctantly began the journey to Marshes Edge the day before Walton collapsed. He only got as far as the bridge crossing the Almebezbik River when the earth began to quake.

As the imperial patrols began investigating, they came across Horatio and his caravan and a few survivors from the southern edge of the city-state. He caught the attention of the emperor after he organized creating a harbor where the Walton and Almebezbik Rivers once joined. From that point he was granted the barony of Tanglewood Zuooririmystos. Horatio chartered the town of Troll's Bridge that quickly took advantage of the commerce and industry afforded by the river and the port. During the 7th anniversary of the cataclysm, Horatio was unseated as mayor of Troll's Bridge due to his actions trying to reclaim *Ironhaul* from Senafar.



Ingrid Illman, Wisewoman of Troll's Bridge

CR 9

Female human adept 10
N Medium humanoid (human)
Init -3; **Senses** Listen +6, Spot +6
Languages Almebezbik, Auran, Elven; empathic link, speak with familiar

AC 7 (armor +2, deflection +1, Dex -4), touch 7, flat-footed 7

hp 10 (10 HD)

Fort +2, **Ref** +2, **Will** +11

Speed 30 ft. (6 squares)

Melee +1 dagger +2 (1d4-3/19-20)

Ranged masterwork dart +3 (1d4-4|20 ft.)

Base Atk +5; **Grp** +1

Combat Gear masterwork darts (3)

Adept Spells Prepared (CL 10th)

3rd—*remove curse, remove disease*

2nd—*bear's endurance, bull's strength, cat's grace*

1st—*cause fear* (DC 15), *comprehend languages, endure elements, sleep* (DC 15)

0—*create water, mending, purify food and drink*

Abilities Str 3, Dex 4, Con 5, Int 15, Wis 18, Cha 11

SQ [familiar](#), share spells

Feats Great Fortitude, Improved Familiar, Lightning Reflexes, Self-Sufficient^B, Skill Focus (Heal)

Skills Concentration +10, Heal +24, Knowledge (Nature) +9, Listen +6, Profession (Herbalist) +17, Spellcraft +7, Spot +6, Survival +11

Possessions combat gear plus *bracers of armor +2*, *ring of protection +1*, *cloak of resistance +1*, +1 *dagger*, healer's kit, spell component pouch, Tanglewood Herbals

By far the oldest human in [Troll's Bridge](#), this venerable woman has seen much in her time. She stays in the dusty back room of her herbalist shop, venturing into the front every day or two to supervise her apprentice. She is an extraordinary healer. She is also a member of the Town Council.

Gesundheit

CR —

Male dust mephit familiar

N Small Outsider (air, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +8, Spot +8

Languages empathic link, speak with master

AC 22 (size +1, Dex +3, natural +8), touch 14, flat-footed 19; Dodge

hp 13 (3 HD), fast healing 2 (in arid, dusty environment); **DR** 5/magic

Resist improved evasion

Fort +3, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares), fly 50 ft. (perfect)

Melee 2 claws +6/+6 (1d3)

Base Atk +5; **Grp** +1

Special Actions breath weapon (10 ft. cone of irritating particles, 1d4 damage plus -4 AC and -2 attacks for 3 rounds, Reflex half (DC 12)), deliver touch spells, *summon mephit*

Spell-Like Abilities

1/hour—*blur* (CL 3rd)

1/day—*wind wall* (DC 15, CL 6th)

Abilities Str 10, Dex 17, Con 10, Int 10, Wis 11, Cha 15

SQ grants to master

Feats Alertness^B, Dodge, Improved Initiative

Skills Bluff +8, Concentration +13, Escape Artist +9, Heal +13, Hide +13, Diplomacy +4, Disguise +2 (+4 acting), Intimidate +4, Knowledge (Nature) +7, Listen +8, Move Silently +9, Profession (Herbalist) +13, Spellcraft +5, Spot +8, Survival +7, Use Rope +3 (+5 with bindings)

Grants to Master Dust mephit familiars grant their masters Alertness when within 5 ft.

Summon Mephit Once per day, a dust mephit can attempt to summon another dust mephit, much as though casting a *summon monster* spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell.

Moritalus Lesh, Grottesque of Troll's Bridge

CR 9

Male human cleric 9

LE Medium humanoid (human)

Init -2; Senses Listen +4, Spot +4

Languages Almebezbik, Infernal, Giant

AC 20 (armor +9, shield +3, Dex -2), touch 8, flat-foot 20
hp 26 (9 HD)

Fort +4, Ref +1, Will +10

Speed 20 ft. (4 squares)

Melee masterwork bastard sword +7/+2 (1d10/19-20)

Ranged heavy crossbow +4 (1d10/19-20|120 ft.)

Base Atk +6; Grp +6

Special Actions death touch 1/day (9d6), rebuke undead
10/day (+3, 2d6+12, 9th), spontaneous casting (*inflict*
spells)

Combat Gear *lesser rod of extend*, crossbow bolts (10)

Cleric Spells Prepared (CL 9th)

5th—*slay living*^D (DC 20), *spell resistance*

4th—*fear*^D (DC 19), *freedom of movement*, *greater
magic weapon*, *poison*

3rd—*animate dead*^D, *bestow curse* (DC 18), *contagion*
(DC 18), *dispel magic*, *speak with dead*

2nd—*bear's endurance*, *death knell* (DC 17), *desecrate*,
enthrall^D (DC 17), *gentle repose*, *undetectable
alignment*

1st—*bane*, *command*^D, *death watch*, *divine favor*,
sanctuary, *shield of faith*

0—*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, *virtue*

D Domain spell **Deity** Zodyu the Grottesque **Domains** Death, Tyranny

Abilities Str 10, Dex 5(7), Con 7, Int 14, Wis 19, Cha 16

Feats Exotic Weapon Proficiency (Bastard Sword), Extra Turning, Leadership, Negotiator^B, Spell
Focus (Necromancy)

Skills Bluff +8, Diplomacy +19, Knowledge (Arcana) +14, Knowledge (Religion) +14, Sense Motive +6,
Spellcraft +8

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, masterwork bastard sword, heavy
crossbow, *gloves of dexterity*, spell component pouch

Moritalus is the head cleric of [Troll's Bridge](#). His network is quite extensive and manipulative. He has
influence with [Horatio Donamal](#) and the vast majority of the survivors of Walton. Outwardly, he and
his followers are kind and helpful to the community. Secretly, they work behind the scenes to
secure the dominance of Zodyu's church in the area.

Since the slaying of Aleric Gorkan by [Elgin Tarcik](#), he has been fighting to regain control of the hearts of
the citizens of Troll's Bridge. Raising Aleric Gorkan from the dead met with mixed emotions.

Cohort and Followers Moritalus' cohort is the imp [Blarsimodimus](#). His followers include 1 3rd level
(rogue), 2 2nd level (cleric, psychic warrior) and 20 1st level (adept, aristocrat x 2, bard, cleric,
commoner x 2, expert, fighter x 2, monk, psion (telepath), psychic warrior, ranger, rogue x 2,
sorcerer, warrior x 2, wizard) characters.



Grottesque Moritalus Lesh

Blarsimodimus (currently banished)**CR 2**

Male imp cohort

LE Tiny outsider (evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Languages** Infernal, Almebezbik**AC** 25 (size +2, armor +1, deflection +1, Dex +5, natural +6), touch 19, flat-footed 20; Dodge**hp** 20 (3 HD), fast healing 2; **DR** 5/good or silver**Immune** poison**Resist** fire 5**Fort** +5, **Ref** +9, **Will** +5**Speed** 20 ft. (4 squares), fly 50 ft. (perfect)**Melee** sting +10 (1d4-1 plus poison)**Space** 2½ ft.; **Reach** 0 ft.**Base Atk** +3; **Grp** -6**Atk Options** poison**Spell-Like Abilities** (CL 6th)at will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*suggestion* (DC 17)1/week—*commune* (6 questions; CL 12th)**Abilities** Str 8, Dex 21, Con 12, Int 13, Wis 12, Cha 18**SQ** alternate form**Feats** Dodge, Weapon Finesse**Skills** Bluff +10, Diplomacy +12, Hide +19, Knowledge (The Planes) +7, Listen +7, Move Silently +11, Search +7, Spellcraft +7, Spot +7, Survival +1 (+3 following tracks)**Possessions** masterwork cold iron dagger, *amulet of natural armor* +1, *bracers of armor* +1, *ring of protection* +1, *ring of resistance* +1

Blarsimodimus spends little time in his natural form, instead taking the form of a raven.

He takes rat form when he needs to get around in secret. He knows his master is thoroughly evil and concentrates on corrupting the few good people in Troll's Bridge. He tormented Elgin Tarcik until he fell from grace. Senafar has been interfering with securing his soul for Imhiakaam.

Poison (Ex) Injury, Fortitude DC 14, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.**Alternate Form (Su)** An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Blarsimodimus the Imp

Followers of Moritalus Lesh

Bezila Teguza

CR 1

Female human cleric 1

LE Medium humanoid (human)

Init -1; **Senses** Listen +2, Spot +2**Languages** Almebezbik**AC** 17 (armor +6, shield +2, Dex -1), touch 9, flat-footed 17**hp** 8 (1 HD)**Fort** +2, **Ref** -1, **Will** +4**Speed** 20 ft. (4 squares)**Melee** masterwork morningstar +2 (1d8+1)**Ranged** light crossbow -1 (1d8/19-20|80 ft.)**Base Atk** +0; **Grp** +1

Special Actions death touch 1/day (1d6), rebuke undead 5/day (+2, 2d6+3, 2nd)

Combat Gear *potion of cure light wounds*, crossbow bolts (10)

Cleric Spells Prepared (CL 1st, 2nd for evil spells)

1st—*bane, death watch, protection from good*^P

0—*guidance, read magic, resistance*

D Domain spells **Deity** Zodyu **Domains** Death, Evil

Abilities Str 13, Dex 8, Con 10, Int 12, Wis 15, Cha 14

Feats Improved Turning^P, Negotiator

Skills Diplomacy +8, Heal +6, Knowledge (Religion) +5, Sense Motive +4, Spellcraft +5

Possessions combat gear plus banded mail, heavy steel shield, masterwork morningstar, light crossbow, spell component pouch

Derringer Quaid VII

CR ½

Male human aristocrat 1

LE Medium humanoid (human)

Init +0; **Senses** Listen -1, Spot -1

Languages Almebezbik

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

hp 8 (1 HD)

Fort +0, **Ref** +0, **Will** +1

Speed 20 ft. (4 squares)

Melee longsword +1 (1d8/19-20)

Ranged longbow +0 (1d8/x3|100 ft.)

Base Atk +0; **Grp** +1

Combat Gear arrows (20)

Abilities Str 13, Dex 10, Con 11, Int 9, Wis 8, Cha 12

Feats Negotiator, Persuasive^B

Skills Bluff +7, Diplomacy +7, Intimidate +3, Sense Motive +5

Possessions combat gear plus breast plate, heavy steel shield, longsword, longbow

Dezimon Alhostis

CR ½

Male human expert 1

NE Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Almebezbik

AC 12 (armor +2), touch 10, flat-footed 12

hp 3 (1 HD)

Fort -1, **Ref** +0, **Will** +3

Speed 30 ft. (6 squares)

Melee dagger -1 (1d4-1/19-20)

Ranged light crossbow +0 (1d8/19-20|80 ft.)

Base Atk +0; **Grp** -1

Combat Gear crossbow bolts (10)

Abilities Str 9, Dex 11, Con 8, Int 10, Wis 12, Cha 13

Feats Investigator, Negotiator^B

Skills Bluff +5, Diplomacy +7, Gather Information +7, Knowledge (Local) +4, Perform (Act) +5, Search +6, Sense Motive +7

Possessions combat gear plus leather armor, dagger, light crossbow

Edgras Segmento

CR 1

Male human rogue 1

NE Medium humanoid (human)

Init +2; **Senses** Listen +4, Spot +4

Languages Almebezbik

AC 14 (armor +2, Dex +2), touch 12, flat-footed 14

hp 7 (1 HD)
Fort +3, **Ref** +4, **Will** +0

Speed 30 ft. (6 squares)
Melee masterwork rapier +2 (1d6+1/18-20)
Ranged masterwork short bow +3 (1d6/x3|60 ft.)
Base Atk +0; **Grp** +1
Atk Options sneak attack +1d6
Combat Gear *potion of cure light wounds*, arrows (20)

Abilities Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8
SQ trapfinding
Feats Great Fortitude^B, Stealthy
Skills Craft (Trapmaking) +6, Disable Device +6, Disguise +3, Escape Artist +6, Hide +8, Listen +4, Move Silently +8, Open Lock +6, Search +6, Sleight of Hand +6, Spot +4
Possessions combat gear plus leather armor, masterwork rapier, masterwork short bow, masterwork thieves' tools

Esila Nelissu CR ½
Female human commoner 1
N Medium humanoid (human)
Init +0; **Senses** Listen +0, Spot +0
Languages Almebezbik

AC 10, touch 10, flat-footed 10
hp 3 (1 HD)
Fort +2, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)
Melee dagger -1 (1d4-1/19-20|10 ft.)
Base Atk +0; **Grp** -1

Abilities Str 8, Dex 10, Con 10, Int 9, Wis 10, Cha 15
Feats Great Fortitude^B, Skill Focus (Profession [Prostitute])
Skills Bluff +6, Profession (Prostitute) +7
Possessions dagger

Jasmine Orthostus CR 3
Female human rogue 3
NE Medium humanoid (human)
Init +0; **Senses** Listen +6, Spot +6
Languages Almebezbik

AC 12 (armor +2), touch 10, flat-footed 12
hp 10 (3 HD)
Resist evasion
Fort +0, **Ref** +3, **Will** +1

Speed 30 ft. (6 squares)
Melee masterwork rapier +2 (1d6-1/18-20)
Ranged masterwork hand crossbow +2 (1d4/19-20|30 ft.)
Base Atk +2; **Grp** +1
Atk Options sneak attack +2d6
Combat Gear crossbow bolts (10)

Abilities Str 8, Dex 11, Con 8, Int 12, Wis 10, Cha 18
SQ trap sense +1, trapfinding
Feats Deceitful^B, Persuasive, Skill Focus (Disguise)
Skills Bluff +12, Diplomacy +14, Disguise +17, Forgery +9, Gather Information +10, Intimidate +14, Listen +6, Perform (Act) +10, Sense Motive +6, Spot +6
Possessions combat gear plus leather armor, masterwork rapier, masterwork hand crossbow, disguise kit, *hat of disguise*

Mozdure Sezandam CR 2
 Male human cleric 2
 LE Medium humanoid (human)
Init -1; **Senses** Listen +2, Spot +2
Languages Almebezbik

AC 18 (armor +7, shield +2, Dex -1), touch 9, flat-footed 18
hp 17 (2 HD)
Fort +5, **Ref** -1, **Will** +5

Speed 20 ft. (4 squares)
Melee masterwork heavy mace +3 (1d8+1)
Ranged heavy crossbow +0 (1d10/19-20)
Base Atk +1; **Grp** +2
Special Actions death touch 1/day (2d6), rebuke undead 8/day (+1, 2d6+4, 3rd)
Combat Gear crossbow bolts (10)
Cleric Spells Prepared (CL 2nd, 3rd for law spells)
 1st—*cause fear^D, cure light wounds, doom, shield of faith.*
 0—*guidance, mending, read magic, resistance*
D Domain spell **Deity** Zodyu **Domains** Death, Law

Abilities Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12
Feats Extra Turning, Improved Turning^B
Skills Heal +7, Knowledge (Religion) +5, Spellcraft +5
Possessions combat gear plus half-plate, heavy steel shield, masterwork heavy mace, heavy crossbow, *phylactery of faithfulness*, spell component pouch

Taris Alele CR 2
 Male human psychic warrior 2
 NE Medium humanoid (human)
Init +1; **Senses** Listen +2, Spot +2
Languages Almebezbik

AC 19 (armor +7, shield +2), touch 10, flat-footed 19
hp 15 (2 HD)
Fort +4, **Ref** +1, **Will** +2

Speed 20 ft. (4 squares)
Melee masterwork longsword +5 (1d8+2/19-20)
Ranged masterwork composite longbow +3 (1d8+2/x3|110 ft.)
Base Atk +1; **Grp** +2
Atk Options Power Attack, Psionic Weapon
Combat Gear *tattoo of elfsight, tattoo of lesser body adjustment (x3), tattoo of call weaponry*, arrows (20)
Psychic Warrior Powers Known (ML 2nd; PP 3)
 1st—*burst, catfall*

Abilities Str 15, Dex 13, Con 12, Int 10, Wis 14, Cha 8
Feats Narrow Mind^B, Power Attack, Psionic Weapon^B, Weapon Focus (Longsword)^B
Skills Autohypnosis +7, Concentration +6, Ride +6
Possessions combat gear plus half-plate, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str)

The Grotesque's Adept CR ½
 Female human adept 1
 NE Medium humanoid (human)
Init -1; **Senses** Listen +1, Spot +1
Languages Almebezbik, Sylvan

AC 9 (Dex -1), touch 9, flat-footed 9
hp 6 (1 HD)
Fort +0, **Ref** -1, **Will** +3

Speed 30 ft. (6 squares)
Melee dagger -1 (1d4-1/19-20)
Ranged dart -1 (1d3-1|20 ft.)
Base Atk +0; **Grp** -1
Combat Gear darts (3)
Adept Spells Prepared (CL 1st)
1st—*command* (DC 12), *obscuring mist*
0—*detect magic, guidance, purify food and drink*

Abilities Str 8, Dex 9, Con 10, Int 12, Wis 13, Cha 11
Feats Self-Sufficient^B, Skill Focus (Heal)
Skills Heal +12, Knowledge (Nature) +5, Profession (Herbalist) +5, Survival +7
Possessions combat gear plus dagger, healer's kit, spell component pouch

The Grotesque's Aristocrat CR ½
Female human aristocrat 1
LE Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Almebezbik

AC 14 (armor +2, shield +1, Dex +1), touch 11, flat-footed 13
hp 4 (1 HD)
Fort -1, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)
Melee masterwork rapier +1 (1d6/18-20)
Ranged masterwork shortbow +2 (1d6/x3|60 ft.)
Base Atk +0; **Grp** +0
Combat Gear arrows (20)

Abilities Str 10, Dex 12, Con 8, Int 9, Wis 11, Cha 13
Feats Negotiator, Persuasive^B
Skills Bluff +8, Diplomacy +7, Intimidate +3, Knowledge (Nobility and Royalty) +3, Sense Motive +6
Possessions combat gear plus leather armor, masterwork buckler, masterwork rapier, masterwork shortbow

The Grotesque's Bard CR 1
Female human bard 1
N Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Almebezbik, Elven

AC 12 (armor +2), touch 10, flat-footed 12
hp 6 (1 HD)
Fort +0, **Ref** +2, **Will** +1

Speed 30 ft. (6 squares)
Melee masterwork rapier +0 (1d6-1/18-20)
Ranged masterwork light crossbow +1 (1d8/19-20|80 ft.)
Base Atk +0; **Grp** -1
Special Actions bardic music 1/day (countersong, *fascinate* 1 creature, inspire courage +1)
Combat Gear crossbow bolts (10)
Bard Spells Known (CL 1st)
0 (2/day)—*lullaby, prestidigitation, resistance, summon instrument*.

Abilities Str 9, Dex 11, Con 10, Int 12, Wis 8, Cha 13
SQ bardic knowledge +2
Feats Magical Aptitude^B, Persuasive
Skills Bluff +3, Decipher Script +5, Intimidate +3, Knowledge (Arcana) +5, Knowledge (History) +5, Perform (Stringed Instruments) +5, Spellcraft +7, Use Magical Device +7

Possessions combat gear plus leather armor, masterwork rapier, masterwork light crossbow, lute, spell component pouch

The Grotesque's Male Commoner CR ½

Male human commoner 1

N Medium humanoid (human)

Init +0; **Senses** Listen +0, Spot +0

Languages Almebezbik

AC 10, touch 10, flat-footed 10

hp 4 (1 HD)

Fort +1, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)

Melee club +1 (1d6+1)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Feats Endurance^B, Skill Focus (Profession [Teamster])

Skills Handle Animal +3, Profession (Teamster) +7

Possession club

The Grotesque's Female Fighter CR 1

Female human fighter 1

LE Medium humanoid (human)

Init +2; **Senses** Listen +0, Spot +0

Languages Almebezbik

AC 16 (armor +4, Dex +2), touch 12, flat-footed 14

hp 11 (1 HD)

Fort +3, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)

Melee masterwork longsword +4 (1d8+2/19-20)

Ranged masterwork composite longbow +5 (1d8+2/x3|110 ft.)

Base Atk +1; **Grp** +3

Atk Options Point Blank Shot, Precise Shot

Combat Gear arrows (20)

Abilities Str 14, Dex 15, Con 13, Int 8, Wis 10, Cha 12

Feats Point Blank Shot^B, Precise Shot, Weapon Focus (Composite Longbow)^B

Skills Climb +6, Intimidate +5

Possessions combat gear plus chain shirt, masterwork longsword, masterwork composite longbow (+2 Str)

The Grotesque's Male Fighter CR 1

Male human fighter 1

LE Medium humanoid (human)

Init +1; **Senses** Listen +1, Spot +1

Languages Almebezbik

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

hp 12 (1 HD)

Fort +4, **Ref** +1, **Will** +1

Speed 20 ft. (4 squares)

Melee masterwork bastard sword +5 (1d10+2/19-20)

Ranged masterwork composite longbow +3 (1d8+2/x3|110 ft.)

Base Atk +1; **Grp** +3

Atk Options Power Attack

Combat Gear arrows (20)

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Exotic Weapon Proficiency (Bastard Sword)^B, Power Attack, Weapon Focus (Bastard Sword)^B
Skills Climb +3, Jump +3
Possessions combat gear + chain mail, heavy steel shield, masterwork bastard sword, masterwork composite longbow (+2 Str)

The Grotesque's Monk CR 1

Male human monk 1

LE Medium humanoid (human)

Init +2; **Senses** Listen +2, Spot +2

Languages Almebezbik

AC 12 (Dex +2), touch 12, flat-footed 10

hp 9 (1 HD)

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

Speed 30 ft. (6 squares)

Melee unarmed strike +1 (1d6+1) or
unarmed strike -1/-1 (1d6+1) with flurry of blows or
quarterstaff +1 (1d6+1) or
quarterstaff -1/-1 (1d6+1) with flurry of blows

Ranged light crossbow +2 (1d8/19-20|80 ft.)

Base Atk +0; **Grp** +2

Atk Options Stunning Fist 1/day (DC 12)

Combat Gear crossbow bolts (10)

Abilities Str 13, Dex 15, Con 12, Int 10, Wis 14, Cha 8

Feats Acrobatic^B, Agile, Stunning Fist^B

Skills Balance +8, Climb +5, Escape Artist +4, Jump +7, Sense Motive +6, Tumble +8

Possessions combat gear plus quarterstaff, light crossbow

The Grotesque's Telepath CR 1

Male human telepath 1

NE Medium humanoid (human)

Init +0; **Senses** Listen +2, Spot +2

Languages Almebezbik

AC 10, touch 10, flat-footed 10

hp 5 (1 HD)

Fort +1, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares)

Melee masterwork shortspear +0 (1d6-1)

Ranged masterwork light crossbow +1 (1d8/19-20|80 ft.)

Base Atk +0; **Grp** -1

Combat Gear crossbow bolts (10)

Psionic Powers Known (ML 1st; PP 3)

1st—*inertial armor, psionics charm, telepathic projection*

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 15

Feats Overchannel^B, Talented

Skills Bluff +6, Concentration +5, Diplomacy +6, Knowledge (Psionics) +5, Psicraft +5,
Sense Motive +6

Possessions combat gear plus masterwork shortspear, masterwork light crossbow

The Grotesque's Psychic Warrior CR 1

Female human psychic warrior 1

NE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Almebezbik

AC 18 (armor +5, shield +2, Dex +1), touch 15, flat-footed 17

hp 8 (1 HD)
Fort +4, **Ref** +1, **Will** +0

Speed 20 ft. (4 squares); *burst*
Melee masterwork longsword +3 (1d8+2/19-20)
Ranged masterwork composite longbow +2 (1d8+2/x3|110 ft.)
Base Atk +0; **Grp** +2
Atk Options Power Attack, Psionic Weapon
Combat Gear arrows (20)
Psychic Warrior Powers Known (ML 1st; PP 1)
1st—*burst*

Abilities Str 14, Dex 12, Con 11, Int 11, Wis 14, Cha 11
Feats Narrow Mind^B, Power Attack, Psionic Weapon^B
Skills Autohypnosis +6, Concentration +4, Ride +5
Possessions combat gear plus chain mail, heavy steel shield, masterwork longsword, masterwork composite longbow (+2 Str)

The Grotesque's Ranger CR 1
Male human ranger 1
NE Medium humanoid (human)
Init +2; **Senses** Listen +1, Spot +1
Languages Almebezbik

AC 14 (armor +2, Dex +2), touch 12, flat-footed 12
hp 9 (1 HD)
Fort +3, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee masterwork longsword +4 (1d8+2/19-20)
Ranged masterwork composite longbow +4 (1d8+2/x3|110 ft.)
Base Atk +1; **Grp** +3
Atk Options favored enemy (humans) +2
Combat Gear arrows (20)

Abilities Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8
SQ wild empathy +0
Feats Skill Focus (Survival), Stealthy^B, Track^B
Skills Hide +8, Knowledge (Dungeoneering) +4, Knowledge (Geography) +4, Knowledge (Nature) +4, Move Silently +8, Search +4, Survival +8
Possessions combat gear plus leather armor, masterwork longsword, masterwork composite longbow (+2 Str)

The Grotesque's Rogue CR 1
Female human rogue 1
NE Medium humanoid (human)
Init +6; **Senses** Listen +5, Spot +5
Languages Almebezbik, Orc

AC 14 (armor +2, Dex +2), touch 12, flat-footed 12
hp 6 (1 HD)
Fort +0, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)
Melee masterwork rapier +0 (1d6-1/18-20)
Ranged masterwork hand crossbow +3 (1d4/19-20|30 ft.)
Base Atk +0; **Grp** -1
Atk Options sneak attack +1d6
Combat Gear crossbow bolts (10)

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 15
SQ trapfinding
Feats Improved Initiative^B, Stealthy

Skills Bluff +6, Disable Device +6, Hide +8, Listen +5, Move Silently +8, Open Locks +6, Search +5, Sense Motive +5, Sleight of Hand +6, Spot +5
Possessions combat gear plus leather armor, masterwork rapier, masterwork hand crossbow, masterwork thieves' tools

The Grotesque's Sorcerer CR 1

Female human sorcerer 1

CE Medium humanoid (human)

Init +1; **Senses** Listen +2, Spot +2

Languages Almebezbik, Goblin, Undercommon; empathic link

AC 11 (Dex +1), touch 11, flat-footed 10

hp 5 (1 HD)

Fort +1, **Ref** +1, **Will** +2

Speed 30 ft. (6 squares)

Melee masterwork dagger +0 (1d4-1/19-20)

Ranged masterwork dart +2 (1d3-1|20 ft.)

Base Atk +0; **Grp** -1

Combat Gear masterwork darts (3)

Sorcerer Spells Known (CL 1st)

1st (4/day)—*mage armor*, *magic missile*

0 (5/day)—*acid splash*, *daze* (DC 13), *detect magic*, *ray of frost*

Abilities Str 8, Dex 12, Con 13, Int 14, Wis 10, Cha 15

SQ familiar, share spells

Feats Combat Casting, Spellcasting Prodigy (Cha)^B

Skills Bluff +6, Concentration +5, Knowledge (Arcana) +6, Listen +2, Profession (Courtesan) +4, Spellcraft +6, Spot +2

Possessions combat gear plus masterwork dagger, spell component pouch

Viper Familiar CR —

CE Tiny magical beast (augmented animal)

Init +3; **Senses** scent; Listen +6, Spot +6

Languages empathic link

AC 17 (size +2, Dex +3, natural +2), touch 15, flat-footed 14

hp 2 (1 HD)

Resist improved evasion

Fort +2, **Ref** +5, **Will** +3

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +5 (1 plus poison)

Space 2½ ft.; **Reach** 0 ft.

Base Atk +0; **Grp** -11

Atk Options poison (DC 10; 1d6 Con/1d6 Con)

Abilities Str 4, Dex 17, Con 11, Int 6, Wis 12, Cha 2

SQ grants to master

Feats Weapon Finesse

Skills Bluff +0, Balance +11, Climb +11, Concentration +4, Hide +15, Knowledge (Arcana) +2, Listen +6, Profession (Courtesan) +5, Spellcraft +2, Spot +6, Swim +5

Grants to Master Snake familiars grant their masters Alertness when within 5 ft. and +3 to Bluff checks when within 1 mile.

Skills Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or

endangered. It can use the run action while swimming, provided it swims in a straight line.

The Grotesque's Female Warrior CR ½
Female human warrior 1
NE Medium humanoid (human)
Init +0; **Senses** Listen -1, Spot -1
Languages Almebezbik

AC 17 (armor +5, shield +2), touch 10, flat-footed 17
hp 6 (1 HD)
Fort +4, **Ref** +0, **Will** -1

Speed 20 ft. (4 squares)
Melee spear +2 (1d6+1/x3)
Ranged composite shortbow +1 (1d6/x3|70 ft.)
Base Atk +1; **Grp** +2
Atk Options Ride-By Attack
Combat Gear arrows (20)

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 8, Cha 9
Feats Mounted Combat^B, Ride-By Attack
Skills Handle Animal +3, Ride +4
Possessions combat gear plus chain mail, heavy steel shield, spear, composite shortbow

The Grotesque's Male Warrior CR ½
Male human warrior 1
NE Medium humanoid (human)
Init +0; **Senses** Listen +0, Spot +0
Languages Almebezbik

AC 17 (armor +5, shield +2), touch 10, flat-footed 17
hp 6 (1 HD)
Fort +4, **Ref** +0, **Will** +0

Speed 20 ft. (4 squares)
Melee longsword +3 (1d8+1/19-20)
Ranged longbow +1 (1d8/x3|100 ft.)
Base Atk +1; **Grp** +2
Atk Options Power Attack
Combat Gear arrows (20)

Abilities Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8
Feats Power Attack^B, Weapon Focus (Longsword)
Skills Intimidate +3, Jump +1
Possessions combat gear plus chain mail, heavy steel shield, longsword, longbow

The Grotesque's Wizard CR 1
Male human wizard 1
LE Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Almebezbik, Genesian, Infernal; empathic link

AC 11 (Dex +1), touch 11, flat-footed 10
hp 7 (1 HD)
Fort +2, **Ref** +1, **Will** +3

Speed 30 ft. (6 squares)
Melee masterwork quarterstaff +0 (1d6-1)
Ranged masterwork light crossbow +2 (1d8/19-20|80 ft.)
Base Atk +0; **Grp** -1
Combat Gear crossbow bolts (10)

Wizard Spells Prepared (CL 1st)1st—*charm person* (DC 14), *shield*0—*detect magic, flare* (DC 13), *resistance***Abilities** Str 8, Dex 13, Con 14, Int 15, Wis 12, Cha 10**SQ** familiar, share spells**Feats** Combat Casting^B, Scribe Scroll^B, Spellcasting Prodigy (Int)**Skills** Concentration +6, Decipher Script +6, Knowledge (Arcana) +6, Knowledge (The Planes) +6, Listen +3, Spellcraft +6, Spot +3**Possessions** combat gear plus masterwork quarterstaff, masterwork light crossbow, spellbook, spell component pouch**Spellbook** 0—*acid splash, arcane mark, dancing lights, daze, detect poison, detect magic, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*charm person, expeditious retreat, mage armor, magic missile, shield*

Toad Familiar

CR —

LE Diminutive magical beast (augmented animal)

Init +1; **Senses** low-light vision; Listen +4, Spot +4**Languages** empathic link**AC** 16 (size +4, Dex +1, natural +1), touch 15, flat-footed 15**hp** 3 (1 HD)**Resist** improved evasion**Fort** +2, **Ref** +3, **Will** +4**Speed** 5 ft. (1 square)**Base Atk** +0; **Grp** -17**Abilities** Str 1, Dex 12, Con 11, Int 6, Wis 14, Cha 4**SQ** amphibious, grants to master**Feats** Alertness**Skills** Concentration +4, Decipher Script +2, Hide +21, Knowledge (Arcana) +2, Knowledge (The Planes) +2, Listen +4, Spellcraft +2, Spot +4**Grants to Master** Toad familiars grant their masters Alertness when within 5 ft. and +3 to hit points when within 1 mile.**Skills** A toad's coloration gives it a +4 racial bonus on Hide checks.**River-Running-from-the-Sun, Teton Ambassador to Troll's Bridge**

CR 7

Female human barbarian 7

NG Medium humanoid (human)

Init +3; **Senses** Listen +11, Spot +1**Languages** Almebezbik**AC** 21 (armor +7, deflection +1, Dex +3), touch 14, flat-footed 19; uncanny dodge, improved uncanny dodge**hp** 34 (7 HD); **DR** 1/—**Fort** +5, **Ref** +6, **Will** +4**Speed** 30 ft. (6 squares);**Melee** +1 *spear* +10/+5 (1d8+4/x3)**Ranged** +1 *composite shortbow* +12 (1d6+3/x3|70 ft.)**Base Atk** +7; **Grp** +9**Atk Options** rage 2/day (4 rounds)**Combat Gear** arrows (40)**Abilities** Str 14, Dex 16, Con 8, Int 10, Wis 13, Cha 12**SQ** fast movement, illiteracy, trap sense +2**Feats** Mounted Archery, Mounted Combat, Ride-By Attack, Weapon Focus (shortbow)**Skills** Craft (Bowmaking) +10, Handle Animal +11, Listen +11, Ride +15, Survival +11**Possessions** combat gear plus ironwood breastplate, +1 *spear*, +1 *composite shortbow* (+2 Str),, *cloak of resistance* +1, *ring of protection* +1

River-Running-from-the-Sun is the ambassador of the Tetons in [Troll's Bridge](#). She is an accomplished horse trainer, rider and bowyer as well as a dangerous archer. She has helped fend off some of the more concerted attacks on Troll's Bridge. [Wings-on-Clouds](#) is her assistant.

When raging, River-Running-from-the-Sun has the following changed statistics.

AC 18, touch 11, flat-footed 15

hp 48 (7 HD)

Fort +7, **Will** +6

Melee +1 *spear* +12/+7 (1d8+7/x3)

Grp +11

Abilities Str 18, Con 12

Wings-on-Clouds

CR 3

Female human barbarian 3

NG Medium humanoid (human)

Init +2; **Senses** Listen +7, Spot +1

Languages Almebezbik

AC 19 (armor +7, Dex +2), touch 12, flat-footed 17; uncanny dodge

hp 31 (3 HD)

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

Speed 30 ft. (6 squares)

Melee masterwork spear +5 (1d8+1/x3)

Ranged masterwork composite shortbow +6 (1d6+1/x3|70 ft.)

Base Atk +3; **Grp** +4

Atk Options rage 1/day (7 rounds)

Combat Gear arrows (40)

Abilities Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

SQ fast movement, illiteracy, trap sense +1

Feats Mounted Archery, Mounted Combat, Ride-By Attack

Skills Handle Animal +6, Listen +7, Ride +10, Survival +7

Possessions combat gear plus ironwood breastplate, masterwork spear, masterwork composite shortbow (+1 Str),, *cloak of resistance* +1, *ring of endure elements*

Wings-on-Clouds is [River-Running-from-the-Sun's](#) assistant. Most consider her a body-guard, but she is more of a student.

When raging, Wings-on-Clouds has the following changed statistics.

AC 17, touch 10, flat-footed 15

hp 37 (3 HD)

Fort +8, **Will** +5

Melee masterwork spear +7 (1d8+4/x3)

Grp +6

Abilities Str 17, Con 18

Zenda, Ghost of The Smoking Pipe

CR 14

Female ghost halfling bard 12

CG Small undead (augmented halfling, incorporeal)

Init +2; **Senses** Darkvision 60 ft.; Listen +12, Spot +10

Languages Halfling, Almebezbik, Celestial, Draconic, Dwarven, Elven, Gnome, Infernal

AC 20 (size +1, deflection +7, Dex +2), touch 20, flat-footed 18 or

20 (size +1, armor +6, shield +1, Dex +2), touch 13, flat-footed 18

hp 83 (12 HD)

Resist turn resistance +4, +2 morale bonus on saving throws against fear

Fort +5, **Ref** +11, **Will** +11

Speed fly 30 ft. (perfect) (6 squares)

Melee +1 *ghost touch short sword* +11/+6 (1d4+1/19-20)

Ranged +1 *composite shortbow* +11/+6 (1d4+1/x3|70 ft.)

Base Atk +9; **Grp** +5

Atk Options bardic music (countersong, *fascinate* [4 creatures], inspire competence, inspire courage +2, inspire greatness, song of freedom, *suggestion* [DC23]), malevolence

Special Actions manifestation, rejuvenation

Combat Gear masterwork arrows (20)

Bard Spells Known (CL 12th)

4th (3/day)—*break enchantment*, *cure critical wounds*, *shout* (DC 21)

3rd (5/day)—*confusion* (DC 20), *cure serious wounds*, *deep slumber* (DC 20), *fear* (DC 20)

2nd (5/day)—*blur*, *cure moderate wounds*, *heroism*, *pyrotechnics*

1st (5/day)—*alarm*, *cure light wounds*, *sleep* (DC 18), *hypnotism* (DC 18)

0 (3/day)—*dancing lights*, *daze* (DC 17), *lullaby*, *message*, *resistance*, *summon instrument*

Abilities Str 10, Dex 15, Con —, Int 17, Wis 14, Cha 24

SQ +1 racial bonus on attack rolls with thrown weapons and slings, bardic knowledge +17, undead traits

Feats Combat Casting, Negotiator, Persuasive, Extend Spell, Maximize Spell

Skills Balance +6, Bluff +14, Concentration +5, Diplomacy +11, Disguise +12, Gather Information +12, Hide +14, Intimidate +11, Knowledge (History) +8, Listen +12, Move Silently +6, Perform (Oratory) +22, Perform (Singing) +22, Perform (Stringed Instruments) +22, Perform (Wind Instruments) +17, Search +11, Sleight of Hand +8, Spellcraft +8, Spot +10, Tumble +7

Possessions combat gear plus +2 *mithral shirt*, +1 *ghost touch short sword*, *masterwork dagger*, +1 *composite shortbow*, *masterwork instrument*

Zenda is the ghost of Hurley's grandmother who was recently killed in a robbery. She returned as a ghost because she still awaits the return of her husband Manitowoc who she believes to be alive even though the general consensus is that he was lost in the fall of Walton.

She is the protector of her family and *The Smoking Pipe*, the family's tavern. She also advises Hurley and his group of friends.

She will pass on if Manty returns or if evidence of his demise convinces her that he awaits her on the other side.

Malevolence (Su) Once per round, an ethereal Zenda can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 12th), except that it does not require a receptacle. To use this ability, Zenda must be manifested and must try to move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 22). A creature that successfully saves is immune to Zenda's malevolence for 24 hours and she cannot enter the target's space. If the save fails, Zenda vanishes into the target's body.

Manifestation (Su) Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + 12) against DC 16. As a rule, the only way to get rid of a ghost for

sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Zook Nackle, Comedian of Tasha's Ineffable Laughter

CR 4

Male gnome bard 4

CN Small humanoid (gnome)

Init +1; **Senses** low-light vision; Listen +8, Spot -1

Languages Gnome, Almebezbik, Elven, Halfling

AC 14 (size +1, armor +2, Dex +1), touch 12, flat-footed 13

hp 17 (4 HD)

Resist +2 racial bonus on saving throws against illusions

Fort +3, **Ref** +5, **Will** +6

Speed 20 ft. (4 squares)

Melee Small +1 *rapier* +4 (1d4/18-20)

Ranged Small masterwork light crossbow +5 (1d4/19-20|80 ft.)

Base Atk +3; **Grp** -1

Special Actions bardic music 4/day (countersong, *fascinate* 2 creatures, inspire competence, inspire courage +1)

Combat Gear *potion of remove paralysis*, crossbow bolts (10)

Bard Spells Known (CL 4th)

2nd (1/day)—*eagle's splendor*, *minor image*

1st (3/day)—*charm person*, *silent image*, *ventriloquism*

0 (3/day)—*detect magic*, *lullaby*, *mending*, *message*, *read magic*, *resistance*

Spell-Like Abilities (CL 1st)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals* (burrowing mammal only)

Abilities Str 8, Dex 13, Con 14, Int 14, Wis 8, Cha 16

SQ bardic knowledge +6

Feats Negotiator, Skill Focus (Perform (Comedy))

Skills Bluff +10, Concentration +9, Craft (Alchemy) +11, Decipher Script +9, Diplomacy +7, Knowledge (History) +9, Listen +8, Perform (Comedy) +13, Sense Motive +1, Spellcraft +9

Possessions combat gear plus Small leather armor, Small +1 *rapier*, Small masterwork light crossbow, Small spell component pouch

Zook is very similar to Seebo Garrick, but less tactful and a bit more experienced. Zook taught much to Seebo without intending to, but found Seebo in no way a threat to his status in town.