

# Mansion of Shadows for The Black Company Campaign Setting

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By Robert J. Schwalb

This web enhancement adapts the creatures and characters found in *Mansion of Shadows for The Black Company Campaign Setting (BCCS)*. Nearly all of the adventure can be run as is, with little to no alteration, but the stat-blocks presented in this enhancement enable you to take advantage of the specific setting features described in *BCCS*.

## Plot Adaptation

This web enhancement assumes the Kirsvald lies along the Salient Road, just south of the fortress of Meystrikt. Instead of planetouched orcs, the mansion soldiers are savages from the Great Forest, or possibly the Forest of Cloud. If you'd like to place the Kirsvald elsewhere, simply change the language entry of the characters described here.

Another slight change is in the fiendish agency at work. Since the *BCCS* doesn't recognize archdevils and demon princes (though they could exist), it's best if you make Bergen a servant of the Dominator. The sinthrall template is a manifestation of the imprisoned wizard's diseased will. Of course, if you run this adventure in the South, substitute Kina for the Dominator.

## Stat-block Changes

Characters created using the rules from the *BCCS* have a few extra details that differentiate them from characters in other settings.

### Advantage

A character's advantage is equal to his Profession (soldier) or Wisdom modifier. At the start of combat, all characters make advantage checks to see who has the upper hand.

### Languages

*BCCS* takes a more realistic look at languages than the default rules. A language is split between spoken and written, and each has four levels of proficiency: poor, fair, good, and mastery.

### MDT

Combat is far grittier than other settings. A character's MDT (massive damage threshold) equals the character's Constitution score plus his character level, instead of the normal 50.

### Magic

Spellcasters here use the revised rules presented in *True Sorcery*, but if you don't have this book, just replace the listed "Spellcraft" skill with Magic Use. Note, to determine casting time, subtract your Spellcraft modifier from the Spellcraft DC and consult **Table 10-4: Casting Times** in *BCCS* or **Table 4-3: Casting Times** in *True Sorcery*.

## Random Encounters

The random encounters described in the adventure present a selection of creatures, of which some are simply not appropriate for the setting, while others are. What follows is a listing of the random encounters, their (MDT), and replacement creatures where appropriate. If you'd like to introduce creatures like bugbears and kobolds, you certainly can, though they do not appear in the novels.

## Adapting Random Encounters and Monsters

### *Mansion of Shadows*

### *The Black Company Campaign Setting*

Black bear	MDT 18
Boar	MDT 20
Bugbear	Replace with Thug ( <i>BCCS</i> 288)
Cranial Wretch	MDT 15
Devil, lemure	MDT 12
Dire badger	MDT 22
Dire rat	MDT 13
Dire weasel	MDT 13
Dire wolf	MDT 23
Ghast	Replace with Thug ( <i>BCCS</i> 288)
Ghoul	Replace with Thug ( <i>BCCS</i> 288)
Giant eagle	No encounter or MDT 16
Herlekin	MDT 16
Hippogriff	No encounter or MDT 19
Imp	MDT 13
Knocker	MDT 16
Kobold	Replace with Thug ( <i>BCCS</i> 288)
Krenshar	No encounter or MDT 13
Skeleton, human warrior	Replace with Thug ( <i>BCCS</i> 288)
Skeleton, wolf	Replace with Thug ( <i>BCCS</i> 288)
Spider, Tiny monstrous	MDT 10
Spider, Small monstrous	MDT 11
Spider, Medium monstrous	MDT 14
Spider, Large monstrous	MDT 16
Wolf	MDT 17
Zombie, human commoner	Replace with Thug ( <i>BCCS</i> 288)

## Sinthrall

Since *The Black Company Campaign Setting* does not use alignments, the sinthrall loses the “evil” subtype. While it’s certainly possible for the children in the adventure to be thrall of Gehenna as presented in the adventure, this conversion assumes they are instead thralls of the Dominator.

For the envy sinthrall, in lieu of gaining *undetectable alignment*, it may cast *detect thoughts* one extra time per day.

## Stat-Blocks

What follows are stat-blocks built using rules found in *The Black Company Campaign Setting*. Skills marked with an “\*” are background skills.

Female envy sinthral aristocrat spellcaster (witch) 1  
 Medium outsider (augmented human, humanoid, native)  
**Init** +3; **Advantage** +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4

**Action Points** 0

**Languages** Rosean (Spoken-Fair)

**AC** 15, touch 15, flat-footed 12  
 (+3 Dex, +2 profane)

**hp** 4 (1 HD); **MDT** 13

**Immune** acid and poison

**Resist** cold 10, electricity 10, fire 10

**Fort** +1, **Ref** +3, **Will** +4

**Spd** 30 ft. (6 squares)

**Melee** accurate punching dagger +0 (1d4-1/\_3)

**Ranged** throwing dagger +3 (1d4-1/19-20)

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

**Spells (save DC 9; spell energy 2):**

Enchant

**Spell-like Abilities (CL 1st):**

1/day — *charm person* (DC 14), *detect thoughts* (DC 14), *undetectable alignment* **Abilities** Str 8, Dex 17, Con 12, Int 14, Wis 15, Cha 6

**SQ** student of magic

**Feats** Alertness<sup>B</sup>, Skill Focus (Hide)<sup>B</sup>, Spell Focus (Enchant), Talent (Enchant)

**Skills** Concentration +5, Detect Magic +6, Diplomacy +1, Ghost Sound +1, Hide +10, Knowledge (arcana) +6, Knowledge (nobility & royalty) +3, Listen +4, Move Silently +4, Sense Motive +6\*, Spellcraft +6 (+7 with Enchant), Spot +4

**Possessions** combat gear plus accurate punching dagger, 2 daggers

### Typical Spell Builds

**Relax** (CT 3 standard; **Drain** 1d8+3): **Spellcraft:** DC 19; **Component:** V; **Range:** Touch; **Target:** One living creature; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

Amalinda may touch a 3-HD living creature, and force the creature to attempt a DC 9 Will Save. Failure imposes a -2 penalty on Listen and Spot checks and a -1 penalty on Will saves against sleep effects while affected.

**Sleep** (CT 5 standard; **Drain** 1d8+4): **Spellcraft:** DC 24; **Component:** V; **Range:** Touch; **Target:** One living creature; **Duration:** 1 minute; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

Amalinda can force a creature (with no more than 3 HD) she touches to attempt a DC 9 Will save. On a failed save, the target falls asleep, and can only be awoken by being slapped or dealt at least 1 point of damage. Otherwise, the subject is helpless until the effect ends.

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Male priest spellcaster (cultist) 3, thief 1

Medium humanoid (human)

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

**Action Points** 2

**Languages** Rosean (Spoken-fair), TelleKurre (Written-good)

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**AC** 13, touch 11, flat-footed 12

(+1 Dex, +2 armor)

**hp** 17 (4 HD); **MDT** 14

**Fort** +1, **Ref** +4, **Will** +6; +2 against all spells and spell-like abilities

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**Spd** 30 ft. (6 squares)

**Melee** accurate dagger +1 (1d4–1/19–20)

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

**Atk Options** sneak attack +1d6

**Combat Gear** dose of large scorpion venom, flask of acid, *wand of summon* (major item, CR 2, 1 creature, 10 rounds, 6 charges)

**Spells (save DC 14; spell energy 2):**

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

**SQ** student of magic, trapfinding

**Feats** Iron Will<sup>B</sup>, Persuasive, Skill Focus (Knowledge: arcana), Skill Focus (Spellcraft)<sup>B</sup>,

Spell Energy Reservoir<sup>B</sup>, Talent (Afflict)<sup>B</sup>, Talent (Prophecy)<sup>B</sup>

**Skills** Bluff +10, Command +5, Decipher Script +3\*, Detect Magic +7, Diplomacy +7\*, Disguise +5 (+7 acting), Ghost Sound +7, Hide +3, Intimidate +12, Knowledge (arcana) +11, Knowledge (history) +6\*, Knowledge (religion) +7\*, Knowledge (the planes) +4, Listen +1, Move Silently +3, Prestidigitation +9, Resistance +3, Sense Motive +3, Spellcraft +13, Spot +1

**Possessions** combat gear plus leather armor, accurate dagger, symbol of knowledge god, symbol of the Dominator

### Typical Spell Builds

**Mild Curse** (CT swift action; **Drain** 1d8+2): **Spellcraft:** DC 10; **Component:** V; **Range:** Touch; **Target:** Living creature touched; **Duration:** 6 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

Bergen afflicts a creature he touches with a mild curse, imposing a –1 morale penalty on attack rolls, checks, and saves.

**Fling Curse** (CT 1 standard action; **Drain** 1d8+3): **Spellcraft:** DC 15; **Components:** V, S (adds +5 to Spellcraft check); **Range:** 30 ft.; **Effect:** Ray; **Duration:** 5 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

A target struck by this ray that fails its save takes a –1 morale penalty on attack rolls, checks, and saves.

**Aura of Doom** (CT 3 standard actions; **Drain** 1d8+5): **Spellcraft:** DC 25; **Component:** V; **Range:** Personal; **Area:** 10-ft.-radius emanation; **Duration:** 6 rounds; **Saving Throw:** Will negates; **Spell Resistance:** Yes.

All creatures within the area take a –2 morale penalty on attack rolls and a –1 penalty to all checks and saves.

**Augur** (CT 2 standard actions; **Drain** 1d8+4): **Spellcraft:** DC 20; **Component:** F; **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless).

*Augur* tells you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 75%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success.

If the effect succeeds, you get one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the spell effect fails, you get the “nothing” result, and have no way to tell whether it was the consequence of a failed or successful *augur* effect.

*Augur* can see into the future only about half an hour, so nothing that might happen after that affects the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All *augur* spell effects cast by you about the same topic use the same dice result as the first casting.

### ELZBETH STAUFEN

CR 3

Female aristocrat noble 3

Medium humanoid (human)

**Init** +1; **Advantage** -1; **Senses** Listen +4, Spot +1

**Action Points** 1

**Languages** Rosean (spoken-fair)

**AC** 11, touch 11, flat-footed 10

(+1 Dex)

**hp** 10 (3 HD); **MDT** 11

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

**Spd** 30 ft. (6 squares)

**Melee** sharp dagger +2 (1d4+1/19–20)

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

**Special Actions** inspire competence, inspire courage (3 rounds), organize +3

**Combat Gear** dose of medium spider venom, *scroll of summon* (minor item, used)

**Spells (save DC 14; spell energy 1):**

Summon

**Abilities** Str 11, Dex 12, Con 9, Int 15, Wis 9, Cha 16

**SQ** education

**Feats** Dabbler, Negotiator<sup>B</sup>, Talent (Summon)

**Skills** Bluff +9, Command +5, Craft (poison) +5, Diplomacy +15\*, Disguise +3 (+5 acting), Intimidate +7\*, Knowledge (any) +4, Knowledge (history) +6, Knowledge (nobility and royalty) +8\*, Listen +4, Sense Motive +7\*, Spellcraft +5, Spot +1

**Possessions** combat gear plus sharp dagger, 3 doses of striped toadstool, 2 doses of dark reaver powder, wedding ring (20 sp), Key to **Room 14**.

### Typical Spell Builds

**Summon Monster (CT 5 standard actions; Drain 1d8+3): Spellcraft: DC 19; Component: V; Range: 10 ft.; Effect: One summoned creature; Duration: 1 minute; Saving Throw: None; Spell Resistance: No.**

You summon an extraplanar creature whose CR cannot exceed 1. It does not obey your commands and may act freely.

**ERICH STAUFEN****CR 2**

Male pride sinthrall aristocrat fighter 1

Medium outsider (augmented human, native)

**Init** +0; **Advantage** +4; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Action Points** 2**Aura** superiority (20-ft. radius, DC 11, 1/day)**Languages** Rosean (spoken-fair)**AC** 20, touch 12, flat-footed 20

(+0 Dex, +6 armor, +2 shield, +2 profane)

**hp** 6 (1 HD); **MDT** 13**Immune** acid and poison**Resist** cold 10, electricity 10, fire 10**Fort** +3, **Ref** +0, **Will** -1**Spd** 20 ft. in splint mail (4 squares), base speed 30 ft.**Melee** accurate bastard sword +6 (1d10+4/19-20)**Ranged** composite longbow +1 (1d8/\_3)**Base Atk** +1; **Grp** +5**Atk Options** Power Attack**Abilities** Str 19, Dex 11, Con 12, Int 10, Wis 8, Cha 12**Feats** Alertness<sup>B</sup>, Power Attack, Skill Focus (Ride)<sup>B</sup>**Skills** Command +6, Diplomacy +3\*, Intimidate +8\*, Listen +1, Profession (soldier) +4, Ride +8, Spot +1**Possessions** combat gear plus fortified splint mail, heavy steel shield, accurate bastard sword, composite longbow with 20 arrows, signet ring, 15 gp, key to **Room 3****Aura of Superiority (Su)** Once per day as a swift action, Erich can create an aura of superiority for 1 round. All creatures in the area that fail their save take a -2 penalty to attacks, damage rolls, saves, and checks for 1 round.**HELMUT STAUFEN****CR 1**

Male soldier fighter 1

Medium humanoid (human)

**Init** +2; **Advantage** +7; **Senses** Listen +1, Spot +1**Action Points** 2**Languages** Rosean (spoken-Fair)**AC** 18, touch 10, flat-footed 18

(+0 Dex, +6 armor, +2 shield)

**hp** 6 (1 HD); **MDT** 14**Fort** +3, **Ref** +0, **Will** +1**Spd** 20 ft. in splint mail (4 squares), base speed 30 ft.**Melee** accurate longsword +5 (1d8+2/19-20) or

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

**Ranged** composite longbow +1 (1d8/\_3)**Base Atk** +1; **Grp** +3**Atk Options** Mounted Combat**Abilities** Str 14, Dex 10, Con 13, Int 8, Wis 12, Cha 15**SQ** commander, soldier trait**Feats** Mounted Combat, Weapon Focus (longsword)<sup>B</sup>**Skills** Command +4\*, Diplomacy +3, Intimidate +3\*, Knowledge (religion) +0, Listen +1, Profession (soldier) +7\*, Ride +4, Spot +1, Survival +2\***Possessions** plus splint mail, heavy steel shield, accurate longsword, silver dagger, composite longbow with 20 arrows, light warhorse (Champion) with military saddle, bit and bridle, saddlebags with 2 days feed, backpack with bedroll, healer's kit, 2 days trail rations, flint and steel, waterskin, 21 sp

**JACK STAUFEN****CR 2**

Male lust sinthrall con artist fighter 1

Medium outsider (augmented human, native)

**Init** +2; **Advantage** -1; **Senses** darkvision 60 ft.; Listen -1, Spot -1**Action Points** 2**Languages** Rosean (spoken-fair)**AC** 19, touch 14, flat-footed 17

(+2 Dex, +4 armor, +1 shield, +2 profane)

**hp** 7 (1 HD); **MDT** 16**Immune** acid and poison**Resist** cold 10, electricity 10, fire 10**Fort** +4, **Ref** +2, **Will** -3**Spd** 30 ft. (6 squares)**Melee** accurate whip +4 (1d3+2 nonlethal) or  
dagger +3 (1d4+2/19-20)**Ranged** dagger +3 (1d4+2/19-20)**Base Atk** +1; **Grp** +3**Special Actions** lust 1/day**Abilities** Str 14, Dex 15, Con 15, Int 8, Wis 4, Cha 16**SQ** con artist trait**Feats** Alertness<sup>B</sup>, Exotic Weapon Proficiency (whip), Persuasive<sup>B</sup>**Skills** Bluff +11\*, Command +4, Diplomacy +4, Disguise +4\*, Intimidate +9, Listen -1, Profession (soldier) -1, Sense Motive -1\*, Sleight of Hand +3\*, Spot -1**Possessions** chain shirt, buckler, accurate whip, 3 daggers**Lust (Sp)** Once per day, Jack can target a single creature within 30 feet. The target must succeed on a DC 13 Will or have his attitude improved to helpful for 1 hour**KRIS STAUFEN****CR 1**

Male sloth sinthrall scholar jack-of-all-trades 1

Medium outsider (augmented human, native)

**Init** -2; **Advantage** +4; **Senses** darkvision 60 ft.; Listen +10, Spot +10**Action Points** 0**Languages** Rosean (spoken-good, written-fair)

Common, Gnome, Halfling, Infernal

**AC** 10, touch 10, flat-footed 10

(-2 Dex, +2 profane)

**hp** 6 (1 HD); **MDT** 12**Immune** acid and poison**Resist** cold 10, electricity 10, fire 10**Fort** +1, **Ref** -1, **Will** +5**Spd** 30 ft. (6 squares)**Melee** sharp dagger -1 (1d4/19-20)**Base Atk** +0; **Grp** -1**Spell-like Abilities (CL 1st):**2/day—*suggestion* (DC 16)**Abilities** Str 8, Dex 6, Con 11, Int 17, Wis 18, Cha 12**SQ** scholar trait**Feats** Ability Focus (*suggestion*), Alertness<sup>B</sup>, Skill Focus (Knowledge: local)<sup>B</sup>, Toughness<sup>B</sup>**Skills** Appraise +9, Bluff +5, Diplomacy +8, Intimidate +5, Knowledge (arcana) +9\*, Knowledge (local) +12\*, Knowledge (nobility and royalty) +9, Knowledge (religion) +9\*, Knowledge (the planes) +9\*,

Listen +10, Search +9, Sense Motive +8, Spot +9

**Possessions** sharp dagger

**KYLE ROSEN****CR 2**

Male soldier warrior 3

Medium humanoid (human)

**Init** +3; **Advantage** +6; **Senses** Listen +3, Spot +3**Action Points** 0**Languages** Rosean (spoken-fair)**AC** 19, touch 9, flat-footed 19

(-1 Dex, +8 armor, +2 shield)

**hp** 16 (3 HD); **MDT** 15**Fort** +4, **Ref** +0, **Will** +1**Spd** 20 ft. in full plate (4 squares), base speed 30 ft.**Melee** sharp bastard sword +5 (1d10+2/19-20) or accurate club +5 (1d6+1)**Ranged** accurate heavy crossbow +3 (1d10/19-20)**Base Atk** +3; **Grp** +4**Abilities** Str 13, Dex 8, Con 12, Int 9, Wis 11, Cha 10**Feats** Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)<sup>B</sup>**Skills** Intimidate +1, Listen +1, Profession (soldier) +6, Spot +1**Possessions** combat gear plus full plate, heavy steel shield, sharp bastard sword, accurate club, accurate heavy crossbow with 10 bolts**LEANOR STAUFEN****CR 1**

Female gluttony sinthrall aristocrat berserker 1

Medium outsider (augmented human, native)

**Init** +1; **Advantage** +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6**Languages** Rosean (fair)**AC** 11, touch 11, flat-footed 10

(+1 Dex, +2 profane, -2 rage)

**hp** 12 (1 HD); **MDT** 24**Immune** acid and poison**Resist** acid 10, electricity 10, fire 10**Fort** +8, **Ref** +2, **Will** +2**Spd** 40 ft. (8 squares)**Melee** sharp battle axe +3 (1d8+5/\_3)**Base Atk** +0; **Grp** +3**Atk Options** rage 1/day (9 rounds)**Special Actions** vomit**Abilities** Str 17, Dex 12, Con 23, Int 10, Wis 10, Cha 6**Feats** Ability Focus (vomit), Alertness<sup>B</sup>, Skill Focus (Intimidate)<sup>B</sup>,**Skills** Climb +7, Concentration +8, Intimidate +5\*, Knowledge (nobility and royalty) +1\*, Listen +6, Spot +2, Survival +4, Swim +7**Possessions** sharp battleaxe, several chickens for a snack

When not raging, Leanor uses the following statistics:

**AC** 11, touch 11, flat-footed 10**hp** 10 (1 HD); **MDT** 20**Fort** +6, **Will** +0**Melee** sharp battle axe +1 (1d8+2/\_3)**Grp** +1**Abilities** Str 13, Con 19**Skills** Climb +5, Concentration +8, Intimidate +5\*, Knowledge (nobility and royalty) +1\*, Listen +6, Spot +2, Survival +4, Swim +5**Vomit (Ex)** 1/day, 20-ft. cone, damage 2d4 acid, Reflex DC 18 (16 when not raging) half.



**MANSION GUARDS****CR 1/2**

Male soldier warrior 1

Medium humanoid (human)

**Init** -1; **Advantage** +4; **Senses** Listen +1, Spot +1**Languages** Rosean (spoken-fair)**AC** 17, touch 9, flat-footed 17

(-1 Dex, +6 armor, +2 shield)

**hp** 5 (1 HD); **MDT** 13**Fort** +3, **Ref** -1, **Will** +0**Spd** 20 ft. in splint mail (4 squares), base speed 30 ft.**Melee** accurate longsword +4 (1d8+1/19-20)**Ranged** light crossbow +0 (1d8/19-20)**Base Atk** +1; **Grp** +2**Abilities** Str 13, Dex 9, Con 12, Int 8, Wis 11, Cha 10**Feats** Rapid Reload (light crossbow), Weapon Focus (longsword)**Skills** Listen +1, Profession (soldier) +4\*, Spot +1**Possessions** combat gear plus masterwork splint mail, heavy steel shield, masterwork longsword, light crossbow with 10 bolts, 1d10 gp**MANSION SOLDIERS****CR 1**

Male tribesman zealot 1

Medium humanoid (human)

**Init** +5; **Advantage** +0; **Senses** Listen +0, Spot +0**Languages** Tribal dialect (spoken-fair), Rosean (spoken-poor)**AC** 13, touch 9, flat-footed 12

(+1 Dex, +4 armor)

**hp** 10 (1 HD); **MDT** 13**Fort** +3, **Ref** +1, **Will** +2**Spd** 60 ft. (12 squares)**Melee** accurate greatsword +5 (2d6+4/19-20)**Ranged** composite longbow +2 (1d8/\_3)**Base Atk** +1; **Grp** +4**Atk Options** righteous wrath 1/day (3 rounds)**Abilities** Str 17, Dex 13, Con 12, Int 10, Wis 6, Cha 5**SQ** tribesman trait**Feats** Alertness<sup>B</sup>, Toughness**Skills** Hide -3\*, Knowledge (religion) +2, Listen +0, Move Silently -3\*, Profession (soldier) +0, Spot +0, Survival +0**Possessions** fortified scale mail, accurate greatsword, composite longbow with 20 arrows

When not in the grip of righteous wrath, the mansion soldiers use the following statistics:

**Init** +1**AC** 15, touch 11, flat-footed 14

(+1 Dex, +4 armor)

**Will** +0**Spd** 30 ft. (6 squares)

**PETRA HANDELL****CR 2**

Female hunter ranger 2

Medium humanoid (human)

**Init** +6; **Advantage** +6; **Senses** Listen +6, Spot +6**Languages** Rosean (spoken-fair)**AC** 15, touch 12, flat-footed 13

( +2 Dex, +3 armor)

**hp** 11 (2 HD); **MDT** 15**Fort** +4, **Ref** +5, **Will** +2**Spd** 30 ft. (6 squares)**Melee** accurate scimitar +5 (1d6+2/18–20) or

accurate scimitar +3 (1d6+2/18–20) and

accurate kukri +3 (1d4+1/18–20)

**Ranged** accurate composite longbow (Str +2) +5 (1d8+2/\_3)**Base Atk** +2; **Grp** +4**Atk Options** Two-Weapon Fighting**Abilities** Str 15, Dex 14, Con 13, Int 8, Wis 12, Cha 10**SQ** hunter trait, natural trapfinding**Feats** Improved Initiative, Stealthy<sup>B</sup>, Track<sup>B</sup>, Two-Weapon Fighting**Skills** Hide +8, Knowledge (geography) +4, Knowledge (nature) +1, Listen +6\*, Move Silently +3,

Profession (soldier) +6, Spot +6\*, Survival +8\*

**Possessions** combat gear plus fortified studded leather, accurate scimitar, accurate kukri, accurate composite longbow (Strength +2) with 20 arrows.**ROSALIN STAUFEN****CR 2**

Female greed criminal sinthrall thief 1

Medium outsider (augmented human, native)

**Init** +5; **Advantage** –1; **Senses** darkvision 60 ft.; Listen +5, Spot +5**Languages** Rosean (spoken-good, written-fair)**AC** 18, touch 15, flat-footed 15; **Dodge**

( +3 Dex, +3 armor, +2 profane)

**hp** 4 (1 HD); **MDT** 14**Immune** acid and poison**Resist** cold 10, electricity 10, fire 10**Fort** +1, **Ref** +5, **Will** –1**Spd** 30 ft. (6 squares)**Melee** accurate rapier +0 (1d6–1/18–20)**Ranged** accurate hand crossbow +4 (1d4/19–20)**Base Atk** +0; **Grp** –1**Atk Options** +4 to disarm and grab, sneak attack +1d6**Abilities** Str 8, Dex 17, Con 13, Int 18, Wis 8, Cha 8**SQ** criminal trait, trapfinding**Feats** Alertness<sup>B</sup>, Dodge, Stealthy<sup>B</sup>**Skills** Appraise +10, Bluff +4\*, Decipher Script +8, Disable Device +10, Hide +9, Intimidate +3, Listen +5, Move Silently +9, Open Lock +9, Search +8, Sense Motive +4\*, Sleight of Hand +11, Spot +5**Possessions** combat gear plus mastercraft studded leather, accurate rapier, accurate hand crossbow with 10 bolts, thieves' tools

**VALDRIC STAUFEN****CR 2**

Male aristocrat noble 1/fighter 1

Medium humanoid (human)

**Init** +0; **Advantage** +0; **Senses** Listen +0, Spot +0**Languages** Rosean (spoken-fair)**AC** 16, touch 10, flat-footed 16

(+0 Dex, +4 armor, +2 shield)

**hp** 12 (2 HD); **MDT** 15**Fort** +4, **Ref** +1, **Will** +1**Spd** 30 ft. (6 squares)**Melee** accurate longsword +5 (1d8+2/19–20) or

dagger +3 (1d4+2/19–20)

**Ranged** dagger +1 (1d4+2/19–20)**Base Atk** +1; **Grp** +3**Special Actions** inspire courage (2 rounds)**Abilities** Str 14, Dex 11, Con 13, Int 11, Wis 9, Cha 14**SQ** education**Feats** Negotiator<sup>B</sup>, Weapon Focus (longsword)**Skills** Appraise +4, Bluff +6, Command +3, Diplomacy +8\*, Intimidate +3\*, Knowledge (nobility and royalty) +7\*, Listen +0, Profession (soldier) +0, Ride +1, Sense Motive +2\*, Spot +0**Possessions** combat gear plus chain shirt, heavy steel shield, masterwork longsword, dagger, Staufen mansion, gold wedding ring (20 gp)**VILLAGE GUARDS****CR 1/2**

Male or female soldier warrior 1

Medium humanoid (human)

**Init** +2; **Advantage** +4; **Senses** Listen +3, Spot +3**Languages** Rosean (spoken-fair)**AC** 17, touch 10, flat-footed 17

(+0 Dex, +5 armor, +2 shield)

**hp** 4 (1 HD); **MDT** 12**Fort** +2, **Ref** +0, **Will** +0**Spd** 20 ft. in chainmail (4 squares), base speed 30 ft.**Melee** longsword +1 (1d8/19–20)**Ranged** spear +2 (1d8/\_3)**Base Atk** +1; **Grp** +1**Abilities** Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10**Feats** Alertness, Weapon Focus (spear)<sup>B</sup>**Skills** Command +1\*, Intimidate +3\*, Listen +3, Profession (soldier) +4\*, Spot +3**Possessions** combat gear plus chainmail, heavy wooden shield, spear, longsword

**VIXEN****CR 1/2**

Female demon women (aasimar) expert 1

Medium outsider (native)

**Init** +2; **Advantage** +2; **Senses** darkvision 60 ft.; Listen +6, Spot +6**Languages** Rosean (spoken-good)

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**AC** 12, touch 12, flat-footed 10

(+2 Dex)

**hp** 4 (1 HD); **MDT** 13**Resist** acid 5, cold 5, and electricity 5**Fort** +1, **Ref** +2, **Will** +4

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**Spd** 30 ft. (6 squares)**Melee** accurate sharp dagger +3 (1d4/19–20)**Base Atk** +0; **Grp** –1**Spell-like Abilities (CL 1st):**1/day—*daylight*

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**Abilities** Str 8, Dex 14, Con 12, Int 10, Wis 15, Cha 17**Feats** Weapon Finesse**Skills** Bluff +7, Diplomacy +7, Intimidate +7, Listen +8, Spot +8, Tumble +6**Possessions** accurate sharp dagger