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

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<td>Zombie, human commoner</td>
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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 marched with an “*” are background skills.
AMALINDA STAUFEN

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 B, Skill Focus (Hide) B, 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 5 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.
**BERGEN**

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)

**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**

**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, Persuasive, Skill Focus (Knowledge: arcana), Skill Focus (Spellcraft), Spell Energy Reservoir, Talent (Afflict), Talent (Prophecy)

**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 +5, 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: 50 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.

ELIZABETH STAUFEN  
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 (5 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, 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  
Male pride sinthral 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  
Att Options Power Attack  
Abilities Str 19, Dex 11, Con 12, Int 10, Wis 8, Cha 12  
Feats Alertness, Power Attack, Skill Focus (Ride)  
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 5  
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  
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  
Att 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)  
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

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 –5

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 AlertnessB, Exotic Weapon Proficiency (whip), PersuasiveB
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 15 Will or have his attitude improved to helpful for 1 hour

KRISS STAUFEN

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), AlertnessB, Skill Focus (Knowledge: local)B, ToughnessB
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

Male soldier warrior 3
Medium humanoid (human)
Init +3; Advantage +6; Senses Listen +5, 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 +5 (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)
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

Female gluttony sinthral 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 11, Cha 6
Feats Ability Focus (vomit), Alertness B, Skill Focus (Intimidate) B,
Skills Climb +7, Concentration +8, Intimidate +5 B, Knowledge (nobility and royalty) +1 B, 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 15, Con 19
Skills Climb +5, Concentration +8, Intimidate +5 B, Knowledge (nobility and royalty) +1 B, 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)

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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)

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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 10
**SQ** tribesman trait
**Feats** Alertness, Toughness
**Skills** Hide —3°, Knowledge (religion) +2, Listen +0, Move Silently —5°, 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
Fort +1, Ref +4
Will +0
Spd 30 ft. (6 squares)
PETRA HANDELL
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+2/19–20)

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, Track, 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
Female greed criminal sinthral 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 15, Int 18, Wis 8, Cha 8
SQ criminal trait, trapfinding
Feats Alertness, Dodge, Stealthy
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
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, 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
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/_.5)
Base Atk +1; Grp +1

Abilities Str 11, Dex 10, Con 11, Int 10, Wis 11, Cha 10
Feats Alertness, Weapon Focus (spear)
Skills Command +1*, Intimidate +3*, Listen +3, Profession (soldier) +4*, Spot +3

Possessions combat gear plus chainmail, heavy wooden shield, spear, longsword
VIXEN
Female demon women (aasismar) expert 1
Medium outsider (native)
Init +2; Advantage +2; Senses darkvision 60 ft.; Listen +6, Spot +6
Languages Rosean (spoken-good)

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

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

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