

Grieving Father (MR)(CR2): XP 600

[Elf Sorcerer](#) 3NE Medium [humanoid \(elf\)](#), **Init** +2;
Senses [low-light vision](#); [Perception](#) +7

DEFENSE

AC 17, [touch](#) 12, [flat-footed](#) 15 (+4 [armor](#), +2 [Dex](#), +1 [natural](#)), **hp** 19 (3d6+6), **Fort** +2, **Ref** +5, **Will** +2; +2 vs. enchantments, **Immune** [sleep](#); **Resist** cold

OFFENSE

Speed 30 ft.

Melee mwk [longsword](#) +2 (1d8/19–20)

Sorcerer Spells Known (CL 3rd; [concentration](#) +5)

1st (6/day)—[cause fear](#) (Will DC 13), [endure](#)

[elements](#), [mage armor](#), [magic missile](#)

0th (at will)—[bleed](#) (DC 12), [detect magic](#), [light](#), [ray](#)

[of frost](#), [read magic](#)

STATISTICS

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

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

Feats [Combat Casting](#), [Eschew Materials](#), [Lightning](#)

[Reflexes](#), **Skills** [Intimidate](#) +8, [Knowledge](#) (arcana) +8,

[Perception](#) +7, [Spellcraft](#) +8 (+10 to identify magic item properties)

Languages Common, Draconic, Elven, Goblin

Magic Missile: 1d4+1, **Cause Fear:** -2 skill/attack/save,

Ray of Frost: 1d3 cold.

Grieving Father's Creation (M)(CR1): XP 400

CE Medium [humanoid \(humanoid\)](#)

Init -1; **Senses** [darkvision](#) 90 ft.; [Perception](#) +0, **Aura** [stench](#) (30 ft., DC 13, 10 rounds)

DEFENSE

AC 15, [touch](#) 9, [flat-footed](#) 15 (-1 [Dex](#), +6 [natural](#))

hp 13 (2d8+4), **Fort** +7, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.

Melee 2 claws +2 (1d4+1), bite +2 (1d4+1)

STATISTICS

Str 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 11

Feats [Great Fortitude](#)

Languages Common

Stench: Fort DC13 30ft resulting in -2 to rolls and saves.

Child-Snatchers/Assistant (M)(CR½): XP 200

[Human rogue](#) 1

CN Medium [humanoid \(human\)](#)

Init +3; **Senses** [Perception](#) +4

DEFENSE

AC 16, [touch](#) 14, [flat-footed](#) 12 (+2 [armor](#), +3 [Dex](#), +1

[dodge](#)), **hp** 9 (1d8+1)

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

OFFENSE

Speed 30 ft.

Melee mwk [dagger](#) +3 (1d4+3/19–20)

Special Attacks [sneak attack](#) +1d6

STATISTICS

Str 15, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 16

Feats [Combat Reflexes](#), [Dodge](#)

Skills [Acrobatics](#) +7, [Bluff](#) +3, [Climb](#) +6, [Diplomacy](#) +3,

[Disable Device](#) +7, [Escape Artist](#) +7, [Intimidate](#) +3,

[Knowledge](#) (local) +5, [Perception](#) +4, [Sense Motive](#) +4,

[Swim](#) +6

Languages Common, Polyglot

SQ [trapfinding](#) +1

Hideout guard (MR)(CR1): XP 400

[Gnome Fighter](#) 2, CN Small [humanoid \(gnome\)](#)

Init +2; **Senses** [low-light vision](#); [Perception](#) +2

DEFENSE

AC 18, [touch](#) 14, [flat-footed](#) 15 (+3 [armor](#), +2 [Dex](#), +1

[dodge](#), +1 [shield](#), +1 [size](#)), **hp** 21 (2d10+6), **Fort** +5, **Ref**

+2, **Will** +0; +2 vs. illusions, +1 vs. [fear](#) **Defensive**

Abilities [bravery](#) +1, defensive training (+4 [dodge](#)

[bonus](#) to AC vs. [giants](#))

OFFENSE

Speed 20 ft.

Melee mwk [rapier](#) +6 (1d4+1/18–20) or [dagger](#) +5

(1d3+1/18–20)

Ranged [composite longbow](#) +5 (1d6+1/×3)

Special Attacks +1 on [attack rolls](#) against [goblinoid](#) and

[reptilian humanoid](#)s

STATISTICS

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

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

Feats [Dodge](#), [Mobility](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +3 (-1 when jumping), [Intimidate](#) +4,

[Knowledge](#) (nobility) +2, [Perception](#) +2, [Stealth](#) +7

Languages Common, Gnome, Halfling, Sylvan

Combat Gear [tanglefoot bag](#); **Other Gear** [studded](#)

[leather](#), masterwork buckler, [composite longbow](#) with 20

arrows, [dagger](#), masterwork [rapier](#), wineskin, 16 gp