

Player	Character	Class	Race	Preferred Role	DM notes
KingHotTrash					
Grumbaki.	Sendi	Scaled Fist Unchained Monk / Virtuous Bravo Paladin	Half-Orc Aasimar	Tank?	\$\$\$
NotEsp.	Victrix Salus	Bard 2 / Unchained Rogue 1	Human	Melee support + buffs	
Yttras.	Balan	Unchained Monk 2/Paladin 1 of Irori	Human		
	Soraya	Dawnflower Dervish 1 / Cleric 2 of Saranrae	Aasimar		
Albion, The Eye	Tharg	Bloodrager 1 / Empiricist Investigator 2	Half-Orc	* Switch hitter	
Mightpion	Vivi	Oracle(Battle 3)	Human	SMESH SMESH SMESH	
hustonj	Auso	Bard (Archeologist ) 3	Human	Knowledgebot; lockpicks; minor support magics	

Major NPCs you likely know in Kelmarane:

Almah

Almah Roveshki (LN Female human expert 4/fighter 1/rogue 1): Almah is a beautiful young merchant princess, the latest in a long line of wealthy agents of the Pactmasters of Katapesh.

Her family, originally from Varisia far to the north, has dwelt in Katapesh for several generations now. Unfortunately, her family has been down on its luck for most of those generations as a result of bad investments and the economic intrigues of rival merchant princes, but Almah is ready to steady the ship and rebuild her family legacy.

One way to do that is to rescue the village of Kelmarane, which used to be in the charge of her family ages ago. The Pactmasters want it back, so they have sent Almah to make it so. Almah is a canny competitor who knows that she will not get a second chance to impress her mysterious superiors. Thus she has thrown everything into this expedition. She still manages to maintain the luxury of her position (perfumed accommodations, the finest silks, well-paid mercenaries), but the strains are starting to show, and the hint of desperation has begun to drive her decision-making. While she projects an outward atmosphere of control, she is more willing than ever to trust the counsel of outsiders.

If the PCs ask Almah about Kelmarane, she replies, “Long ago, the village was one of several in the Uwaga Highlands of the Brazen Peaks situated around a battle market, a huge arcade that attracted merchants, gladiators, actors, musicians, and customers from throughout Katapesh and neighboring Osirion. Then, about 20 years ago... it fell, and the Pactmasters abandoned it to ruin. Rumors of plagues and evil curses abound, but in truth no one really seems to know why the village died. About 2 years ago, a pack of gnolls called the Kulldis tribe inhabited the battle market and claimed Kelmarane as its own. The Pactmasters want the village back, and it’s up to us to deliver it to them.”

#### Garavel

Garavel (LN Male human fighter 3): With a lantern jaw and short black hair, the dashing Garavel looks more like a swordsman than an accountant and business expert, yet it is he who oversees much of Almah’s personal business.

A strange metal bolt protrudes from the left side of his skull, a sign of his direct servitude to the Pactmasters and a magical method of keeping his emotions in check while he engages in important business matters on their behalf. He often hides this bolt by wearing a plain white keffiyeh over the head—this metal bolt is a Pactmaster’s favor, and apart from ensuring loyalty and preventing emotional outbursts, the device grants Garavel a +4 resistance bonus on saving throws against mind-affecting effects (but at the cost of never being able to gain the benefits of a morale bonus of any sort).

A DC 15 Spot check is enough to notice the bolt while he wears his keffiyeh. Occasionally, Almah uses Garavel to do “dirty” work involving swordplay and skullduggery, always managing to keep herself removed from the lowest of her own dealings.

#### Aukan

Felliped - Pathfinder Captain of the region. Until a permanent caravan route is established, Felliped's network of couriers is the most secure way to send information.

Father Zastoran (N Male old human cleric of Nethys 3): Zastoran hails from the coastal capital of Katapesh. A cleric of Nethys, the god of magic, Zastoran joined up with Almah years ago when she was just starting out in business, and has been her personal physician and spiritual advisor ever since. Zastoran is a friendly, chatty chap who misses the comforts of his home city and who naturally gravitates toward good conversationalists with interest in culture and the arts.

Zastoran's small wagon contains an enormous chest that holds dozens and dozens of potions, an entire stock of medicinal supplements and magical aids meant to protect Almah's band and the early settlers who will flock to Kelmarane once it has been liberated of gnoll influence. Despite this, he is loath to give out his potions and treats the loss of each as more serious than the injuries that they heal. In such cases Father Zastoran is full of patronizing advice about how the PCs can be more careful to avoid injuries in the future. Because of his collection and obsession with alchemy, Zastoran is quick to befriend any PC with similar interests.

Zastoran is particularly adept at avoiding combat—but then, he's not included in this adventure to give the PCs a direct hand. His role is to provide healing in the form of spells and potions. He can cast 2 cure moderate

wounds, 3 cure light wounds, and 4 cure minor wounds in a day, and does so at no charge as the PCs require. His potion collection is large but limited to potions of cure light wounds, cure moderate wounds, delay poison, lesser restoration, and nonmagical holy water. At Almah's urging, he only charges the PCs half price for the potions (but does so begrudgingly)—it's fine to simply assume he always has enough on hand to sell to the PCs what they can afford if you don't want to set a hard limit to his resources.

Town Guards (Human warrior

2): Two categories of guards are part of Almah's party—loyal personal guards assigned to protect her by the Pactmasters themselves, and mercenaries she hired at Solku to bolster her group's strength. All of these guards are second-level human warriors, but the two groups are quite different in personality.

The four personal guards are named Fixx, Keldon, Podarn, and Vodrave. Like Garavel, they serve the Pactmasters of Katapesh. It just so happens that they have been assigned to protect Almah, but she does not have direct control over them. The vigilant guards have little sense of humor, are not particularly communicative, and never really treat the player characters as anything other than a potential threat to Almah.

There are six mercenaries—three men (Trevvis [the nominal leader], Utarchus, and Dullen) and three women (Kallien, Brotis, and Yesper). They are a disreputable lot, thick with soiled armor and greasy hair, a distinct contrast to the well-mannered, meticulously attired soldiers who guard Almah at all times. Although they act the part, the mercenaries are nowhere near as tough as they appear or portray themselves to be. At the beginning of the adventure their bluster is fairly intimidating, but as the PCs defeat more and more monsters the mercenaries begin to appear like the middling battlefield pawns that they are. All the

while, however, the mercenaries firmly believe themselves to be the PCs' superiors, treating them accordingly.