

Kashta

Female Hobgoblin, 4th-level Bard

Strength 12 [+1]
Dexterity 12 [+1]
Constitution 10 [+0]
Intelligence 14 [+2]
Wisdom 13 [+1]
Charisma 18 [+4]

Hit Points: 17

Armor Class: 16 (touch 11, FF 16)
(+1 Dex, +1 MW buckler, +4 MW chain shirt)

Speed: 30 ft.

Initiative: +1

Saving Throws

Fortitude: +1
Reflex: +5
Will: +5

Masterwork Light Flail

Attack: +5 melee (+3 BAB)
Damage: 1d8+1
Notes: Can trip, +2 to disarm or trip checks

Masterwork Light Crossbow

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Attack: +5 ranged (+3 BAB)
Damage: 1d8
Range Increment: 110 feet

Action Points □□□□

Alignment: Neutral

Class Features

Bardic Knowledge
(Use to obtain information, +8 to check)

Bardic Music □□□□

Countersong
(Cancel sonic effect)

Fascinate
(Perform check can distract onlookers)

Inspire Competence
(Provide ally with +3 bonus to skill checks)

Inspire Courage
(+2 morale bonus to attack, damage, save vs fear)

Racial Features

Darkvision (60 ft)
+4 on Move Silently checks

Feats

Spell Focus: Enchantment
(Enhances enchantment spells)

Song of the Heart
(Improves Bardic Music effects by +1.)

Skills

Bluff, 5 ranks	+8
Climb	+0
Concentration, 4 ranks	+4
Diplomacy, 5 ranks	+14
Hide, 4 ranks	+4
Intimidate, 2 ranks	+7
Jump	+0
Knowledge (Arcana), 1 rank	+3
Knowledge (Geography), 1 rank	+3
Knowledge (Dungeoneering), 1 rank	+3
Knowledge (History), 5 ranks	+7
Knowledge (Nobility), 5 ranks	+7
Listen, 1 rank	+2
Move Silently, 4 ranks	+8
Perform (Song), 7 ranks	+10
Sense Motive, 7 ranks	+8
Spot, 4 ranks	+5

Languages

Common, Dwarven, Elven, Goblin

Once the goblinoid races – the mighty bugbears, stoic hobgoblins, and sly goblins – ruled the continent of Khorvaire. The goblinoid Empire of Dhakaan dominated the land for millennia, supported by a strong and disciplined military and the work of brilliant smiths and artisans. But thousands of years ago, an army of horrors invaded from another dimension and shattered the empire. Though the monsters were ultimately defeated, the empire had been dealt a mortal blow. As madness and civil war tore apart the wreckage, a few clans retreated into the shadows, waiting for the day they might return to restore the glory of the empire.

That time is now. You are a hobgoblin of the Kech Volaar ("wordbearers"), one of the proudest clans of ancient Dhakaan. A dozen clans have returned to restore the empire, but first they must agree on the true heir of Dhakaan, the rightful claimant to the throne. Some are using military might to make their claims, but the Kech Volaar have always respected wisdom and tradition. Your leader, the bard Tuura Dhakaan, seeks to reclaim the greatest relics of the empire. If she can collect enough of the powerful weapons and symbols of past glory, the others will surely follow her.

In Dhakaan society, each race has a different role. Hobgoblin males form the bulk of the army, while female hobgoblins are diplomats, healers, and sages. Bugbears are the shock troops of the empire, while the numerous goblins do the work required to support the community. The spiritual leaders of the nation are the *duur'kala* ("dirge singers"), the bards who hold the knowledge of the past.

You are Kashta Dhakaan, and the blood of the emperor flows in your veins. You are a dirge singer and the leader of this unit. Goresh is the most experienced soldier and you may want to trust his instincts in the heat of battle, but outside of combat you must provide guidance for the group. You try to provide a voice of reason, and to restrain the others from unnecessary violence; the slaughter of innocents stains the honor of the clan. Of course, violence is often necessary – it is simply a matter of knowing when swords will be more effective than words.

Gear

Circle of Sound

Magical ring transfers a whispered message to everyone else wearing a matching ring, up to 220 feet.

Cloak of Charisma +2

Potion of Cure Moderate Wounds

Restore 2d8+3 hit points.

Potions of Cure Light Wounds

Restore 1d8+1 hit points.

Potion of Invisibility

Grants invisibility for 30 minutes or until broken.

Potion of Lesser Restoration

Restore 1d4 ability points.

Masterwork Buckler

Masterwork Studded Leather

Silver Dagger

Backpack

Bard Spells

0-level (DC 15)

Detect Magic

Daze (+1 on one attack roll, saving throw, or skill check)

Know Direction

Mage Hand (Minor telekinesis, 5-pound maximum)

Prestidigitation (Minor magical effects)

Read Magic

Disguise Self (+10 to Disguise checks)

2nd (DC 17)

Cure Moderate Wounds (Touch target to heal 2d8+4 hit points)

Hold Person (Paralyze one humanoid creature for 5 rounds)

1st (3+1/day, DC 16)

Charm Person (Target becomes your friend)

Cure Light Wounds (Touch target to heal 1d8+4 hit points)