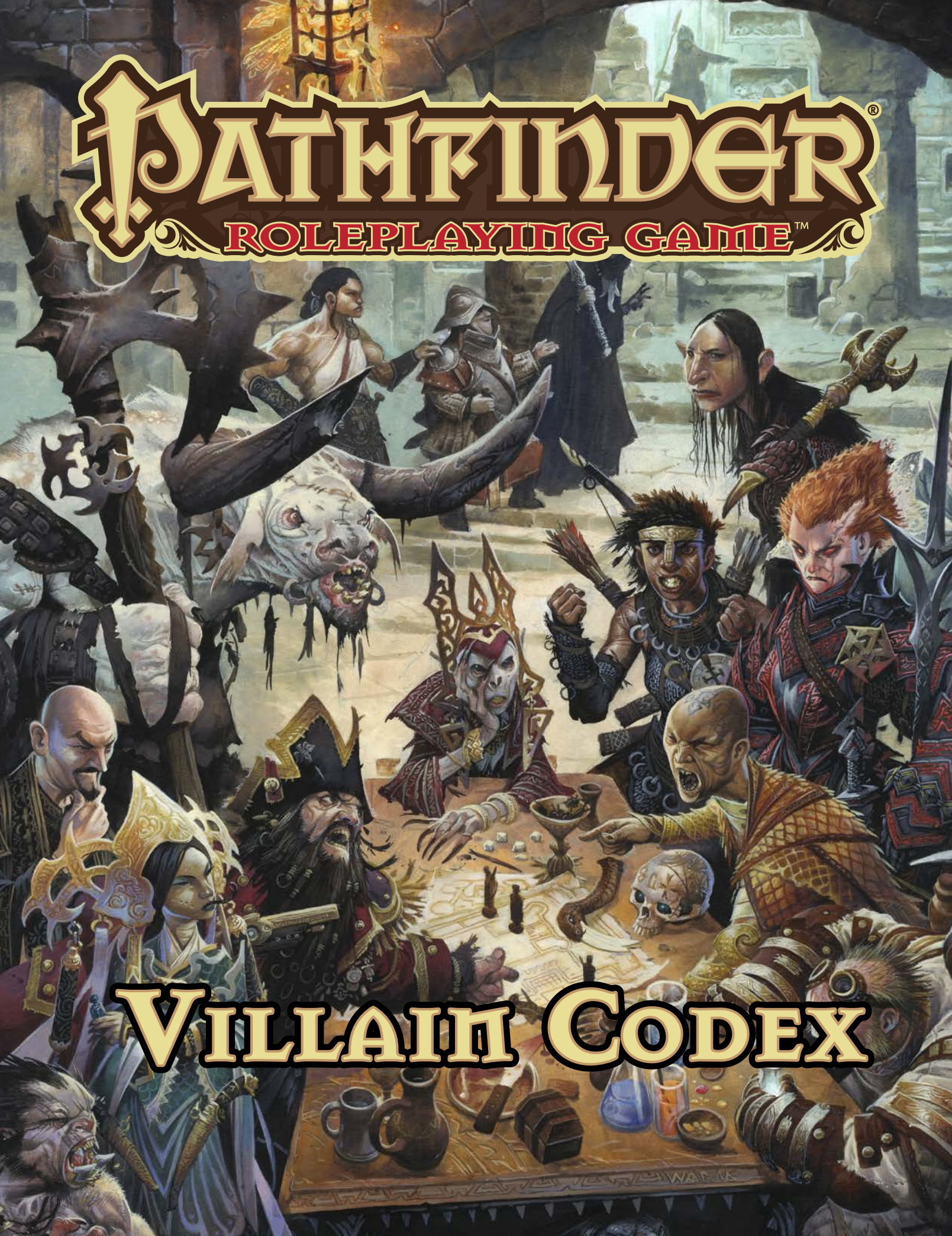
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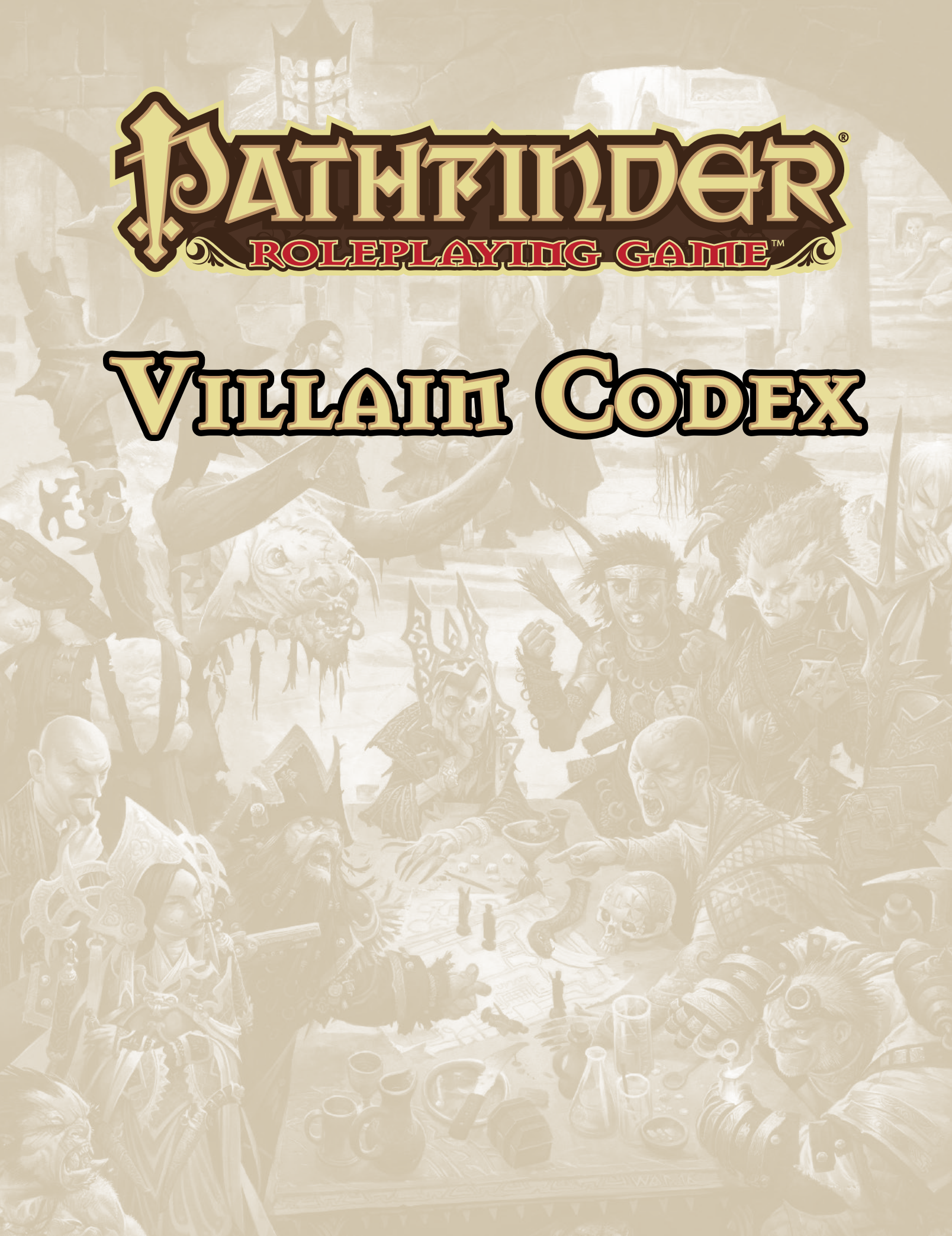
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Pathfinder Roleplaying Game

Villain Codex

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This game is dedicated to Gary Gygax and Dave Arneson.

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Introduction

A lone villain, while often quite powerful, poses much less of a threat to player characters than the leader of a nefarious organization, with all the wealth, influence, and personnel such a position entails. Such insidious groups also help you, the Game Master, tell a good story, as your PCs first encounter weaker members of the organization and work their way up to eventually facing off against its leaders. However, crafting all the NPCs that make up such an organization takes a long time, particularly when the PCs throw you a curve ball by antagonizing the local thieves' guild when you were expecting them to stop in town only briefly. This book puts myriad villainous NPCs at your fingertips, allowing you to efficiently breathe life into the most common wicked organizations and present the PCs with a wide variety of encounters.

Navigating This Book

Each of this book's 20 chapters details one of the following villainous organizations.

Arcane Society: Posing as a philanthropic multinational mages' guild, the arcane society plans to leverage magic and public opinion to one day rule a kingdom of its own.

Brutal Slavers: This heinous group captures helpless people and trades them as chattel.

Carnival Troupe: While many villagers suspect some level of petty theft and chicanery from a traveling carnival, few suspect this ringmaster has darker plans in mind.

Corrupt Guard: These guards appear to be unforgiving but efficient servants of the law, though the guard captain covers for many of her officers' unscrupulous actions and defines her own justice.

Cruel Musketeers: The exiled guardians of an imprisoned queen, the once-proud musketeers have been forced to perform desperate acts and accept members of dubious moral quality to sustain themselves, hoping to hear the queen's call to arms once again.

Death Cult: This cult of Urgathoa believes death is the only solution to society's many inequities. The cultists brew

and spread various plagues throughout the land in service of their dark goddess.

Demon Knights: The members of this knightly order emulate demons. They descend upon villages, slaughtering innocents and breaking the minds of potential inductees to allow the darkness of the Abyss to seep within.

Diabolical Church: This church of Asmodeus insinuates its way into communities through helpful public works, quietly gaining more power until it can establish totalitarian control.

Fang Monastery: This martial arts school seeks to discover the lost mysteries of the serpentfolk and establish a new empire in the serpentfolk's image.

Merchant Caravan: These underhanded merchants use smuggling, scams, and other unscrupulous tactics to maximize their profits.

Merry Outlaws: While the Merry Outlaws appear to be heroes who rob the rich and give to the poor, they are mostly interested in their own profits. Their charity provides them a significant boost in public opinion.

Nature's Scourge: Members of Nature's Scourge believe that civilization has overstepped its bounds and that survival of the fittest is the natural order. They use violence and rituals to assist nature in reclaiming what has been taken from it.

Regal Court: While the roguish king and bewitching queen were once a loving and brutally effective couple, their growing enmity has led to a regal court full of schemers, with various power players working for the king, the queen, foreign entities, or themselves.

Ruthless Brigands: This mercenary group fights for whoever pays it, regardless of whether the cause is righteous or vile. When the brigands are between jobs for too long, though, they fall to independent banditry to make ends meet.

Savage Marauders: These nomadic raiders take what they want from those too weak to defend themselves. Their shamanistic tribe believes that might makes right.

Scandalous Pirates: A loose coalition of pirate captains under the command of the vile admiral, the scandalous pirates prey on other ships and coastal towns.

Secret Society: Its peripheral members think of the secret society as merely a social club that throws wild parties. However, the society leverages the political influence of such members to finance and hide its inner circle's darker schemes and traditions, such as regularly hunting other humanoids for sport.

Sinister Cult: While many other villains serve their own selfish ends, the sinister cult seeks nothing less than an apocalypse. Banded together from those who follow the most despicable powers, from daemons to Elder Gods, the sinister cult will stop at nothing to bring about the end of the world.

Slayers' Guild: These assassins believe with religious zeal in the beneficial nature of their contract killings.

Book References

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

When a stat block includes a rules element from a villainous group's New Rules section, that rules element is noted with an asterisk (*). The following superscripts mark rules elements such as feats, spells, and magic items from other sources.

Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Occult Adventures	OA
Ultimate Combat	UC
Ultimate Equipment	UE
Ultimate Intrigue	UI
Ultimate Magic	UM

Thieves' Guild: This thieves' guild controls organized crime within a town, dipping its fingers into all sorts of illicit activities.

How to Use This Book

Each chapter details a villainous organization and is broken into four sections.

Organization and Story Hooks: Each chapter opens with in-depth information on the organization, including its structure, plots, allies, and foes, as well as several story hooks for GMs wishing to introduce the organization.

New Rules: This section details new rules elements thematically linked to the organization. These can include templates, archetypes, class features, feats, equipment, occult rituals, spells, and magic items, many of which are closely guarded secrets of the organization. However, PCs infiltrating or battling these organizations can discover some of these exotic spells, items, and techniques as part of their reward.

NPCs: This section contains stat blocks for NPC members of the organization, typically with four pages of lower-ranking NPCs followed by three pages of unique members of the organization's leadership, though that varies based on the organization. Many lower-ranking entries contain two NPCs who are connected in some way.

Encounters: The final page of the chapter lists several sample encounters using the new villainous NPCs, as well as potential allies from other books. Each encounter includes the total CR, a description of the encounter group, and a short stat block for each NPC involved, complete with handy page references.

Arcane Society

I know you'll never understand—let alone give me your blessing—and so I've chosen to make this easy for all of us. I've left home; I'm trading the muck and labor of the farm for the magnificent magic libraries of the arcane. Please don't try to follow me or send anyone to bring me back. I stand firm in my decision to join these prestigious mages. I know you have your hearts set on my taking over the farm, but I'm destined for so much more in life. The Spellqueen herself has chosen to take me as her personal apprentice. Can you imagine? I'll be learning the secrets of the arcane arts from one of the most powerful and brilliant spellcasters in the world! Despite the reservations you expressed earlier, I'd be a fool to refuse such a generous offer. Don't worry—I'll write once I've arrived and settled in. The next time you hear from me, Mother and Father, I'll be well on my way to greatness, and you'll have none other than Her Eminence to thank!

—Letter from Essorian Flaxdale

With their ironclad work ethic and endless scholarly pursuits, spellcasters naturally gravitate toward forming clubs and societies. On paper, the arcane society styles itself as an elite but harmless organization dedicated to the study of the arcane arts, offering spellcasting, magic item creation, scroll scribing, and many other practical services to those willing to part with the necessary gold. The circle's leader, the Eminent Spellqueen, proclaims her organization's commitment to the peaceful practice and sharing of magic.

However, for those who know how to ask, the circle provides magical services that are either immoral or downright evil, such as the reanimation of corpses into undead horrors. The circle clandestinely trades necromantic secrets and friendly missives with the plaguebrewer, a necromantic scholar affiliated with the death cult (see page 74), and it provides arcane support to groups such as the merchant caravan and the ruthless brigands (see pages 114 and 162) for the appropriate price.

Yet, the society holds an even darker secret. It is responsible for the disappearance and murder of numerous youths, at least a dozen each year, who fuel the Eminent Spellqueen's dark rituals or other magic that requires a blood price. It would be difficult, if not impossible, to trace these disappearances to the society. It tends to target orphans, the homeless, and runaways—people who largely won't be missed. The society takes only a few youths over a relatively long period of time, and uses teleportation magic to hunt in locations far from its headquarters. So thorough is the society's secrecy that it has used various arcane defenses to prevent magical investigations into its dealings, should they ever occur.

Those who have tried to link the society to any particular wrongdoing have found their efforts fruitless. Evidence often vanishes or turns out to be fake or inconclusive, and witnesses disappear or recant their statements. The society claims that those who envy its success unfairly target its members. The reality, however, is that the society pays its members' way out of any repercussions they might face, possibly by bribing a corrupt local guard. Indeed, the society's pockets are deep. Its members own a wide array of taverns, salons, and spell component shops in cities around the world, and the society sponsors several wizard colleges in cosmopolitan locales. The Eminent Spellqueen and the circle's other high-ranking members make a show of donating to various charitable causes in overt attempts to curry favor with the public. For the most part, this glad-handing succeeds, and in many places, the populace adores the Spellqueen as a peerless philanthropist and benevolent, if eccentric, arcane matriarch.

The Eminent Spellqueen—a title the society's leader granted herself once the society began to grow in prominence—is just as ostentatious as her honorific suggests. A stunningly attractive woman, she delights in surrounding herself with beauty and donning exquisite garments as well as lavish magical augmentations. Beyond her sartorial splendor, the Spellqueen is a powerful, cunning sorcerer full of rage and ambition, and her finery covers a terrible truth: she is a lich, literally wearing the stolen life and youth of others as a disguise that enables her to indulge in life's pleasures. Beyond reaping the profits from the circle's dealings, she seeks to one day become a real queen of a land full of enthralled slaves. Her schemes are so well executed and her organization so mighty that the Spellqueen seems destined to achieve the power she so wickedly desires.

Story Hooks

The arcane society is a ruthless and cunning opponent. Below are suggestions regarding ways to use the arcane society in your games.

Cursed Mayor: In one of the PCs' hometowns, something strange is afoot. The hamlet's esteemed—and normally kind and gregarious—mayor has begun speaking nonsensically during public appearances, and he sometimes seems lost and bewildered. Many of the townspeople whisper that he's been cursed. Some blame the local hedge witch; others say his strange behavior began when a group of traveling arcane scholars passed through town, and still others have their own theories. Regardless, his condition is only worsening. The town's deputy mayor has reached out to the PCs for help. They are hired to find out what's going on—and who might profit from the mayor's decline.

Troubling Headmistress: After a dispute with a mysterious visitor, the headmistress of a prestigious local arcane college goes missing for over a week. Suddenly, though, she returns to her duties, claiming that a family emergency drew her away. Not all is as it appears, however, for the headmistress is behaving unusually. The school's master of lore suspects that the returned headmistress is some sort of impostor, and that the real headmistress is in grave danger. He tasks the PCs with finding the truth.

True Spellqueen: The kingdom is rife with dissatisfaction at what is perceived as the regal court's corruption and incompetence, especially in the wake of increasing magical threats from a growing undead presence. The arcane society has always been beloved in this kingdom, and now it is providing humanitarian relief efforts and stepping in to deal with crises the royals can't seem to handle. This has led to a troubling movement to stage a coup, removing the ineffectual king and his court and replacing them with the Eminent Spellqueen. PCs loyal to the king (or simply uneasy with a violent coup or civil war) therefore might enter a social conflict (*Pathfinder RPG Ultimate Intrigue* 166) with the arcane society, as the PCs seek to manipulate public opinion, reveal the truth about the arcane society, and end the movement without slaughtering the relatively innocent citizens within it.

New Rules

The following spells and occult rituals come from the arcane society's arsenals and archives. Many were developed by the Eminent Spellqueen or the grand caller to serve their needs and whims.

Spells

Spellcasters affiliated with the arcane society have developed the following spells to advance the evil organization's agendas, allowing the society to discredit or remove witnesses and effectively hide undead in places where they would otherwise be unwelcome.

Amnesia

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, medium 3, mesmerist 4, psychic 4, sorcerer/wizard 4
Casting Time 1 round
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You cause the target to lose most of its memories; its skills, its past, and even its name become mysteries to it. While the target can build new memories, it has trouble accessing those gained before falling victim to the spell. The target can still speak and read any languages it knows and perform basic tasks, but it loses all class abilities, feats, and skill ranks gained before being affected by *amnesia*. It retains its base attack bonus, saving throws bonuses, Combat Maneuver Bonus, Combat Maneuver Defense, total experience points, Hit Dice, and hit points. If the target gains a character level while suffering from *amnesia*, it can use any abilities gained by that class level normally. If the class level it gained was from a class in which it already has levels, it gains the abilities of a 1st-level character of that class, even though it is technically of a higher level in that class. If the *amnesia* is cured, the target regains the full abilities of the class, including those gained from any levels taken while suffering from this condition. *Amnesia* can be removed only by *heal*, *limited wish*, *miracle*, *psychic surgery*[OA], or *wish*.

Appearance of Life, Greater

School illusion (glamer); **Level** cleric 5, medium 4, mesmerist 5, psychic 5, sorcerer/wizard 5, spiritualist 4, witch 5
Range touch
Target one willing undead creature touched
Duration 1 hour/level

This spell functions as *appearance of life* (*Pathfinder RPG Horror Adventures* 108), except that you can disguise a single undead creature regardless of its number of Hit Dice, and the illusion also creates relevant smells, sounds, textures, and temperatures to match the appearance. If you disguise the target as a living version of itself, creatures that interact with the target take a –5 penalty on their Will saving throws to disbelieve the illusion, though if the target attacks a creature, the attacked creature no longer takes this penalty.

Covetous Urge

School enchantment (compulsion) [curse, language-dependent, mind-affecting]; **Level** bard 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S, M (a golden coin)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 7 HD or fewer
Duration 1 minute/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You curse the target with insatiable greed, causing it to attempt to steal any item worth 100 gp or more that it can see, each time it enters a new room or area. If it can see multiple items of value in a single room or area, it attempts to steal the item it thinks is worth the most. This covetous compulsion might cause the target to act recklessly where it normally would not (unless acting in this manner would clearly cause it to die, suffer great harm, or get caught).

In combat, if the target sees a valuable item on an opponent, it must, for example, attempt to disarm its foe to take a valuable weapon or use the steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) to grab a precious item kept on the opponent's belt. Once the target has either attempted to steal an item in combat or else taken damage, this magical compulsion subsides until the threat of the current combat ends and the target enters a new room or area. Affected targets in combat that have neither attempted to steal an item nor taken damage (perhaps because the opponent with the most valuable item is far away) can attempt a saving throw each round to ignore the spell's effect until the threat ends and the target enters a new room.

Break enchantment, *limited wish*, *miracle*, *remove curse*, or *wish* can each end *covetous urge* before the duration expires. *Dispel magic* does not affect *covetous urge*.

Occult Rituals

The following rituals are vital to the arcane society's existence, and learning details about them might reveal some of the organization's biggest secrets.

Blush of Youth

School necromancy [evil]; **Level** 7
Casting Time 7 hours
Components V, S, M (a fist-sized onyx worth at least 5,000 gp, one creature of younger than adult age of the same race as the primary caster per level of the primary caster), SC (see text)

Skill Checks Knowledge (arcana) DC 33, 4 successes; Disguise DC 33, 2 successes; Heal DC 33, 1 success
Range primary caster
Duration 1 month/character level of the primary caster; see text
Saving Throw none; **Spell Resistance** no
Backlash If the ritual is successful, the primary caster loses her memories from after the physical age of her new body (see below) for 24 hours. Otherwise, unlike normal, while the secondary casters perish, the primary caster suffers no further backlash.
Failure The primary caster takes damage to her highest ability score equal to that score's modifier for 1 week, and no effect can remove, suppress, or otherwise ameliorate this damage until then. All creatures receive a +5 bonus on Will saving throws to disbelieve any illusions affecting the primary caster as long as this ability damage is in effect. Finally, the primary caster cannot attempt this ritual again as long as she suffers this penalty.

EFFECT

The caster must gather her intended victims in a circle with a radius no larger than 10 feet around her and restrain them for the duration of the ritual; while they don't participate in the ritual other than as sacrifices, these victims count as secondary casters for the purpose of determining the caster's skill bonuses. At the ritual's start, the caster stands at the center of the circle of victims and chants while holding the onyx aloft. The evil energy emanating from the caster slowly siphons the victims' blood through their facial orifices; that blood travels in a liquid line from the victims to the primary caster's onyx. From there, the blood washes over the primary caster. By the end of the ritual, the primary caster's entire body is bathed in an occluding egg of thick, dripping blood.

If the ritual is completed successfully, the blood hardens and then cracks like a chrysalis, revealing that the caster's body has become youthful and attractive; regardless of her actual years, she appears to be the age at which her beauty was most radiant. Her skin looks supple and healthy, her eyes are bright and sparkle like jewels, and her voice sounds musical.

If the caster is undead, she returns to her previous creature type (before dying and becoming undead) for the ritual's duration, treating her Constitution score as being equal to her Charisma score when necessary. She counts as a living creature of her previous type, but she retains the immunities granted by the undead type as well as any special abilities granted by her particular type of undead, unless those abilities rely on appearing undead or on physical features her young living body doesn't have (for instance, she would lose horrific appearance or claw attacks gained by becoming undead, but not a lich's paralyzing touch).

An incorporeal caster has no body and can't use this ritual, and the same holds true for any non-undead creature that never ages, such as a construct.

The caster receives a +5 competence bonus on Charisma-based skill checks other than Use Magic Device. Additionally, whenever she uses an illusion spell or similar effect that makes her appear as someone or something she is not (including *disguise self*, *appearance of life* (*Pathfinder RPG Horror Adventures*), *greater appearance of life**, or *veil,* but not *invisibility*, *displacement*, or *mirror image*), creatures take a –10 penalty on saving throws to disbelieve the illusion, and divination magic that would normally allow creatures to see through illusions (such as *true seeing*) fails to do so for this illusion. If the illusion that changes her appearance causes a negative effect on any creatures that fail their saving throw to disbelieve, the saving throw penalty does not apply.

UNWAVERING VIGILANCE

School conjuration (teleportation) and divination; **Level** 8
Casting Time 80 minutes
Components V, S, M (one golden thread worth 1,000 gp for each caster), F (a miniature doll made from golden thread and gemstones worth at least 25,000 gp), SC (at least 4 and up to 8)
Skill Checks Knowledge (local) DC 33, 3 successes; Perception DC 33, 3 successes; Sense Motive DC 33, 2 successes
Range close (25 ft. + 5 ft./character level of the primary caster)
Target all casters
Duration 1 day/character level of the primary caster
Saving Throw none (harmless); **Spell Resistance** no
Backlash All casters take 6d6 points of damage. Additionally, they gain 1 temporary negative level and become exhausted.
Failure All casters gain 1 permanent negative level.

EFFECT

As the ritual begins, the secondary casters each hold one end of their golden threads while the other is tied to the doll. The secondary casters stretch both arms out toward each other and rhythmically chant their common values (this often involves cult or guild members repeating membership vows). The primary caster ties the doll to her wrist with her golden thread. She then approaches each of the secondary casters in turn and touches them on the forehead with the focus doll. Unlike with normal occult rituals, adding more than four secondary casters does not increase the bonus those casters provide to the ritual's required skill checks.

Upon successful completion of the ritual, each caster's golden thread snaps. One half of each snapped thread melds into the caster and the other half melds into the focus doll (which can't be used as a focus for this ritual again until the duration expires). Each caster gains the effects of a *status* spell in regard to each other caster. Additionally, whenever any caster is wounded, unconscious (except for normal sleeping), dying, or poisoned, any of the casters can, as a free action, use *greater teleport* to travel to that individual as long as they are on the same plane. If the destination caster is in combat, any teleporting casters roll and enter initiative on the next round, unless they have some other reason to be ready to enter the fray sooner (for example, if they were *scrying* on the destination caster). A caster can *greater teleport* via this ritual up to once per day.

Corrupt Scrivener

These spellcasters typically serve the arcane society as scholars and scriveners, keeping track of all sorts of details that would be useful in pursuing the society's goals and protecting its misdeeds from public knowledge.

CORRUPT SCRIVENER **CR 8**

XP 4,800

Half-orc diviner (foresight) 9 (*Pathfinder RPG Advanced Player's Guide* 145)

NE Medium humanoid (human, orc)

Init +14; **Senses** darkvision 60 ft., *see invisibility*; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 shield)

hp 84 (9d6+50)

Fort +10, **Ref** +8, **Will** +12

Defensive Abilities sacred tattoo[APG]

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee mwk dagger +5 (1d4/19–20)

Diviner Spells Prepared (CL 9th; concentration +13)

5th—*overland flight*, *prying eyes*, *teleport*

4th—*locate creature*, *resilient sphere*, *scrying* (2; DC 20)

3rd—*blood biography*[APG] (DC 19), *clairaudience/clairvoyance*, *gaseous form*, *hydraulic torrent*[APG], *nondetection*

2nd—*blood transcription*[UM], *detect thoughts* (DC 18), *false life*, *see invisibility*, *share language*[APG] (DC 17), *share memory*[UM] (DC 18)

1st—*anticipate peril*[UM], *color spray* (DC 16), *comprehend languages*, *detect secret doors*, *mage armor*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *message*, *read magic*

Opposition Schools enchantment, illusion

TACTICS

Before Combat The corrupt scrivener casts *false life*, *mage armor*, and *overland flight* every day, and he uses *see invisibility* and *shield* before a fight.

During Combat The corrupt scrivener typically uses *teleport to get* away during the surprise round, often before his would-be ambushers can even act, taking incriminating documents with him. He wades into combat only if absolutely necessary, preferring to use spells such as *resilient sphere* to separate his enemies and aid his allies.

Base Statistics Without his spells or his scorpion within arm's reach, the corrupt scrivener's statistics are **Init** +10; **Senses** no *see invisibility*; **AC** 12, touch 12, flat-footed 10; **hp** 70 (9d6+36); **Speed** no fly speed; **Skills** Fly +8, Perception +10, Sense Motive +10.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 20, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 16

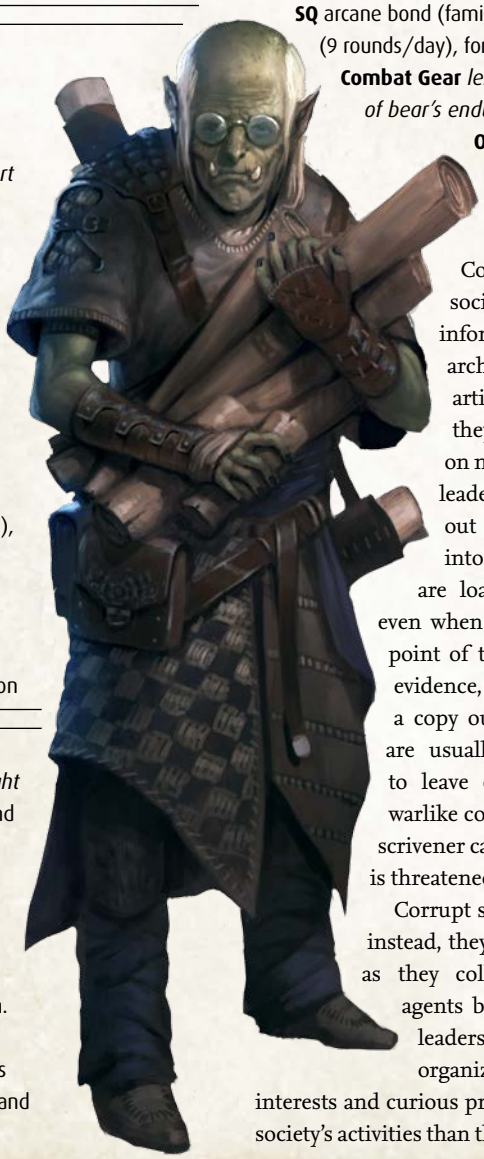
Feats Combat Casting, Craft Wondrous Item, Great Fortitude, Improved Initiative, Scribe Scroll, Spell Focus (divination), Toughness

Skills Fly +18, Intimidate +1, Knowledge (arcana) +17, Knowledge (local) +17, Linguistics +12, Perception +12, Sense Motive +12, Spellcraft +17, Use Magic Device +8; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Common, Draconic, Dwarven, Elven, Giant, Goblin, Halfling, Infernal, Orc

SQ arcane bond (familiar, greensting scorpion[UM]), foretell (9 rounds/day), forewarned, orc blood, prescience (7/day)

Combat Gear *lesser extend metamagic rod*, *scroll of bear's endurance*, *scroll of detect scrying*; **Other Gear** mwk dagger, *cloak of resistance +2*, *headband of vast intelligence +2*, 173 gp



Corrupt scriveners serve the arcane society by gathering and storing information. Though most of what they archive concerns arcane rituals and artifacts useful to members of the society, they may also secretly compile dossiers on members at the request of the society's leaders to ensure that anyone who gets out of line can be quickly cowed back into proper behavior. Corrupt scriveners are loath to destroy any knowledge, and even when the arcane society's leaders make a point of trying to erase history or dispose of evidence, the scriveners may secretly preserve a copy out of completionist obsession. They are usually retiring personalities, preferring to leave confrontations to burlier or more warlike colleagues, but even the most timorous scrivener can be roused to wrath if his life's work is threatened.

Corrupt scriveners rarely serve as actual spies; instead, they are the ones to whom spies report, as they collate the intelligence the society's agents bring back and prepare briefs for its leadership. Though they claim to be mere organizers of information, their personal interests and curious preferences often do more to drive the society's activities than the whims of those officially in charge.

Wicked Orator

Wicked orators support colleagues who wield more firepower.

WICKED ORATOR **CR 10**

XP 9,600

Human bard 11

LE Medium humanoid (human)

Init +4; **Senses** blindsight 40 ft.; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 86 (11d8+33)

Fort +9, **Ref** +15, **Will** +11; +1 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities *mirror image*

OFFENSE

Speed 60 ft.

Melee mwk quarterstaff +9 (1d6+1)

Ranged *+3 shortbow* +16/+11 (1d6+5) or *+3 shortbow* +14/+14/+10 (1d6+5)

Special Attacks bardic performance 28 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 19], inspire competence +4, inspire courage +3, inspire greatness, suggestion [DC 19])

Bard Spells Known (CL 11th; concentration +15)

4th (3/day)—*echolocation*[UM], *heroic finale*[APG], *modify memory* (DC 18)

3rd (4/day)—*arcane concordance*[APG], *glibness*, *good hope*, *haste*

2nd (5/day)—*gallant inspiration*[APG], *glitterdust* (DC 16), *heroism*, *mirror image*, *silence* (DC 16)

1st (6/day)—*expeditious retreat*, *grease* (DC 15), *innocence*[APG], *saving finale*[APG], *share language*[APG], *vanish*[APG]

0 (at will)—*detect magic*, *ghost sound* (DC 14), *light*, *mending*, *message*, *prestidigitation*

TACTICS

Before Combat The wicked orator puts her *oil of greater magic weapon* on her bow and casts *echolocation*, *expeditious retreat*, *glibness*, *good hope*, and *mirror image*.

During Combat The wicked orator immediately begins using inspire courage while casting either *arcane concordance* or *haste*, depending on her group's makeup. On subsequent rounds, she either makes a full attack using Arcane Strike with her bow or uses *heroic finale* to give a more powerful spellcaster another spell, then restarts her bardic performance.

Base Statistics Without her spells, oil, and inspire courage, the wicked orator's statistics are **Senses** no blindsight; **Fort** +7, **Ref** +13, **Will** +9; no +1 vs. fear; **Defensive Abilities** no *mirror image*; **Speed** 30 ft.; **Melee** mwk quarterstaff +7 (1d6–1); **Ranged** *+1 shortbow* +12/+7 (1d6); **Skills** all 2 lower, Perform (act) +18.

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +8; **CMB** +12; **CMD** 21

Feats Arcane Strike, Deadly Aim, Lingering Performance, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Intimidate +20, Knowledge (local) +22, Perception +16, Perform (act) +20 (+40 to lie), Perform (dance) +20, Perform (oratory) +20, Spellcraft +17, Use Magic Device +20

Languages Common, Infernal

SQ bardic knowledge +5, jack-of-all-trades, lore master 2/day, versatile performances (act, dance, oratory)

Combat Gear *oil of greater magic weapon* (CL 12th), *wand of reduce person* (9 charges), *wand of shield* (4 charges); **Other Gear** *+1 mithral chain shirt*, *+1 shortbow* with 20 arrows, mwk quarterstaff, *belt of incredible dexterity +2*, *cloak of resistance +2*, *headband of alluring charisma +2*, 52 gp

Wicked orators spread tales of the arcane society's benevolence and keep up appearances that the society is a charitable organization.

SPELLMASTER

The lead bureaucrats of the arcane society and masters of blades, spellmasters take care of the society's daily affairs.

SPELLMASTER **CR 11**

XP 12,800

Human magus 12 (*Pathfinder RPG Ultimate Magic 9)*

LE Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 28, touch 12, flat-footed 27 (+7 armor, +1 deflection, +1 Dex, +5 natural, +4 shield)

hp 117 (12d8+60)

Fort +13, **Ref** +7, **Will** +11

DR 10/adamantine (120 hp)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+2 rapier* +16/+11 (1d6+8/15–20)

Special Attacks arcane pool (+3, 10 points), improved spell combat, improved spell recall, magus arcana (arcane accuracy[UM], close range[UM], critical strike[UM], hasted assault[UM]), spellstrike

Magus Spells Prepared (CL 12th; concentration +16)

4th—*arcana theft*[UM], *greater invisibility*, *monstrous physique II*[UM], *stoneskin*

3rd—*dispel magic*, *fly*, *force punch*[UM] (DC 17), *ray of exhaustion* (DC 17), *vampiric touch*

2nd—*bear's endurance*, *frigid touch*[UM], *invisibility*, *mirror image*, intensified *shocking grasp* (2)

1st—*chill touch* (DC 15), *corrosive touch*[UM], *frostbite*[UM], *shield*, *true strike* (2)

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *light*, *mage hand*

TACTICS

Before Combat The spellmaster casts *stoneskin* and drinks a *potion of barkskin*, then uses *bear's endurance* and *shield*.

During Combat The spellmaster immediately activates her arcane pool and uses spell combat to attack while activating spells such as *greater invisibility*, *monstrous physique II*, and *mirror image* to frustrate foes.

Base Statistics Without her spells and potion, the spellmaster's statistics are **AC** 19, touch 12, flat-footed 18; **hp** 105 (12d8+48); **Fort** +11; **DR** no DR.

STATISTICS

Str 18, **Dex** 12, **Con** 17, **Int** 18, **Wis** 8, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 25

Feats Arcane Strike, Combat Casting, Improved Critical (rapier), Intensified Spell[APG], Iron Will, Power Attack, Toughness, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Bluff +6, Diplomacy +6, Intimidate +15, Knowledge (arcana, planes) +19, Perception +11, Spellcraft +19, Use Magic Device +15

Languages Abyssal, Common, Draconic, Dwarven, Elven

SQ fighter training, knowledge pool, medium armor

Combat Gear *potion of barkskin* (CL 12th); **Other Gear** *+1 breastplate, +2 rapier, belt of giant strength +2, cloak of resistance +2, ring of protection +1,* 135 gp

Spellmasters oversee the rank-and-file members of the arcane society and are the main officers in charge of society recruitment and enrollment of prospective members in sponsored colleges and schools. Spellmasters present with pleasant demeanors and smooth manners, as they are the first public faces within the society that most prospective members encounter. An iron fist usually hides inside the silken glove, however, since it takes a firm hand to keep headstrong young spellcasters in line, especially those from noble families or prestigious spellcasting lineages. Spellmasters do not suffer fools gladly.

First Advisor

The Eminent Spellqueen's scout, spy, and confidante, the first advisor cares for few people but dotes on her bat familiar.

FIRST ADVISOR **CR 12**

XP 19,200

Halfling witch 13 (*Pathfinder RPG Advanced Player's Guide 65)*

NE Small humanoid (halfling)

Init +2; **Senses** Perception +18

DEFENSE

AC 20, touch 15, flat-footed 17 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural, +1 size)

hp 115 (13d6+67)

Fort +9, **Ref** +9, **Will** +10; +2 vs. fear

DR 10/adamantine (70 hp)

OFFENSE

Speed 20 ft.; fly 60 ft. (good)

Melee mwk club +7/+2 (1d4–1)

Special Attacks hexes (beast eye[UM], cackle[APG], evil eye[APG], feral speech[UM], flight[APG], ice tomb[UM], misfortune[APG], scar[UM], slumber[APG])

Witch Spells Prepared (CL 13th; concentration +19)

7th—*greater teleport*

6th—*greater dispel magic*, *greater heroism*, *true seeing*

5th—*break enchantment*, *contact other plane*, *feeblemind* (DC 21), *suffocation* (DC 21)

4th—*charm monster* (DC 20), *death ward*, *detect scrying*, *discern lies* (DC 20), *divination*

3rd—*bestow curse* (DC 19), *blood biography*[APG] (DC 19), *clairaudience/clairvoyance*, *dispel magic*, *fly*

2nd—*augury*, *blindness/deafness* (DC 18), *detect thoughts* (DC 18), *false life*, *share memory*[UM], *vomit swarm*[APG]

1st—*command* (DC 17), *comprehend languages*, *hypnotism* (DC 17), *ill omen*[APG] (3)

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *message*

Patron portents[UM]

TACTICS

Before Combat The first advisor drinks a *potion of mage armor*, activates her flight hex and *wand of stoneskin*, and keeps her bat safely nearby.

During Combat The first advisor avoids or escapes combat if possible. If she must fight, she uses *greater heroism* on herself or an ally.

Base Statistics Without her potions, her flight hex, or her bat familiar nearby, the first advisor's statistics are **AC** 16, touch 15, flat-footed 13; **hp** 100 (13d6+52); **DR** no DR; **Speed** no fly speed; **Skills** Fly +19, Perception +14, Sense Motive +12.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 22, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +4; **CMD** 18

Feats Accursed Hex[UM], Amplified Hex (*Pathfinder Player Companion: Advanced Class Origins* 26), Dodge, Extra Hex[APG] (2), Split Hex[UM], Toughness

Skills Acrobatics +4 (+0 when jumping), Climb +1, Fly +29, Knowledge (arcana) +22, Knowledge (local) +19, Knowledge (nature) +16, Perception +18, Sense Motive +16, Spellcraft +22, Stealth +19, Use Magic Device +18; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

SQ witch's familiar (bat)

Combat Gear *potion of blur*, *potion of cure moderate wounds*, *potion of hide from undead*, *potion of mage armor*, *wand of stoneskin* (3 charges); **Other Gear** mwk club, *amulet of natural armor +1*, *cloak of resistance +2*, *headband of vast intelligence +4*, *ring of protection +1*, 200 gp

The first advisor is the Spellqueen's most trusted diviner. She avoids combat missions and prefers to influence events from behind the scenes, planning the details of its high-level agenda. She dislikes interacting with anyone except the Spellqueen and outright refuses to meet with people outside the arcane society, viewing nonspellcasters as beneath her notice and spellcasters who haven't joined up as lost causes. When forced to attend meetings, she spends most of her time whispering to her familiar.

HIGH ENCHANTER

The high enchanter bends minds to use people as playthings.

HIGH ENCHANTER **CR 12**

XP 19,200

Half-elf enchanter 13

CE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +23

Aura despair (30 ft., 13 rounds/day)

DEFENSE

AC 23, touch 13, flat-footed 21 (+4 armor, +1 deflection, +2 Dex, +2 natural, +4 shield)

hp 128 (13d6+80)

Fort +11, **Ref** +10, **Will** +12; +2 vs. enchantments

Defensive Abilities *contingency* (*dimension door*), *fickle winds*; **Immune** sleep

OFFENSE

Speed 30 ft.; fly 40 ft. (good)

Melee mwk dagger +8/+3 (1d4–1/19–20)

Arcane School Spell-Like Abilities (CL 13th; concentration +20)

9/day—*dazing touch*

Enchanter Spells Prepared (CL 13th; concentration +20)

7th—*greater teleport*, quickened *suggestion* (DC 22), *waves of ecstasy* (DC 26)

6th—*cloak of dreams*[APG] (DC 25), *envious urge*[UM] (DC 25), *geas/quest*, *mass suggestion* (DC 25)

5th—*curse of disgust*[UM] (DC 24), *dominate person* (DC 24), *feeblemind* (DC 24), *fickle winds*[UM], *overland flight*

4th—*amnesia** (DC 23), *charm monster* (DC 23), *confusion* (DC 23), *enervation*, *malicious spite*[UM] (DC 23), *overwhelming grief*[UM] (DC 23)

3rd—*deep slumber* (DC 22), *haste*, *heroism*, *hold person* (DC 22), *reckless infatuation*[UM] (DC 22), *suggestion* (2; DC 22)

2nd—*covetous urge** (DC 21), *false life*, *hideous laughter* (DC 21), *invisibility*, *resist energy*, *touch of idiocy*, *unnatural lust*[UM] (DC 21)

1st—*alarm*, *charm person* (DC 20), *delusional pride*[UM] (DC 20), *mage armor*, *memory lapse*[APG] (DC 20), *shield*

0 (at will)—*daze* (DC 19), *detect magic*, *light*, *open/close*

Opposition Schools conjuration, evocation

TACTICS

Before Combat The high enchanter previously cast *contingency* to use *dimension door* if attacked. He casts *overland flight*, *false life*, *mage armor*, *heroism*, *fickle winds*, and *shield.*

During Combat The high enchanter uses spells such as *envious urge, mass suggestion*, and *dominate person*.

Base Statistics Without his spells, the high enchanter's statistics are **AC** 15, touch 13, flat-footed 13; **hp** 87 (13d6+39); **Fort** +7, **Ref** + 8, **Will** +10; **Skills** all 2 lower, Fly +11.

STATISTICS

Str 8, **Dex** 14, **Con** 17, **Int** 24, **Wis** 10, **Cha** 12

Base Atk +6; **CMB** +7; **CMD** 18

Feats Combat Casting, Craft Wondrous Item, Greater Spell Focus (enchantment), Greater Spell Penetration, Opposition Research[UM] (conjuration), Quicken Spell, Scribe Scroll, Skill Focus (Perception), Spell Focus (enchantment), Spell Penetration, Toughness

Skills Bluff +20, Diplomacy +20, Fly +23, Intimidate +7, Knowledge (arcana, local) +25, Perception +23, Sense Motive +9, Spellcraft +25, Stealth +16, Use Magic Device +16; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Undercommon

SQ arcane bond *(amulet of natural armor +2)*, elf blood, enchanting smile

Combat Gear *lesser persistent metamagic rod*[APG], *potion of cure serious wounds, scroll of bear's endurance, scroll of fly*; **Other Gear** mwk dagger, *amulet of natural armor +2, cloak of resistance +2, headband of vast intelligence +4, ring of protection +1*, statuette for *contingency*, 73 gp

Grand Caller

The grand caller provides extraplanar minions for the society, including a marilith with whom he has a dangerous relationship. She has granted him a succubus minion's profane gift, trying to corrode his ties to the Spellqueen.

GRAND CALLER **CR 14**

XP 38,400

Human conjurer (teleportation) 15 (*Pathfinder RPG Advanced Player's Guide* 147)

CE Medium humanoid (human)

Init +10; **Senses** all-around vision, darkvision 60 ft., *true seeing*, Perception +20

DEFENSE

AC 22, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +1 natural, +4 shield)

hp 171 (15d6+116)

Fort +17, **Ref** +15, **Will** +18; +4 vs. mind-affecting

Defensive Abilities *contingency* (*teleport*), *death ward*, *fickle winds*, *freedom of movement*, *getaway*; **Immune** *dimensional anchor*, fear

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee mwk dagger +11/+6 (1d4–1/19–20)

Wizard Spells Prepared (CL 15th; concentration +23)

8th—*maze*, *mind blank*, *moment of prescience*

7th—*greater teleport*, *project image*, *summon monster VII* (2)

6th—*getaway*[APG], *greater dispel magic*, *greater heroism*, quickened dazing *aqueous orb*[APG] (DC 24), *true seeing*

5th—dazing persistent *aqueous orb*[APG] (DC 24), *fickle winds*, *magic jar* (DC 23), *overland flight*, *summon monster V* (2)

4th—*dimension door*, *dimensional anchor*, *enervation*, *greater false life*[UM], *summon monster IV*, *telekinetic charge*[UC]

3rd—*countless eyes*[UM], *daylight*, *fly*, *haste*, *heroism*, *invisibility sphere*, *stinking cloud* (DC 23)

2nd—*bear's endurance*, *command undead* (DC 20), *darkvision*, *glitterdust* (DC 22), *invisibility*, *mirror image*, *resist energy*

1st—*comprehend languages*, *grease*, *mage armor*, *protection from evil*, *protection from good*, *shield*, *unseen servant*

0 (at will)—*detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

Opposition Schools evocation, necromancy

TACTICS

Before Combat On a previous day, he set a *contingency* to use *teleport* to travel to a safe house whenever attacked. He casts *mind blank*, *getaway*, *moment of prescience*, *greater false life*, *mage armor*, *overland flight*, *countless eyes*, *darkvision*, *true seeing*, *fickle winds*, *greater heroism*, *bear's endurance*, and *shield* and uses *scrolls of freedom of movement*, *death ward*, and *spell immunity* (*dimensional anchor*).

STATISTICS

Str 8, **Dex** 15, **Con** 18, **Int** 26, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 19

Feats Augment Summoning, Dazing Spell[APG], Dimensional Agility[UC], Greater Spell Focus (conjuration), Improved Initiative, Opposition Research[UM] (necromancy), Persistent Spell[APG], Quicken Spell, Scribe Scroll, Spell Focus (conjuration), Spell Perfection[APG] (*aqueous orb*), Superior Summoning[UM], True Name[UM] (marilith)

Skills Bluff +22, Diplomacy +22, Fly +20, Intimidate +21, Knowledge (arcana, history, planes) +27, Perception +20, Sense Motive +20, Spellcraft +27, Use Magic Device +22

Languages Abyssal, Aquan, Celestial, Common, Infernal, Terran

SQ arcane bond (familiar, compsognathus), shift (11/day, 35 ft.)

Combat Gear *lesser reach metamagic rod*[APG], *scroll of death ward*, *scroll of freedom of movement*, *scroll of spell immunity*; **Other Gear** mwk dagger, *amulet of natural armor +1*, *belt of incredible dexterity +2*, *circlet of persuasion*, *cloak of resistance +4*, *headband of vast intelligence +4*, *ring of protection +1*, statuette for *contingency*, 282 gp

The Eminent Spellqueen

The kindly Eminent Spellqueen is actually a disguised lich.

THE EMINENT SPELLQUEEN **CR 14**

XP 38,400

Human lich sorcerer 12 (*Pathfinder RPG Bestiary* 188)

NE Medium undead (humanoid, human)

Init +11; **Senses** darkvision 60 ft.; Perception +19

Aura fear aura (DC 25)

DEFENSE

AC 34, touch 18, flat-footed 31 (+4 armor, +5 deflection, +3 Dex, +8 natural, +4 shield)

hp 167 (12d6+123)

Fort +18, **Ref** +14, **Will** +17; +4 vs. channeled energy

Defensive Abilities channel resistance +4, *contingency* (*dispel magic*), *freedom of movement*, *mirror image*, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, polymorph, undead traits

OFFENSE

Speed 30 ft.; fly 40 ft. (good)

Melee *+1 dueling*[APG] *adamantine dagger* +7/+2 (1d4/19–20) or touch +5 (1d8+6 negative energy plus paralyzing touch)

Special Attacks paralyzing touch (DC 25)

Sorcerer Spells Known (CL 12th; concentration +21)

6th (4/day)—*cold ice strike*[UM] (DC 25)

5th (7/day)— *greater appearance of life**, *overland flight*, *teleport*

4th (8/day)— *amnesia** (DC 23), *dimension door*, *enervation*, *phantasmal killer* (DC 25)

3rd (8/day)—*dispel magic*, *fireball* (DC 22), *major image* (DC 24), *slow* (DC 22), *suggestion* (DC 22)

2nd (8/day)—*glitterdust* (DC 21), *haunting mists*[UM] (DC 23), *invisibility*, *mirror image*, *resist energy*, *scorching ray*

1st (9/day)—*color spray* (DC 22), *identify*, *mage armor*, *magic missile*, *protection from good*, *shield*

0 (at will)—*arcane mark*, *bleed* (DC 19), *detect magic*, *flare* (DC 19), *ghost sound* (DC 21), *message*, *open/close* (DC 16), *ray of frost*, *read magic*

Bloodline arcane

TACTICS

Before Combat The Spellqueen has her *blush of youth* ritual active and a *contingency* (via her *mnemonic vestment* on a previous day) to *dispel magic*. She casts *mage armor*, *overland flight*, *mirror image*, and *shield*.

During Combat The Eminent Spellqueen attempts to eliminate foes with *cold ice strike* or use quickened spells to cast two spells each round.

Base Statistics Without her spells, the Spellqueen's statistics are **AC** 26, touch 18, flat-footed 23; **hp** 152 (12d6+108); **Defensive Abilities** no *contingency*, *freedom of movement*, or *mirror image*; **Speed** no fly speed; **Skills** Bluff +24, Diplomacy +18, Disguise +27, Fly +3, Intimidate +18; **SQ** no blush of youth*.

STATISTICS

Str 8, **Dex** 16, **Con** —, **Int** 16, **Wis** 15, **Cha** 28

Base Atk +6; **CMB** +5; **CMD** 23

Feats Combat Casting, Eschew Materials, Greater Spell Focus (illusion), Improved Initiative, Iron Will, Persistent Spell[APG], Quicken Spell, Skill Focus (Knowledge [arcana]), Spell Focus (illusion), Toughness

Skills Bluff +26, Diplomacy +20, Disguise +29, Fly +13, Intimidate +20, Knowledge (arcana) +24, Knowledge (local) +18, Perception +19, Sense Motive +19, Spellcraft +18, Stealth +17, Use Magic Device +14; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Celestial, Common, Dwarven, Elven

SQ arcane bond (*ring of protection +5*), bloodline arcana (+1 DC for metamagic spells that increase spell level), blush of youth*, metamagic adept (3/day), exceptional wealth, new arcana

Combat Gear *lesser extend metamagic rod*, *reach metamagic rod*[APG], *scroll of contingency*, *scroll of dominate person*, *scroll of fickle winds*[UM], *scroll of icy prison*[UM], *scroll of illusory wall*, *wand of cure serious wounds* (5 charges), *wand of false life* (11 charges), *wand of freedom of movement* (9 charges), *wand of inflict light wounds* (10 charges); **Other Gear** *+1 dueling*[APG] *adamantine dagger*, *amulet of natural armor +3*, *belt of incredible dexterity +4*, *circlet of persuasion*, *cloak of resistance +5*, *dust of illusion*, *handy haversack*, *headband of alluring charisma +6*, *mnemonic vestment*, *ring of mind shielding*, *ring of protection +5*, statuette for *contingency*, 198 gp

Encounters

Below are common groups the arcane society dispatches.

Eldritch Envoy (CR 13)

This group creates good will for the society within civic institutions and among political figures.

Corrupt Scriveners (2) **CR 8**
XP 4,800 each
hp 84 each (page 10)

Spell Hunters (2) **CR 6**
XP 2,400 each
hp 64 each (*Pathfinder RPG NPC Codex* 83)

Wicked Orator **CR 10**
XP 9,600
hp 86 (page 11)

Advisor's Council (CR 14)

The first advisor sometimes gathers this group to divine the implications of an important decision.

Corrupt Scriveners (3) **CR 8**
XP 4,800 each
hp 84 each (page 10)

Investigator Wizards (6) **CR 3**
XP 800 each
hp 22 each (*Pathfinder RPG NPC Codex* 179)

First Advisor **CR 12**
XP 19,200
hp 115 (page 13)

Inner Circle (CR 18)

The elite communicate magically and gather in person only for major events, such as to oppose a major threat to the society or to perform group rituals with nine members.

Corrupt Scriveners (3) **CR 8**
XP 4,800 each
hp 84 each (page 10)

The Eminent Spellqueen **CR 14**
XP 38,400
hp 167 (page 16)

First Advisor **CR 12**
XP 19,200
hp 115 (page 13)

Grand Caller **CR 14**
XP 38,400
hp 171 (page 15)

High Enchanter **CR 12**
XP 19,200
hp 128 (page 14)

Spellmaster **CR 11**
XP 12,800
hp 117 (page 12)

Wicked Orator **CR 10**
XP 9,600
hp 86 (page 11)

Brutal Slavers

"I don't know how I escaped. Luck probably had more to do with it than any skill. There may have been humans among our captors, but not a one of them had a human heart. They whipped Sari almost to death, and before she died, they healed her just so they could do it all over again. And all them looked on the whole time, laughing—all except the leader. He seemed concerned, all right; concerned that Sari might die and deny him his payday. After all the pain and torment they inflicted, they didn't even bother to treat our wounds before taking us to the market. All they did was hide our scars with magic. I might have looked fine at a casual glance, but in truth my body was broken from the relentless torture and abuse. Being sold was almost a relief, I have to admit. I want to strike back against those bastards, but I'm too terrified to risk being captured again."

—Lilah Proudbarrel, escaped halfling captive

The brutal slavers are an organization of sadistic and greedy flesh-peddlers who take their vicious practices beyond those required to make a profit. A murderer might take a life, but at least his prey's pain is over. The brutal slavers end the lives that their victims knew, but the newly made slaves' suffering has only just begun.

The brutal slavers mostly consist of people who find joy in inflicting pain but have just enough restraint to keep their victims alive. Those who damage the merchandise quickly find themselves beaten and abandoned in remote areas or joining their former slaves in shackles. The slavers also employ people talented in other fields, whose skills allow them to keep the captives healthy and prevent them from escaping—or to retrieve the rare few who do get away.

The brutal slavers organize themselves into quasi-military units, and those with a military background and questionable morals excel. The two highest-ranking leaders among the slavers are the eloquent slave master, who acts as the organization's face and smooths over problems, and the depraved experimenter, who handles supplies and logistics.

The slave master prefers to concentrate on turning a profit rather than exercising his sadism, keeping the cruelest among the slavers from doing too much damage to his goods. Despite the care he takes to preserve the health and abilities of his captives, however, this penny-counting leader is no more compassionate than his brutish enforcers; should he decide that one of the mouths he feeds will not bring a sufficient return on his investment, he has no compunction about killing captives rather than spending coin to keep them alive. Though he will avoid marring the face of a captive intended for a lord's lavishly decorated serving hall, if the lord doesn't require the slave to speak, the slave master will not hesitate to cut out the captive's tongue. Most captives quickly learn to avoid drawing the slave master's attention. While he may put a stop to damaging abuse, he is just as likely to find non-scarring ways to punish the captive for inciting it as he is to reprimand his slavers for dealing it out.

Brutal slavers target specific demographics for capture and sale depending on the preferences of their buyers. When selling to large farming or mining operations, they prefer quantity over quality—people who can work long hours but are too weak to wield tools as effective weapons. Those who sell to gladiator arenas want the strongest slaves they can find. Attractive captives of all genders are purchased by certain brothels. Those who want to experiment on living subjects often have specific requirements in order to achieve (or at least strive for) specific results.

Brutal slavers prefer to set up shop in a metropolitan area, close enough to a political border between unfriendly nations to allow them to claim they are patriots and that their victims came from across the border in the enemy country. In this way, they can seek protection against any potential retaliation from the enemy kingdom, while also branding anyone opposed to their operation as enemy sympathizers. Unscrupulous governments may pay them to raid enemy soldier camps or capture people tending their opponents' supply lines, while even governments that make a show of virtue often look the other way.

Another common tactic among the brutal slavers is to make their home base on a small island with a forgotten structure, such as a mine or a temple of a forgotten deity, where they can put their victims to work digging for precious minerals or valuable historical artifacts. They can strike poorly defended coastal villages from this base and spirit away all of the inhabitants before anyone outside of the village is aware.

The brutal slavers will sell to anyone who needs peddled flesh; however, among the organizations presented in this book, only the merchant caravan and regal court are likely to be buyers. Some organizations, like the Merry Outlaws and the death cult, have opposing philosophies, while others like the arcane society have a public facade to maintain, and the savage marauders and scandalous pirates simply take their own slaves. When they need additional muscle, the slavers might hire help from the ruthless brigands.

Story Hooks

Vicious and ruthless, brutal slavers are quintessential villains, and most good organizations, faiths, and rulers are eager to end their predations. Their kidnappings and violent raids might draw PCs into black markets, onto slave ships, or to the defense of small communities.

Glowing Embers: When the PCs return to a nearby village after an adventure, they discover the town burned to the ground. Examination of the charred structures reveals far too few bodies to account for all of its inhabitants. As the PCs track down the arsonists, they discover an entire organization that has been stealing people and selling them as slaves in distant lands for years.

Missing Relative: The PCs need help from someone who refuses to act until they agree to find a missing relative. The PCs discover that the slavers kidnapped the relative, and must trace the organization's actions and identify who purchased the relative.

Unknowing Accomplices: The regal court hires the PCs to retrieve several artisans captured from its lands and forced into slavery by a neighboring kingdom. The court sends several brutal slavers disguised as mercenaries with the PCs to "arrest" anyone who allegedly assisted the captors, before rescuing the enslaved artisans. When the PCs return with those they rescued, however, they discover that all of the supposed sympathizers they arrested were immediately found guilty and sold by the "mercenaries" into slavery, and that the artisans had escaped slavery in their home country by fleeing to the neighboring kingdom.

New Rules

The following rules include a new cavalier order, spells, and magic items that are all specially tailored to brutal slavers.

Cavalier Order

Brutal slavers employ cavaliers of the following order for their cruelty and skill at capture.

Order of the Whip

A cavalier who belongs to this order has pledged himself to cruelty and malice, serving only those who grant him free rein to cause suffering. Cavaliers of this order inflict pain upon those they engage and capture those who submit.

Edicts: The cavalier must seek out those weaker than himself to punish and torture. He must force others to obey his commands without question. He must strive to cause pain and suffering wherever possible. Since these edicts are evil, he must be of an evil alignment.

Challenge: Whenever an order of the whip cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls against the target of his challenge as long as he damaged the creature in the previous round. This bonus increases by +1 for every 4 levels the cavalier has (to a maximum of +5 at 17th level).

Skills: An order of the whip cavalier adds Knowledge (local) and Knowledge (nobility) to his list of class skills. Whenever an order of the whip cavalier uses Intimidate to force another creature to do what he says, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier who belongs to the order of the whip gains the following abilities as he increases in level.

Whip Crack (Ex): At 2nd level, the cavalier becomes proficient with a whip and gains Whip Mastery[UC] as a bonus feat. When a creature whose number of Hit Dice is less than or equal to 1/2 the cavalier's level takes nonlethal damage from the cavalier's whip, it is shaken for 1 round. This does not stack with other fear effects.

Inspiring Pain (Ex): At 8th level, the cavalier can inspire brutal malice among his allies. As a swift action, the cavalier can allow allies within 30 feet to deal nonlethal damage with their weapons without taking the usual –4 penalty (the weapon must still be capable of dealing nonlethal damage). Affected allies gain a +2 bonus on nonlethal weapon damage rolls. This effect lasts for 1 round and can be used once every 5 minutes.

Assert Authority (Ex): At 15th level, the cavalier demonstrates his ruthlessness against those who strike the cavalier or his slaves. Whenever an enemy makes a melee attack against the cavalier or one of his adjacent slaves or servants, that enemy provokes an attack of opportunity from the cavalier, and the cavalier gains a +2 morale bonus on this attack of opportunity. If the enemy's attack was a confirmed critical hit, the cavalier counts the enemy as if it were the target of his challenge for this attack of opportunity.

Spells

Spells unique to slavers help them maintain control over both the slaves and their buyers.

HIDE BRUISES

School illusion (glamer); **Level** antipaladin 1, bard 1, inquisitor 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (drop of blood)
Range touch
Target one creature touched
Duration 10 minutes/level (D)
Saving Throw none and Will disbelief (see text); **Spell Resistance** yes (harmless)

The target's wounds to seem to disappear. A creature attempting a Heal check to tell the severity of the target's injuries takes a –10 penalty on that check. A creature that physically touches the glamered areas can attempt a Will save to recognize it as an illusion.

RESIST STARVATION

School transmutation; **Level** antipaladin 1, cleric 1, shaman 1
Casting Time 1 standard action
Components V, S, M (crumb of food)
Range touch
Target one living creature touched
Duration 1 day/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

If the target doesn't eat on the day this spell is cast on it, the DC to avoid taking nonlethal damage from starvation on the following day doesn't increase by 1. This spell fails if the target hasn't already attempted at least one Constitution check to avoid starvation.

Magic Items

Slavers use a few special magic items to keep track of and control their slaves.

ANKLE CHAINS OF WALKING		PRICE 6,000 GP
SLOT feet	**CL** 5th	**WEIGHT** 5 lbs.
AURA faint transmutation		

These steel cuffs are connected with a 2-foot-long chain. The cuffs are decorated with lead inlays of broken feet. When locked around a helpless or willing creature's ankles as a full-round action, the creature can move only half its normal speed for all its forms of movement. The creature that placed the ankle chains can remove them with a command word, any creature can remove them with a successful DC 30 Disable Device check, and the restrained creature can remove them with a successful DC 30 Escape Artist check. Dispelling the ankle chains doesn't assist in removing them, though it does prevent the creature that placed the ankle chains from using the command word to remove them for as long as their effects are suppressed or dispelled.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP

Craft Wondrous Item, *slow*

BRANDING IRON OF TRACKING		PRICE 9,000 GP
SLOT none	**CL** 3rd	**WEIGHT** 5 lbs.
AURA faint divination		

This 2-foot-long metal rod has a unique sigil on the end. When the sigil is heated in a fire, it can be used to brand a creature or object. Anytime after the branding, a creature can hold the *branding iron of tracking* and know the direction to the nearest brand, as if using *locate object* for branded objects or *locate creature* for branded creatures. The *branding iron of tracking* only tracks the brand itself, so cutting or scraping off the brand can fool the item.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP

Craft Wondrous Item, *brand*[APG], *locate creature*, *locate object*

DARKNESS ARROW		PRICE 80 GP
SLOT none	**CL** 3rd	**WEIGHT** —
AURA faint transmutation		

This *+1 arrow* is as black as the darkest night and is fletched with sleek raven feathers. If the arrow strikes a foe, magical darkness infuses the creature's sight. The creature counts the light level as darkness for 1 round, regardless of the actual light level, and if the creature has darkvision, it must succeed at a DC 13 Fortitude saving throw or lose its darkvision for 1 round.

CONSTRUCTION REQUIREMENTS	COST 40 GP

Craft Magic Arms and Armor, *darkness*

GAG OF SILENCE		PRICE 500 GP
SLOT head	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint illusion		

This black leather cord has a red wooden ball attached at its center. When the cord is tied around a creature's head and the wooden ball is placed in the creature's mouth, the creature cannot speak or make any vocal sounds, including verbal components of spells. When removed from the creature, the ball breaks off from the leather cord, ending the effect. A creature that is not otherwise restrained can easily untie the gag and remove it.

CONSTRUCTION REQUIREMENTS	COST 250 GP

Craft Wondrous Item, *silence*

SLEEPING SAP		PRICE 10,301 GP
SLOT none	**CL** 3rd	**WEIGHT** 2 lbs.
AURA faint enchantment		

On a confirmed critical hit, this *+1 sap* puts a creature to sleep for 3 minutes as per *sleep*, with no HD limit (Fort DC 13 negates).

CONSTRUCTION REQUIREMENTS	COST 5,301 GP

Craft Wondrous Item, *sleep*

VINE ARROW		PRICE 80 GP
SLOT none	**CL** 3rd	**WEIGHT** —
AURA faint transmutation		

This *+1 arrow* looks like a plant stem fletched with leaves instead of feathers. If it strikes a foe, vines grow from the creature's body. Any creature within 5 feet of the struck target, including the target, is entangled for 1 round unless it succeeds at a DC 13 Reflex save.

CONSTRUCTION REQUIREMENTS	COST 40 GP

Craft Magic Arms and Armor, *entangle*

Slave Catchers

Slave catchers attempt to capture as many people as possible without killing them.

BEATER **CR 2**

XP 600

Human rogue (thug) 3 (*Advanced Player's Guide* 135)
NE Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 26 (3d8+9)
Fort +3, **Ref** +4, **Will** +2
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee mwk light mace +6 (1d6+3) or mwk sap +6 (1d6+3 nonlethal)
Special Attacks brutal beating, frightening, sneak attack +2d6

TACTICS

Before Combat The beater drinks a *potion of invisibility* and sneaks into a tactically advantageous position before the fight starts.
During Combat The beater does his best to flank enemies with his allies to deliver brutal sneak attacks.

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 16
Feats Enforcer[APG], Iron Will, Sap Adept[UC]
Skills Acrobatics +6, Bluff +6, Escape Artist +6, Intimidate +6, Knowledge (local) +7, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +6, Use Magic Device +6
Languages Common, Elven
SQ rogue talent (offensive defense[APG])
Combat Gear *potion of cure moderate wounds, potion of enlarge person, potion of invisibility*, tanglefoot bags (2); **Other Gear** mwk chain shirt, mwk light mace, mwk sap, 14 gp

Beaters enjoy terrifying and humiliating their poor victims.

ENCHANTRESS **CR 2**

XP 600

Gnome sorcerer 3
CE Small humanoid (gnome)
Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)
hp 22 (3d6+9)
Fort +3, **Ref** +3, **Will** +3; +2 vs. illusions
Defensive Abilities defensive training

OFFENSE

Speed 20 ft.
Special Attacks hatred
Spell-Like Abilities (CL 3rd; concentration +6)
1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals*
Bloodline Spell-Like Abilities (CL 3rd; concentration +6)
6/day—laughing touch
Sorcerer Spells Known (CL 3rd; concentration +6)
1st (6/day)—*charm person* (DC 15), *color spray* (DC 15), *entangle* (DC 14), *magic missile*
0 (at will)—*dancing lights, daze* (DC 16), *detect magic, ghost sound* (DC 14), *ray of frost*
Bloodline fey

TACTICS

Before Combat The enchantress activates her *wand of mage armor*.
Base Statistics Without *mage armor*, the enchantress's statistics are **AC** 13, flat-footed 11.

STATISTICS

Str 6, **Dex** 14, **Con** 15, **Int** 12, **Wis** 10, **Cha** 17
Base Atk +1; **CMB** –2; **CMD** 10
Feats Combat Casting, Eschew Materials, Spell Focus (enchantment)
Skills Bluff +9, Knowledge (nature) +9, Perception +2, Spellcraft +7; **Racial Modifiers** +2 Perception
Languages Common, Gnome, Goblin, Sylvan
SQ gnome magic, woodland stride
Combat Gear *potion of barkskin, potion of resist energy (fire), scroll of fireball, scroll of hide bruises**, *scroll of summon monster II, wand of mage armor* (10 charges), thunderstone; **Other Gear** *elixir of vision*, 70 gp

Enchantresses can disable tough foes.

Slave Keepers

Once brutal slavers capture their quarry, these slave keepers control and guard the slaves until they can be sold.

SADISTIC HEALER **CR 3**

XP 800

Dwarf cleric of Zon-Kuthon 4

LE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 29 (4d8+8)

Fort +6, **Ref** +1, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee mwk battleaxe +6 (1d8+2/×3)

Ranged mwk light crossbow +4 (1d8/19-20)

Special Attacks channel negative energy 5/day (DC 14, 2d6), hatred, hell's corruption (2 rounds, 7/day)

Domain Spell-Like Abilities (CL 4th; concentration +8)
7/day—*touch of darkness* (2 rounds)

Cleric Spells Prepared (CL 4th; concentration +8)
2nd—*blindness/deafness*[D] (blindness only) (DC 16), *communal ant haul*[UC], *hold person* (DC 16), *zone of truth* (DC 16)
1st—*command*[D] (DC 15), *doom* (DC 15), *murderous command*[UM] (DC 15), *protection from good, resist starvation*
0 (at will)—*detect magic, guidance, read magic, stabilize*
D domain spell; **Domains** Darkness (Loss[APG] subdomain), Evil (Devil[APG] subdomain)

STATISTICS

Str 14, **Dex** 10, **Con** 15, **Int** 8, **Wis** 18, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 15 (19 vs. bull rush, 19 vs. trip)

Feats Blind-Fight, Extra Channel, Improved Channel

Skills Appraise –1 (+1 for nonmagical metals or gemstones), Heal +13, Perception +4 (+6 for stonework), Spellcraft +6; **Racial Modifiers** +2 Appraise for nonmagical metals or gemstones, +2 Perception for stonework

Languages Common, Dwarven

Combat Gear *wand of cure light wounds* (20 charges), healer's kit; **Other Gear** mwk chainmail, *+1 light steel shield*, mwk battleaxe, mwk light crossbow, *elixir of hiding*, silver unholy symbol, 10 gp

Sadistic healers are valued for their skills at keeping both the slaves and their fellow slavers alive.

SENTINEL **CR 3**

XP 800

Half-orc monk 4

LE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +2 Dex, +4 Wis)

hp 29 (4d8+8)

Fort +6, **Ref** +7, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+2) or unarmed strike flurry of blows +5/+5 (1d8+2)

Special Attacks flurry of blows, stunning fist (4/day, DC 15)

TACTICS

Before Combat The enforcer drinks a potion of *mage armor*.

During Combat Without *mage armor*, the enforcer's statistics are **AC** 16, flat-footed 14.

STATISTICS

Str 14, **Dex** 14, **Con** 13, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 22

Feats Combat Reflexes, Improved Unarmed Strike, Mobility, Panther Style[UC], Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +9 (+13 when jumping), Intimidate +8, Perception +10, Stealth +9; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, ki pool (5 points magic), maneuver training, orc blood, slow fall 20 ft.

Combat Gear *potion of haste*, *potions of mage armor* (4); **Other Gear** *cloak of resistance +1*, *key of lock jamming*[APG]

Sentinels make sure neither the slavers' opponents nor the slaves under their watch can flee. They rush past enemies and jam locks or block ways of egress, punishing those who try to attack them as they moves past.

When not in combat, sentinels are usually tasked with watching over the brutal slavers' merchandise, both to protect their captives being stolen and to ensure the slaves are fed and kept in decent shape, as well as to discourage any attempts to escape. Preferring efficiency to useless brutality, they're experts at making well-chosen examples of a select few who attempt to rebel so they can keep the rest in line with merely the threat of similar punishment.

TACTICIAN

Tacticians keep a raiding party of fellow slavers fighting as an effective unit and make the final call as to whether to capture or kill foes.

TACTICIAN **CR 4**

XP 1,200

Human cavalier 5 (*Pathfinder RPG Advanced Player's Guide* 32)

LE Medium humanoid (human)

Init –1; **Senses** Perception +0

DEFENSE

AC 18, touch 9, flat-footed 18 (+9 armor, –1 Dex)

hp 52 (5d10+20)

Fort +7, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk lance +10 (1d8+6/×3) or mwk whip +10 (1d3+4 nonlethal)

Special Attacks banner +2, cavalier's charge, challenge (+5, +2, 2/day)

TACTICS

During Combat The tactician starts combat by granting her allies the Shake It Off feat, then uses a dirty trick to blind or sicken an opponent while her allies concentrate their attacks on the same target.

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** 13, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +9 (+11 dirty trick); **CMD** 18 (20 vs. dirty trick)

Feats Combat Expertise, Improved Dirty Trick[APG], Power Attack, Shake It Off[UC], Toughness, Whip Mastery[UC]

Skills Bluff +9, Diplomacy +9, Handle Animal +9 (+11 for mount), Intimidate +9, Ride +1 (+7 on mount), Sense Motive +8

Languages Common, Orc

SQ expert trainer +2, mount, order of the whip*, tactician (2/day, 5 rounds, standard action)

Combat Gear *potion of enlarge person*; **Other Gear** *+1 half-plate*, mwk lance, mwk whip, *cloak of resistance +1*, 39 gp

HORSE **CR —**

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 armor, +3 Dex, +6 natural, –1 size)

hp 42 (5d8+20)

Fort +7, **Ref** +7, **Will** +4

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +8 (1d4+5), 2 hooves +6 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 16, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Iron Will, Multiattack, Toughness

Skills Acrobatics +7 (+15 when jumping), Perception +6, Stealth +3, Swim +9

SQ combat trained, link, share spells, tricks (attack [any creature], come, defend, down, heel, seek, stay, track)

Gear mwk studded leather barding, military saddle

Tacticians attempt to keep a tight rein on the slaving party's actions. They typically open fights with a dirty trick (*Pathfinder RPG Advanced Player's Guide* 320) to blind or sicken an opponent while their companions take down or grapple other targets. This usually subdues the most difficult opponent quickly while the rest of the party takes prisoners. Tacticians prefer to command their companions from the backs of their mounts, and are resentful and curt if forced to dismount. Their horses are their most trusted allies, and they protect them first, even if their companions are gravely wounded.

Traffickers

Slaves need to be transported from where they are caught to the slavers' base of operations and then again to the sale location. The slaver traffickers make sure the slaves and their captors make it where they need to go.

GUIDE **CR 6**

XP 2,400

Human ranger (guide) 7 (*Pathfinder RPG Advanced Player's Guide* 125)

LE Medium humanoid (human)

Init +8; **Senses** Perception +11

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 64 (7d10+21)

Fort +7, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk light hammer +12/+7 (1d4+1 nonlethal)

Ranged +1 composite longbow +12/+7 (1d8+2 nonlethal/×3)

Special Attacks combat style (archery), ranger's focus (+4, 3/day)

Ranger Spells Prepared (CL 4th; concentration +5)

1st—*gravity bow*[APG], *longstrider*

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +7; **CMB** +8; **CMD** 22

Feats Bludgeoner[UC], Endurance, Improved Initiative, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

Skills Handle Animal +10, Knowledge (geography) +9, Knowledge (nature) +9, Perception +11, Stealth +13, Survival +11

Languages Common

SQ favored terrain (plains +2), terrain bond, track +3, wild empathy +7, woodland stride

Gear *+1 chain shirt, +1 composite longbow* (+1 Str) with 20 blunt arrows[APG], *darkness arrows** (2), *gags of silence** (2), mwk light hammer, smoke arrows[APG], *vine arrows** (3), 11 gp

In charge of overland transportation, guides always know the fastest routes through the safest territories where authorities that oppose slavery don't tend to patrol. They use their blunt arrows to deal nonlethal damage against any foes they think they can capture and sell to the highest bidder. They also have magic arrows that can blind or entangle trickier opponents.

SLAVER CAPTAIN **CR 6**

XP 2,400

Elf swashbuckler 7 (*Pathfinder RPG Advanced Class Guide* 56)

CE Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +4 Dex, +2 dodge)

hp 57 (7d10+14)

Fort +4, **Ref** +9, **Will** +3; +2 vs. enchantments

Defensive Abilities charmed life 4/day, nimble +2; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +14/+9 (1d6+6/15–20 plus 7 precision)

Ranged dagger +11/+6 (1d4/17–20 plus 7 precision)

Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, superior feint, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (2), swashbuckler weapon training +1

STATISTICS

Str 8, **Dex** 18, **Con** 10, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +7; **CMB** +6; **CMD** 22

Feats Combat Reflexes, Fencing Grace[UI], Great Fortitude, Toughness, Weapon Focus (rapier)

Skills Acrobatics +14, Bluff +12, Escape Artist +14, Intimidate +12, Perception +13;

Racial Modifiers +2 Perception

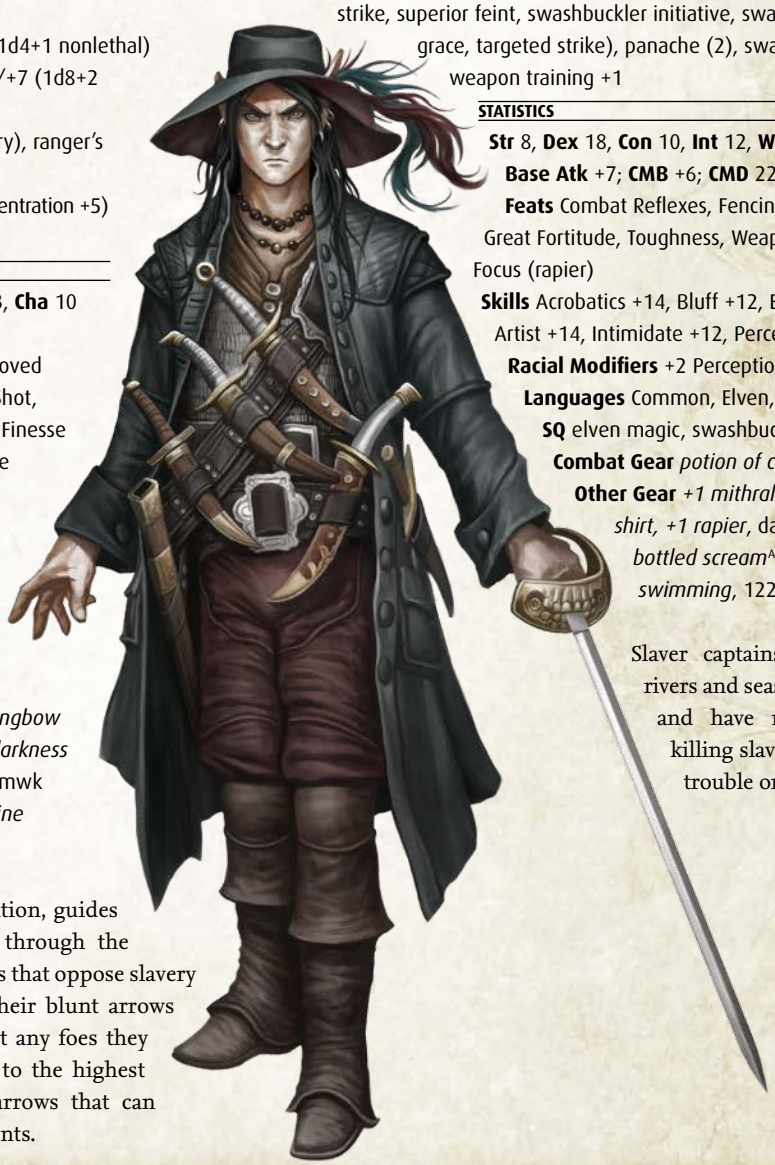
Languages Common, Elven, Gnome

SQ elven magic, swashbuckler finesse

Combat Gear *potion of cat's grace*;

Other Gear *+1 mithral chain shirt, +1 rapier*, daggers (4), *bottled scream*[ACG], *elixir of swimming*, 122 gp

Slaver captains travel the rivers and seas for captives and have no problem killing slaves that cause trouble on their ships.



Slaver Warlords

In charge of daily slaver camp operations, these warlords use fear to keep their property in line until it is brought to market.

BLUDGEONER **CR 4**

XP 1,200

Hobgoblin fighter 5 (*Pathfinder RPG Bestiary* 175)

NE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 47 (5d10+15)

Fort +7, **Ref** +3, **Will** +3; +1 vs. fear

OFFENSE

Speed 30 ft.

Melee mwk warhammer +11 (1d8+6/×3) or mwk warhammer +9 (1d8+6/×3), mwk light hammer +8 (1d4+2)

Ranged mwk composite longbow +8 (1d8+3/×3)

Special Attacks weapon training (hammers +1)

STATISTICS

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

Base Atk +5; **CMB** +8; **CMD** 20

Feats Bludgeoner[UC], Iron Will, Skill Focus (Intimidate), Two-Weapon Fighting, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Intimidate +12, Stealth +12; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ armor training 1

Combat Gear *potion of displacement, potion of jump*; **Other Gear** *+1 scale mail*, mwk composite longbow (+3 Str) with 20 arrows, mwk light hammer, mwk warhammer, 36 gp

CRUSHER **CR 7**

XP 3,200

Orc barbarian 8 (*Pathfinder RPG Bestiary* 222)

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, +1 Dex, –2 rage)

hp 105 (8d12+48)

Fort +12, **Ref** +4, **Will** +5; +4 morale bonus vs. spells, spell-like abilities, and supernatural abilities

Defensive Abilities ferocity, improved uncanny dodge, trap sense +2; **DR** 1/—

Weaknesses light sensitivity

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee *+1 heavy flail* +17/+12 (1d10+11/19-20), gore +10 (1d8+3)

Ranged mwk composite longbow +10/+5 (1d8+5/×3)

Special Attacks rage (20 rounds/day), rage powers (fiend totem[APG], lesser fiend totem[APG], scent, superstition)

TACTICS

Base Statistics When not raging, the crusher's statistics are **Senses** darkvision 60 ft.; **AC** 18, touch 11, flat-footed 17; **hp** 81; **Fort** +9, **Will** +3; **Melee** *+1 heavy flail* +15/+10 (1d10+8/19-20); **Str** 20, **Con** 15; **CMB** +13.

STATISTICS

Str 24, **Dex** 12, **Con** 21, **Int** 6, **Wis** 11, **Cha** 8

Base Atk +8; **CMB** +15; **CMD** 24

Feats Furious Focus[APG], Power Attack, Raging Vitality[APG], Weapon Focus (heavy flail)

Skills Intimidate +10, Perception +11

Languages Common, Orc

SQ fast movement

Combat Gear *earth elemental gem*; **Other Gear** *+1 breastplate, +1 heavy flail*, mwk composite longbow (+5 Str) with 20 arrows, *cloak of resistance +1*, 249 gp

Experimenter

The experimenter performs sadistic vivisections and atrocious procedures on unwanted slaves to achieve her dream of engineering a grotesque servitor race.

EXPERIMENTER **CR 5**

XP 1,600

Human alchemist (vivisectionist) 6 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Magic* 20)

LE Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 21, touch 11, flat-footed 20 (+5 armor, +1 Dex, +5 natural)

hp 53 (6d8+23)

Fort +9, **Ref** +9, **Will** +7; +4 bonus vs. poison

Resist poison resistance

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +12 (1d8+6), 2 claws +12 (1d6+6)

Ranged mwk morningstar +8 (1d8+6)

Special Attacks sneak attack +3d6

Alchemist Extracts Prepared (CL 6th; concentration +7)

2nd—*alchemical allocation*[APG], *barkskin*, bottled ooze (slime mold, *Pathfinder RPG Bestiary 2* 249), *false life*

1st—*cure light wounds*, *deathwatch*, *expeditious retreat*, *shield*, *true strike*

TACTICS

Before Combat The experimenter drinks a mutagen to increase her Strength and her extracts of *alchemical allocation*, *barkskin*, and *false life*, along with her *potion of heroism*.

Base Statistics Without mutagen or extracts, the experimenter's statistics are **AC** 16, flat-footed 15; **hp** 42; **Fort** +7, **Ref** +7, **Will** +5; **Melee** mwk morningstar +9 (1d8+6); **Ranged** mwk morningstar +6 (1d8+4); **Alchemist Extracts** concentration +8; **Str** 18, **Int** 14; **Skills** Appraise +11, Craft (alchemy) +11 (+17 to create alchemical items), Disable Device +11, Knowledge (arcana) +11, Knowledge (nature) +11, Perception +9, Spellcraft +11, Use Magic Device +8.

STATISTICS

Str 22, **Dex** 12, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +12; **CMD** 21

Feats Brew Potion, Extra Discovery[APG], Iron Will, Throw Anything, Toughness

Skills Appraise +12, Craft (alchemy) +12 (+18 to create alchemical items), Disable Device +13, Fly +10, Knowledge (arcana, nature) +12, Perception +11, Spellcraft +12, Use Magic Device +10

Languages Common, Elven, Goblin, Orc

SQ alchemy, discoveries (bottled ooze[UM], feral mutagen, infusion, wings), mutagen (+4/–2, +2 natural armor, 60 minutes), poison use, swift alchemy

Combat Gear *potion of heroism*; **Other Gear** *+1 mithral chain shirt*, *cloak of resistance +1*, mwk morningstar, mwk thieves' tools, 215 gp

The experimenter tests the physical limits of any unwanted slaves, waiting to see how much suffering they can withstand before they die and then taking them apart, piece by piece, to see how the physical stress affected each part of the body. Her ultimate goal is to create her own army of mongrelmen with the strengths of every humanoid race and none of their weaknesses. She is desperately attempting to learn the secrets of fleshwarping, though she hasn't managed to create any fleshwarps to date. Her biggest success so far has been the improvement of techniques that allow her to extend the life of a test subject that would have otherwise died during an experiment. Initially, her test subjects lasted for only a minute or two before passing out and dying. Now she can keep a creature alive and in excruciating pain for hours at a time.

Slave Master

The slave master runs the brutal slavers' operation, using his contacts in high courts and low places alike to know where and when to sell slaves, and who to bribe to maintain the operation's legitimacy.

SLAVE MASTER **CR 8**

XP 4,800

Human bard (court bard) 9 (*Pathfinder RPG Advanced Player's Guide* 81)

LE Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 87 (9d8+43)

Fort +9, **Ref** +10, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6/19–20)

Special Attacks bardic performance 25 rounds/day (move action; countersong, distraction, fascinate [DC 19], glorious epic [DC 19], inspire greatness, mockery –3, satire –2, suggestion [DC 19])

Bard (Court Bard) Spells Known (CL 9th; concentration +14)

3rd (4/day)—*charm monster* (DC 20), *crushing despair* (DC 20), *dispel magic, haste*

2nd (5/day)—*cacophonous call*[APG] (DC 19), *calm emotions* (DC 19), *enthrall* (DC 19), *heroism, hold person* (DC 19)

1st (6/day)—*charm person* (DC 18), *cure light wounds, hideous laughter* (DC 17), *memory lapse*[APG] (DC 18), *vanish*[APG]

0 (at will)—*detect magic, flare* (DC 15), *know direction, resistance, summon instrument, unwitting ally*[APG] (DC 17)

TACTICS

Before Combat The slave master casts *heroism* and activates his *wand of false life*.

Base Statistics Without *heroism* and *false life*, the slave master's statistics are **hp** 79; **Fort** +7, **Ref** +8, **Will** +5; **Melee** mwk short sword +8/+3 (1d6/19–20); **CMB** +6; **Skills** all 2 lower.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 20

Base Atk +6; **CMB** +8; **CMD** 18

Feats Combat Casting, Great Fortitude, Greater Spell Focus (enchantment), Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Appraise +15, Intimidate +19, Knowledge (local, nobility) +17, Linguistics +10, Perception +13, Perform (act, oratory) +19, Use Magic Device +19

Languages Abyssal, Common, Goblin, Infernal, Orc, Undercommon

SQ heraldic expertise +4, versatile performances (act, oratory), wide audience

Combat Gear *hand of the mage*, *wand of false life (10 charges)*; **Other Gear** *+1 mithral chain shirt, +1 light wooden shield,* mwk short sword*, headband of alluring charisma +2*, 83 gp

Whether transporting vicious monsters though a country, using magic items to keep humans enthralled, or using slaves for illegal purposes, the slave master always comes prepared. He knows the appropriate documents to forge. He knows the right officials or nobles to bribe to grease the wheels of his loathsome trade. And when any of his mundane underhanded tactics fail, he uses his magic to force his way.

Of all the slavers, the slave master is least likely to be present at their base of operations, as he travels around looking for new recruits and making friends and contacts for the organization. He bribes key figures throughout various kingdoms to ensure the edicts on slavery, slave trafficking, and the treatment of slaves are favorable to his business. If an organization or group of adventurers proves to be disruptive to his operations, he tracks them down, meets with them in disguise, assesses them, and, in a different disguise, hires people and monsters that otherwise have no connection to his slaving operations to get rid of the competition. Should adventurers strike at and destroy the heart of his organization, he will likely survive to rebuild and plot revenge, since he is seldom at the slavers' outpost.

Encounters

Slavers can be found in almost any part of civilization.

Laboratory (CR 6)

In a back room, the experimenter performs heinous tests.

Experimenter CR 5
XP 1,600
hp 53 (see page 27)

Sadistic Healer CR 3
XP 800
hp 29 (see page 23)

Raiding Party (CR 7)

The slavers raid in groups trained to capture without killing.

Beater CR 2
XP 600
hp 26 (see page 22)

Dwarven Rager CR 1
XP 400
hp 28 (*Pathfinder RPG NPC Codex* 10)

Enchantress CR 2
XP 600
hp 22 (see page 22)

Sadistic Healer CR 3
XP 800
hp 29 (see page 23)

Sentinel CR 3
XP 800
hp 29 (see page 23)

Slaver Chain Gang (CR 9)

Chain gangs push slaves through long overland journeys.

Bludgeoners (2) CR 4
XP 1,200 each
hp 47 each (see page 26)

Guide CR 6
XP 2,400
hp 64 (see page 25)

Sadistic Healer CR 3
XP 800
hp 29 (see page 23)

Sentinel CR 3
XP 800
hp 29 (see page 23)

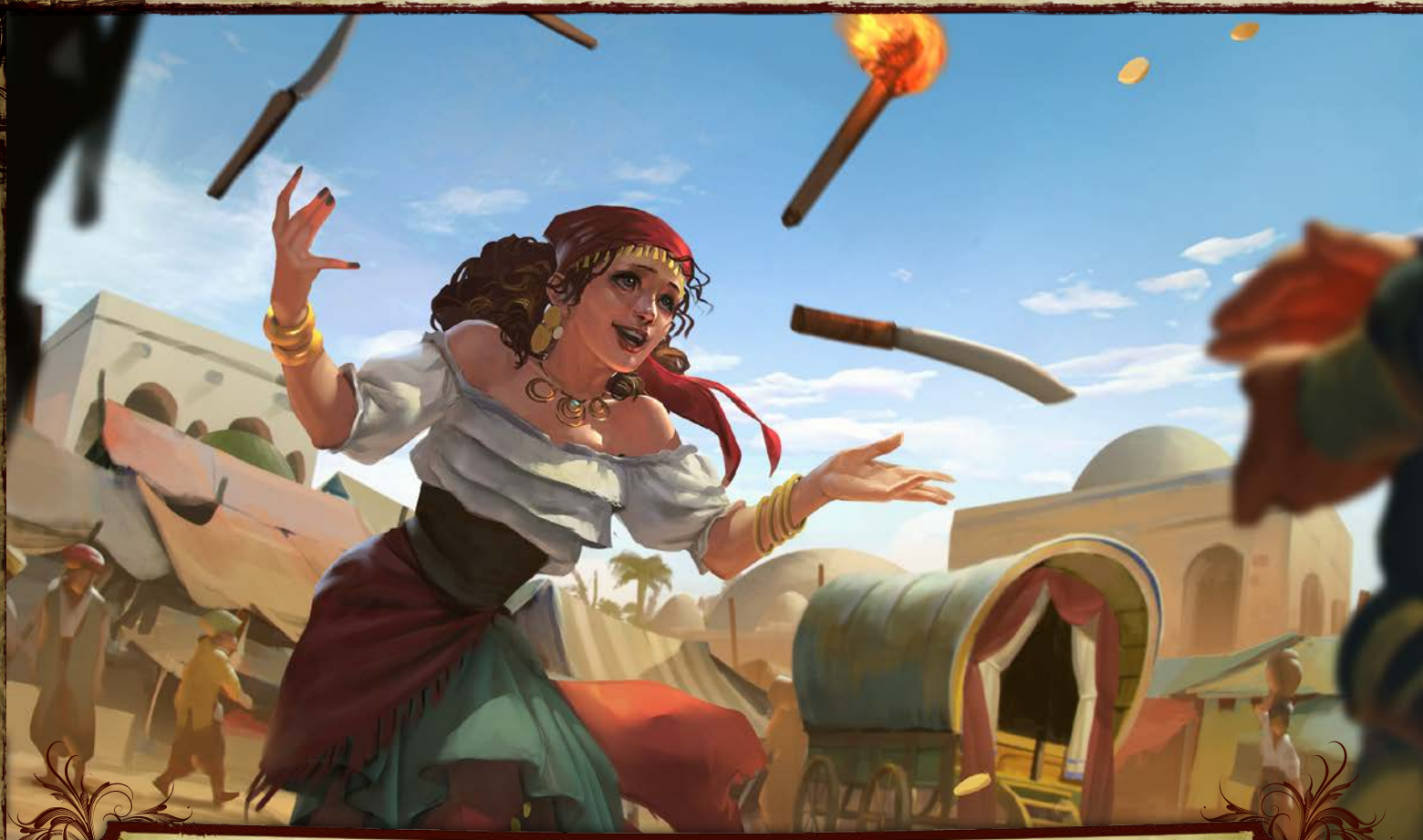
Slave Master and Bodyguards (CR 10)

The slave master always keeps an entourage to protect him.

Sadistic Healers (3) CR 3
XP 800 each
hp 29 each (see page 23)

Slave Master CR 8
XP 4,800
hp 87 (see page 28)

Tacticians (2) and Horses (2) CR 4
XP 1,200 each
hp 52 each (see page 24) and 42 each (see page 24)



Carnival Troupe

"Step right up and see the world—yes, ladies and gentlemen, enjoy a show gathered from the disparate corners of the globe! For just a few shiny coins, see bravado and oddities heretofore unknown in your sleepy hamlet, too astonishing to speak of on public corners and within a sheriff's earshot! These canvas walls hide marvels beyond reckoning. Freakish forms cursed by nature! Toothsome young bodies guaranteed to delight! Within you'll find contortions and conjurations, mysteries and mesmerism, and sights to bewitch and delight! All that parts you from this life-changing extravaganza is the exchange of a cursory fee! Pay no attention, my friends, to hurtful rumors of malfeasance here. Our purpose is but to delight by bringing wonders, lessons, and dangers from across the lands to your profitable and trusting little community! Step right up and learn every conceivable meaning of awe!"

—The ringmaster

With its bevy of bright colors and its dark past, the carnival is an organization nobody trusts, yet everyone wants to see. It travels across the world, and has every excuse to bring forbidden artifacts and dangerous monsters in tow and invite all manner of exotic personalities to join its ranks with few concerns about background or decency. The carnival can appear anywhere, at any time—welcomed with open arms in spite of past crimes—and can serve as a chaotic new element in any setting. The only certain thing about the carnival troupe is that its arrival complicates the world even as it entertains.

On the surface, the carnival troupe's schemes revolve around petty crimes. General laborers are beholden to performers, who in turn negotiate an ever-changing pecking order of shadowy alliances and rising and falling popularity. Only the ringmaster occupies a position of unquestioned authority—some carnies genuinely respect her genius and charisma, while others simply obey out of fear or have no choice under her will-sapping gaze. The ringmaster directs the truly despicable crimes committed by this traveling troupe, often with most of her subordinates unaware. While her lowliest soldiers pick pockets, pass off fake monsters as genuine terrors, and coax paying customers into rigged games of chance, the ringmaster orchestrates elaborate robberies, kidnappings, and blackmail.

Many of the carnival's noteworthy and powerful agents are actually slaves to their leader, compelled to enact her schemes. Much of the ringmaster's psychic magic focuses on bringing new and exotic pawns under her sway to revitalize her carnival's acts as well as augment her clandestine operations. Corrupt guards and thieves' guilds may ultimately answer to a mind-controlling master who visits the city only once per year, maintaining her interests and laying the groundwork for schemes too powerful or complex to manage without the skills the carnival provides. The carnival in turn offers perfect agents for a regal court seeking exotic entertainments or unusual muscle. A specialized or grotesque version of the carnival might even serve as the public face of an arcane society or a death cult, using merriment to lure victims into the ringmasters' clutches and traveling in plain sight to retrieve rare artifacts and creatures.

Story Hooks

A carnival troupe could appear in any kind of story that involves a heist or double-dealing. The muscle that makes up the rank-and-file of the carnival typically gets involved in low-level larceny, while the leaders might hatch grand schemes or manipulate local society or politics.

Birthday Extravaganza: The PCs attend a ball for the local prince's coming of age, and the kingdom has spared no expense in recruiting exotic and exciting entertainers, from fire-breathers to acrobats to animal trainers. The PCs hear rumors throughout the night about the king's many enemies and his boldness for inviting them to the celebration—which culminates in the king's assassination in his chambers just as the festivities begin to wind down. All immediate signs point to the king's half-brother (and heir-apparent to the throne) as the assassin, leaving the mortified young prince to ascend to his father's position as his uncle is thrown in the dungeon. Deeper investigations reveal a tangled web of lies, and once the PCs begin to seek the truth, a circle of assassins tries to silence their investigation. In reality, the carnival's ringmaster has grown tired of life on the road and hopes to retire comfortably in her own kingdom. She spent months grooming both the prince and the duke into obedient minions before forcing the elder to kill his own brother, leaving her loyal puppet the prince to become the new king (and provide her whatever lavish lifestyle she desires).

Dog and Pony Show: Adventurers arrive outside a town that has sealed its gates and refuses to admit any travelers, while a road-weary camp of merchants, pilgrims, and performers grows increasingly frustrated just outside the walls. The townsfolk claim that werewolves disguised as travelers have attacked citizens repeatedly, while the travelers insist the town's mayor fabricated the story to charge exorbitant road tolls for "protection." As both sides edge closer to violence, only a traveling circus seems to keep things from erupting into all-out chaos. Unknown to all sides, the circus has manufactured this crisis to bleed travelers dry—a canny fortune-teller inflames the mayor's suspicions inside the barricaded town, siccing her geeks on citizens by night to lend credence to the leader's fear of lycanthropes. Outside, roustabouts and clowns steal from passersby and murder frustrated merchants who finally depart the city gates, while the beast trainer uses her obedient dogs to strengthen the rumors of werewolves.

No Business Like Show Business: The PCs arrive in a new town where everyone already seems to know—and hate—them. Careful investigation reveals they lost days or weeks between their visits to civilization. The town authorities eventually accuse them of stealing a local treasure, forcing the PCs to either flee or attempt to clear their names. Rumors reveal that the town knows the PCs as part of a traveling carnival, rather than as lone adventurers. If the PCs track the carnival, they finally discover the truth: the performers' mesmeric mistress seized control of the adventurers weeks ago to supplement her crew and provide convenient scapegoats for her crimes. When she achieved her insidious aims, she lifted her hypnotic spell over them, leaving them with no memory of these dealings. However, she came to regret abandoning such adept minions once they departed. Now that the PCs have returned, she's quite keen to reassert her control over her former puppets.

New Rules

Extraordinary performances and performers help a traveling carnival complete its legitimate business and wicked schemes.

Archetype

Many carnival troupes contain their fair share of bards with the following archetype.

Fortune-Teller (Bard)

Instead of using song and dance, a fortune-teller (see page 37)influences people by divining their fate. Though he learns a great deal about the paths of destiny, his true skill is in making others think he knows more than he truly does.

Fortune-Teller's Divinations: Add the following spells to the fortune-teller's bard spell list. He doesn't automatically gain them and must still select them as spells known if he wants to use them. 0—*guidance*; 1st—*object reading*[OA]; 2nd—*augury*; 3rd—*analyze aura*[OA]; 4th—*divination*; 5th—*retrocognition*[OA]; 6th—*true seeing*, *vision*.

This ability alters the bard's spell list.

Oracular Performance: A fortune-teller can use Perform (oratory) to read a fortune as part of a bardic performance. Once per hour when the bard performs a fortune-telling using a fortune-teller's deck, a crystal ball, or a similar item, he can read the fortune of one subject of the bardic performance. This is part of the same action used to activate the performance. The fortune-teller rolls d%, adds his bard level to the result, and consults the table below. The outcome depends on whether the chosen creature is an ally (for a beneficial performance) or an enemy (for a detrimental performance).

d%	Result for Ally	Result for Enemy
1–35	Woe	Weal
36–65	Inconclusive	Inconclusive
66+	Weal	Woe

On an inconclusive result, the bard fails to get any information from the reading and the subject is affected by the performance normally. For an ally, on a weal result the subject's bonus from the performance increases by 1, and on a woe result the subject's bonus decreases by 1 (minimum 0). This affects only numeric bonuses. For example, a subject wouldn't gain another Hit Die from inspire greatness.

For an enemy, on a weal result the subject gains a +2 bonus on its saving throw to negate the bard's performance, and on a woe result it takes a –2 penalty on its save. An oracular performance has no effect on an enemy if the performance doesn't require a saving throw.

All adjustments from an oracular performance on a foe last only for that instance of the bardic performance. All adjustments on an ally last for 1 minute, applying each time the fortune-teller uses that particular bardic performance on that ally but ending when the duration expires, even if the performance continues.

This ability alters bardic performance and replaces countersong and distraction.

Fortune-Teller's Acumen: At 2nd level, whenever he casts a spell from the divination school, a fortune-teller can use a fortune-teller's deck, crystal ball, or similar item instead of the spell's material component, as long as the cost of the material component is no more than 100 gp per bard level. If he chooses to cast the spell using such an item and the spell's normal material component (regardless of that component's cost), he casts the spell at +1 caster level. This special focus can't be used with other special foci that have a similar effect, but can be used with spells that normally require a focus component (which must also be provided).

This ability replaces well-versed.

Bardic Performance: A fortune-teller gains the following bardic performance.

Transparent Fate (Su): At 8th level, the fortune-teller can cause all enemies within 30 feet to have their near future revealed for all to see. A successful Will saving throw (DC = 10 + 1/2 the fortune-teller's level + the fortune-teller's Cha modifier) negates the effect. This ability causes any creature attacked by an affected enemy to gain a +2 bonus to AC and on saving throws against the attack. As a secondary effect, if an affected creature's hit points are reduced to less than its Constitution score, it also sees a vision of its own death and must succeed at another Will save or become frightened for 1 round. A given creature needs to save against this secondary effect at most once per performance of transparent fate, even if its hit points are reduced to less than its Constitution score multiple times. A creature that was targeted by oracular performance when this performance began applies any save DC adjustment to this secondary save as well. At the GM's discretion, the revelation of the creature's fate might have other consequences; for example, a creature's allies might see it was planning to betray them.

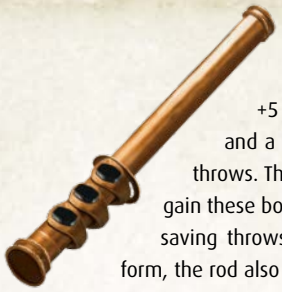
This ability replaces dirge of doom.

Magic Items

Carnival troupes use the following magic items to enhance their performances and make their menageries seem more impressive than they actually are.

Aerialist's Rod		**Price** 3,200 GP
Slot none	**CL** 5th	**Weight** 5 lbs.
Aura faint transmutation		

A small, metal loop caps each end of this well-worn, 2-foot-long brass rod. Pressing on each of three smooth studs on the rod's surface activates a different special ability. Pressing a stud a second time collapses the rod back into its ordinary form.



Balancing Pole: The rod extends to 7 feet in length and grants its holder a +5 competence bonus on Acrobatics checks and a +3 enhancement bonus on Reflex saving throws. The user must hold the rod in both hands to gain these bonuses, and they apply only on checks and saving throws related to maintaining balance. In this form, the rod also acts as a masterwork quarterstaff.

Tightrope: A line of rope lashes out from each end of the rod, anchoring to create a horizontal tightrope up to 100 feet long. Characters can traverse the tightrope by hanging below it with a successful DC 15 Climb check, or walking atop it with a successful DC 20 Acrobatics check.

Trapeze: Two lines of rope fly from the ends of the rod and anchor in a ceiling up to 40 feet overhead. Using the trapeze requires a successful DC 10 Acrobatics check and allows the user to traverse gaps up to 50 feet wide. If the user is trying to go farther than 50 feet, she can attempt to jump upon releasing her grip. The trapeze counts as a running start for the purposes of performing a long jump, and grants the user a +5 competence bonus on Acrobatics checks to determine how far she can jump. When the user is outdoors, this ability functions only if there are branches, buildings, or other overhangs to which the trapeze can attach.

CONSTRUCTION REQUIREMENTS	**COST** 1,600 GP

Craft Rod, *animate rope*, *cat's grace*

FOOL'S MALADY

PRICE 900 GP

SLOT ring	**CL** 3rd	**WEIGHT** —
AURA faint transmutation		

This simple lead ring is carved with a twisting face. When worn, the ring causes a wearer to develop a single deformity over the course of 1 minute. The exact malformation is determined when the ring is forged and can't be changed. It modifies the wearer's appearance rather than changing it entirely; those familiar with her normal appearance can easily recognize her in the modified form. Many of these rings mimic the symptoms of terrible diseases, while others mimic birth conditions, extensive scarring, or tattoos.

If the creature wearing a *fool's malady* already has the deformity the ring mimics, the ring instead removes all visual traces of the condition. The ring does not remove any pain or penalties associated with the condition.

CONSTRUCTION REQUIREMENTS	**COST** 450 GP

Forge Ring, *alter self*

HOME AWAY

PRICE 18,000 GP

SLOT none	**CL** 12th	**WEIGHT** 600 lbs.
AURA strong conjuration		

A wooden roof and walls line this horse-drawn caravan wagon. By uttering a command word, the wagon's owner can change the color and patterns that cover the wagon's sides, creating text or images, or can cause one wall to unfold into a stage. The *home away's* interior contains foldaway beds, desks, and cupboards, and can accommodate up to six Medium creatures. The interior is always warm and dry regardless of outside conditions, protecting anyone within from any weather short of hurricane-force winds.

Once per week, the *home away's* owner can pull the wagon's kingbolt, causing it to unfurl into a 60-foot-wide tent with the same coloration as the wagon. The owner can declare a purpose for the tent as she pulls the bolt—such as celebration, meetings, performance, or wilderness survival—and the tent creates bleachers, tables, beds, and other simple furniture to accommodate this purpose.

CONSTRUCTION REQUIREMENTS	**COST** 9,000 GP

Craft Wondrous Item, *major creation*, *silent image*, *tiny hut*

MOUNTEBANK'S MEGAPHONE

PRICE 4,500 GP

SLOT none	**CL** 7th	**WEIGHT** 3 lbs.
AURA moderate illusion		

This cone has openings at both ends and a large mouthpiece on the small end, and is crafted from brass hoops and sheets of leather and painted garish colors. Anyone holding the *mountebank's megaphone* in one hand can speak through it to make his voice up to 10 times louder, allowing him to be understood across a large crowd. If the megaphone's holder has the bardic performance class feature, he can treat any space within a 30-foot cone in front of him as the point of origin for any bardic performance that usually centers on the performer. Projecting a bardic performance through the megaphone takes additional effort, costing double the normal number of rounds. If the user moves from his current location, any bardic performance he is projecting through the megaphone immediately ends, even if his new position is still within range.

CONSTRUCTION REQUIREMENTS	**COST** 2,250 GP

Craft Wondrous Item, *ghost sound*, *exquisite accompaniment*[UM]

POWERHOUSE PELT

PRICE 3,515 GP

SLOT armor	**CL** 5th	**WEIGHT** 20 lbs.
AURA faint transmutation		

Crafted from the skin of a great cat, this *+1 hide armor* provides its wearer a +2 competence bonus on all ability checks to perform feats of strength, such as bending bars, and forcing doors. This bonus doesn't apply on any other Strength-related rolls (including Strength-based skill checks and melee attack and damage rolls). The wearer also treats her Strength score as if it were 8 higher than normal for the purpose of determining her carrying capacity.

CONSTRUCTION REQUIREMENTS	**COST** 1,915 GP

Craft Magical Arms and Armor, *ant haul*[APG], *bull's strength*

Lifters

Forever on the road, carnival troupes rely on humanoid muscle just as much as on charisma and deft hands.

ROUSTABOUT **CR 4**

XP 1,200

Human expert 3/warrior 3

CN Medium humanoid (human)

Init +1; **Senses** Perception –1

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 45 (6 HD; 3d8+3d10+15)

Fort +5, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk greatclub +8 (1d10+3)

Ranged dagger +6 (1d4+2/19–20)

TACTICS

Before Combat Roustabouts lull opponents into a false sense of security by feigning physical or mental frailty, hiding their numbers, and picking weapons of convenience.

During Combat Roustabouts lean heavily on feinting and demoralizing their enemies.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 18

Feats Catch Off-Guard, Persuasive, Power Attack, Toughness

Skills Acrobatics +5, Bluff +7, Diplomacy +2, Disguise +5, Handle Animal +5, Intimidate +9, Knowledge (local) +4, Perform (act) +5, Profession (porter) +4, Sleight of Hand +8, Stealth +5

Languages Common

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** *+1 studded leather*, dagger, mwk greatclub, *fool's malady**, disguise kit, entertainer's outfit, pickpocket's outfit[UE], 110 gp

Roustabouts act as the all-purpose workers who make up the bulk of any traveling show. Their duties can include toting supplies, assembling tents, standing guard, wrangling beasts, and performing when needed. Many possess physical abnormalities, skin conditions, or other traits that would make day-to-day life difficult if they stayed in one place, but that offer them new opportunities as part of a troupe. Those without distinguishing characteristics of their own fake them with makeup or magic.

STRONGWOMAN **CR 8**

XP 4,800

Human fighter 9

CN Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +1 Dex, +1 dodge, +1 natural)

hp 90 (9d10+36)

Fort +11, **Ref** +5, **Will** +7 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee *+1 earth breaker* +16/+11 (2d6+9/×3) or unarmed strike +14/+9 (1d3+5)

Ranged mwk handaxe +11/+6 (1d6+4/×3)

Special Attacks weapon training (close +1, hammers +2)

TACTICS

Before Combat The strongwoman downs her *potion of bull's strength* if she expects a serious fight.

During Combat The strongwoman excels at destroying her enemy's advantages. She sunders other warriors' weapons or moves in to grapple spellcasters.

STATISTICS

Str 19, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +13 (+17 grapple, +15 sunder); **CMD** 25 (27 vs. grapple or sunder)

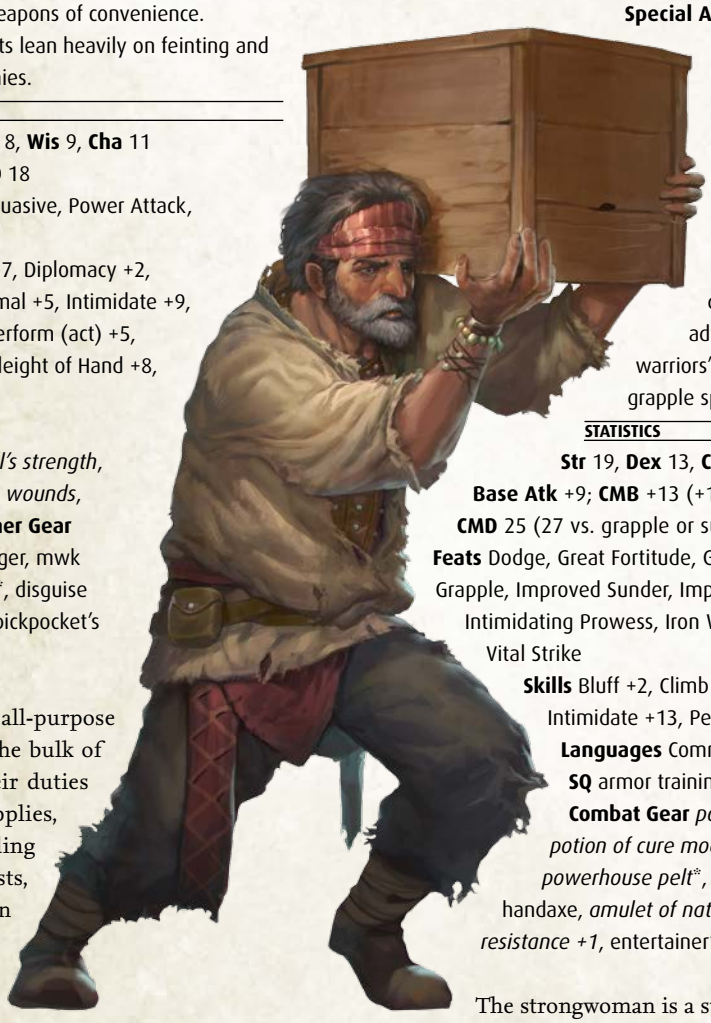
Feats Dodge, Great Fortitude, Greater Grapple, Improved Grapple, Improved Sunder, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike

Skills Bluff +2, Climb +11, Diplomacy +2, Intimidate +13, Perform (act) +6

Languages Common

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** *powerhouse pelt**, *+1 earth breaker*[UE], mwk handaxe, *amulet of natural armor +1*, *cloak of resistance +1*, entertainer's outfit



The strongwoman is a star first and laborer second. In the show, she performs amazing feats of strength.

Sideshow

A carnival's strange and exotic sideshow performers exploit the public's morbid curiosity and need for cheap thrills.

Geek — CR 4

XP 1,200

Human ogrekin barbarian 4 (*Pathfinder RPG Bestiary 2* 204)
NE Medium humanoid (giant, human)
Init +3; **Senses** low-light vision; Perception +0

Defense

AC 15, touch 7, flat-footed 15 (+5 armor, –1 Dex, +3 natural, –2 rage)
hp 63 (4d12+32)
Fort +12, **Ref** +1, **Will** +6
Defensive Abilities trap sense +1, uncanny dodge

Offense

Speed 40 ft. (30 ft. in armor)
Melee Large mwk warhammer +13 (2d6+8/×3), bite +10 (1d4+4)
Ranged dagger +3 (1d4+8/19–20)
Special Attacks rage (15 rounds/day), rage powers (animal fury, no escape)

Tactics

During Combat Geeks throw themselves into combat without thought or remorse, ignoring pain.
Base Statistics When not raging, a geek's statistics are **AC** 17, touch 9, flat-footed 17; **hp** 55; **Fort** +10, **Will** +4; Large mwk warhammer +11 (2d6+6/×3); dagger +3 (1d4+6/19–20); **Str** 22, **Con** 21; **CMB** +10, **CMD** 19.

Statistics

Str 26, **Dex** 8, **Con** 25, **Int** 10, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +12; **CMD** 19
Feats Endurance, Improved Initiative, Iron Will
Skills Acrobatics +4, Handle Animal +8, Intimidate +8, Perform (act) +5, Sleight of Hand +1
Languages Common
SQ deformed hand, fast movement, oversized limb
Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *potion of delay poison*, soothe syrup[UE] (2); **Other Gear** *+1 hide armor*, Large mwk warhammer, *cloak of resistance +1*, entertainer's outfit, iron spikes[UE] (10), 55 gp

Firebreather — CR 6

XP 2,400

Human pyrokineticist 7 (*Pathfinder RPG Occult Adventures* 10)
NE Medium humanoid (human)
Init +3; **Senses** Perception +9

Defense

AC 19, touch 15, flat-footed 15 (+4 armor, +1 deflection, +4 Dex)
hp 77 (7d8+42); 21 nonlethal damage from burn
Fort +10, **Ref** +10, **Will** +3
Defensive Abilities fortification (15%), searing flesh (3 damage)

Offense

Speed 30 ft.
Melee heavy mace +6 (1d8+1)
Ranged fire blast +11 touch (4d6+6 fire) or blue flame blast +11 touch (8d6+6 fire)
Special Attacks kinetic blast, metakinesis (empower)
Kineticist Wild Talents Known
Defense—searing flesh
Infusions—burning infusion (DC 16), fan of flames (DC 16), mobile blast (DC 16)
Kinetic blasts—blue flame blast (8d6+6 fire), fire blast (4d6+6 fire)
Utility—basic pyrokinesis, cold adaptation, fire sculptor, flame jet, heat adaptation, skilled kineticist

Statistics

Str 12, **Dex** 18, **Con** 18, **Int** 8, **Wis** 10, **Cha** 13
Base Atk +5; **CMB** +6; **CMD** 21
Feats Delay Blast[OA], Extra Wild Talent[OA], Point-Blank Shot, Stealthy, Toughness
Skills Acrobatics +13, Escape Artist +16, Intimidate +7, Knowledge (nature) +6, Perception +9, Perform (dance) +5, Stealth +13
Languages Common
SQ burn (2 points/round, max 7), elemental overflow +2, expanded element (fire), gather power, infusion specialization 1, internal buffer 1
Combat Gear *potion of cure moderate wounds* (2), *potion of gaseous form*, flash powder[UE] (2), keros oil[UE] (5), paper candle fireworks[UE] (100), skyrocket fireworks[UE] (3); **Other Gear** *+1 studded leather*, heavy mace, *cloak of resistance +1*, *ring of protection +1*, entertainer's outfit, 85 gp

Firebreathers often pose as exotic masters of foreign magic.

Performers

The highly skilled star performers of a criminal carnival work only the most important heists.

ACROBAT **CR 5**

XP 1,600

Human rogue (acrobat) 6 (*Pathfinder RPG Advanced Player's Guide* 132)

CN Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 42 (6d8+12)

Fort +3, **Ref** +9, **Will** +2

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dagger +9 (1d4+1/19–20)

Ranged mwk dagger +9 (1d4+1/19–20)

Special Attacks second chance 1/day, sneak attack +3d6

TACTICS

Before Combat The acrobat drinks her *potion of spider climb* to help her move to an advantageous position.

During Combat An acrobat never holds still in a fight, moving constantly and using her expert leaper ability to change elevations. This allows her to rain down daggers from beyond her enemies' reach.

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 20

Feats Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +13, Bluff +11, Climb +10, Escape Artist +11, Perception +9, Perform (dance) +11, Sleight of Hand +13, Stealth +13

Languages Common

SQ expert acrobat, rogue talents (expert leaper[APG], fast stealth, stand up)

Combat Gear *potion of spider climb*; **Other Gear** chain shirt, mwk daggers (3), *aerialist's rod*[*], climber's kit, entertainer's outfit, grappling hook, silk rope (200 ft.), 20 gp

Acrobats perform tumbling routines and daring aerial shows high above the audience and sometimes grace smaller stages as knife-throwers, magicians, and dancers. Fearless and lithe, they slip just as gracefully into wealthy estates and art museums, their actions often seeming supernatural or even impossible to those unschooled in their arts.

CLOWN **CR 7**

XP 3,200

Human slayer 8 (*Pathfinder RPG Advanced Class Guide* 53)

CE Medium humanoid (human)

Init +7; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 72 (8d10+24)

Fort +8, **Ref** +10, **Will** +4 (+2 vs. mind reading)

OFFENSE

Speed 30 ft.

Melee *+1 handaxe* +13/+8 (1d6+4/×3)

Ranged handaxe +12/+7 (1d6+3/×3)

Special Attacks sneak attack +2d6, studied target +2 (2nd, swift action)

TACTICS

Before Combat Clowns pick their targets from the crowd and stalk their prey for hours or days just outside of view. Clowns invariably strike from hiding.

During Combat Clowns use hit-and-run tactics, reveling in their targets' fear far more than in victory. These slayers slow their prey and inflict bleeding wounds, then follow them at a leisurely pace.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 24

Feats Deceitful, Improved Initiative, Iron Will, Toughness, Weapon Focus (handaxe)

Skills Acrobatics +14, Bluff +17, Climb +10, Disguise +17, Intimidate +13, Perception +6, Perform (comedy) +10, Stealth +14

Languages Common

SQ slayer talents (bleeding attack +2, foil scrutiny[ACG], slowing strike[ACG] [DC 14], surprise attacks), stalker, track +4

Combat Gear *potion of invisibility*; **Other Gear** *+1 glamered studded leather*, *+1 handaxe*, handaxes (2), *cloak of resistance +1*, disguise kit, entertainer's outfit, 254 gp

Clowns are barely restrained forces of chaos and destruction that the carnival troupe sometimes unleashes upon its foes. Their colorful clothing, greasepaint, and grace belie the true threat they pose, for they master physical strength and endurance to a formidable degree. They can easily command an audience's attention when they are performing, yet they transition effortlessly from hilarious slapstick into unsettling violence, stalking the carnival's enemies in secret and terrorizing or even executing those who menace the troupe.

Fortune-Teller

A staple of many traveling troupes, the fortune-teller is equal parts confidence artist and legitimate mystic. Able to glean the secrets of fate, he tells the curious exactly what they want to hear, as well as just enough to coax them into decisions that he or his allies can exploit.

FORTUNE-TELLER **CR 7**

XP 3,200

Half-elf bard (fortune-teller*) 8

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +14

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 55 (8d8+16)

Fort +5, **Ref** +9, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk sap +6/+1 (1d6–1 nonlethal)

Ranged mwk heavy crossbow +9 (1d10/19–20)

Special Attacks bardic performance 22 rounds/day (move action; fascinate [DC 18], inspire competence +3, inspire courage +2, oracular performance, suggestion [DC 18], transparent fate [DC 18])

Bard Spells Known (CL 8th; concentration +12)

3rd (3/day)—*clairaudience/clairvoyance*, *glibness*, *hypercognition*[OA]

2nd (5/day)—*augury*, *detect thoughts* (DC 16), *psychic reading*[OA], *pyrotechnics* (DC 16)

1st (5/day)—*charm person* (DC 15), *decrepit disguise*[OA] (DC 15), *deja vu*[OA], *object reading*[OA], *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *guidance*, *mage hand*, *message*

TACTICS

Before Combat Fortune-tellers attempt to recruit allies before a fight, either by finding like-minded criminals or by compelling innocent townsfolk to defend them.

During Combat Fortune-tellers lead from the rear, using *glibness* and *pyrotechnics* to confuse enemies, as well as their bardic performance to augment their allies' abilities.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +5; **CMD** 18

Feats Dodge, Extra Performance, Great Fortitude, Skill Focus (Perform [oratory]), Toughness

Skills Knowledge (arcana) +14, Knowledge (local) +14, Perception +14, Perform (act) +15, Perform (oratory) +18, Sleight of Hand +12, Spellcraft +8, Use Magic Device +15; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven

SQ bardic knowledge +4, elf blood, fortune-teller's acumen, lore master 1/day, versatile performances (act, oratory)

Combat Gear *mountebank's megaphone**, *wand of levitate* (5 charges), smokestick; **Other Gear** *+1 chain shirt*, mwk heavy crossbow with 10 bolts, mwk sap, *cloak of resistance +1*, crystal ball (nonmagical), mwk fortune-teller's deck[UE], prognostication manual[OA]

Not every one of a carnival's performers puts on a show for a large crowd. Fortune-tellers play their mind games on one rube at a time, listening to secrets and probing into minds to learn exactly what to say and when. While most have at least some skill to see the future, fortune-tellers prefer to mete out tidbits of information to keep clients coming back or to set up long-term criminal enterprises that the rest of the troupe can exploit. Fortune-tellers mix in just enough real magic to sell their fake insights—spells like *ghost sound* and *unseen servant* may convince a grieving widower that fortune-tellers can speak with his departed wife, while *clairaudience/clairvoyance* and *detect thoughts* can quite literally provide fake soothsayers with the supernatural insight that a merchant prince might seek.

Fortune-tellers rarely lead on their own, instead serving as advisors and spymasters for more confident criminal masterminds. Fortune-tellers often maintain a handful of continuing projects, revisiting powerful clients at each of their carnivals' stops to help cultivate a political or legal atmosphere favorable for the troupes' operations. Eventually, these schemes come to fruition, and the victims sometimes never know the fortune-tellers were involved.

Beast Trainer

Both controlling and performing alongside intimidating creatures are part of beast trainers' purview.

BEAST TRAINER **CR 8**

XP 4,800

Human ranger 9

NE Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 shield)

hp 81 (9d10+27)

Fort +9, **Ref** +10, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk kukri +14/+9 (1d4+5/15–20), mwk kukri +14/+9 (1d4+5/15–20)

Ranged dart +11/+6 (1d4+5)

Special Attacks combat style (two-weapon combat), favored enemy (animals +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*barkskin*

1st—*charm animal* (DC 12), *longstrider*, *speak with animals*

TACTICS

Before Combat The beast trainer drinks her *potion of bull's strength* and casts *barkskin* on an animal ally.

Base Statistics Without *bull's strength*, the beast trainer's statistics are **Melee** mwk kukri +12/+7 (1d4+3/15–20), mwk kukri +12/+7 (1d4+3/15–20); **Ranged** dart +11/+6 (1d4+3); **Str** 16; **CMB** +12; **CMD** 24; **Skills** Climb +11.

STATISTICS

Str 20, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +9; **CMB** +14; **CMD** 26

Feats Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +7 (+11 to move through a threatened square or enemy's space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +10, Survival +10

Languages Common

SQ favored terrain (plains +2, urban +4), hunter's bond (constrictor snake animal companion), swift tracker, track +4, wild empathy +10, woodland stride

Combat Gear *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other Gear** *+1 chainmail*, darts (6), mwk kukri (2), *belt of tumbling*[UE], *cloak of resistance +2*, *ring of protection +1*, entertainer's outfit, 81 gp

CONSTRICTOR SNAKE **CR —**

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, –1 size)

hp 45 (6d8+18)

Fort +8, Ref +8, Will +3 (+4 vs. enchantments)

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +11 (1d4+12 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+8)

STATISTICS

Str 26, **Dex** 17, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +13 (+18 grapple); **CMD** 26 (can't be tripped)

Feats Improved Natural Armor, Power Attack, Weapon Focus (grapple)

Skills Acrobatics +3 (–1 when jumping), Climb +20, Stealth +6, Swim +20

SQ devotion, tricks (attack, down, fetch, guard, seek, stay)

Stagecrafter

While most carnivals do host genuine wonders, few carry every oddity and exotic delight they boast. Where they fall short, papier-mache and illusion spells cover the void—all produced by the deft hand of the stagecrafter. Unlike the daring extroverts surrounding him and taking the spotlight, the stagecrafter is quiet and reserved, invisible by intention as he transforms bulls into minotaurs and a jug band into an orchestra. The stagecrafter is working at his best when he isn't seen at all.

STAGECRAFTER **CR 9**

XP 6,400

Human illusionist 10

N Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)

hp 57 (10d6+20)

Fort +6, **Ref** +7, **Will** +11

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +5 (1d6–1)

Arcane School Spell-Like Abilities (CL 10th; concentration +14)

At will—*invisibility field* (10 rounds/day)

7/day—*blinding ray*

Illusionist Spells Prepared (CL 10th; concentration +14)

5th—*mind fog* (DC 19), still *phantasmal killer* (DC 20), *shadow evocation* (DC 21)

4th—*greater invisibility*, *hallucinatory terrain* (DC 20), extended *invisibility sphere* (2), *rainbow pattern* (DC 20)

3rd—*displacement*, silent *invisibility*, *major image* (2, DC 19), *summon monster III*

2nd—*hypnotic pattern* (DC 18), *invisibility*, *minor image* (2, DC 18), *mirror image*, *summon monster II*

1st—*disguise self*, *enlarge person* (DC 15), *mage armor*, *silent image* (2, DC 17), *ventriloquism* (DC 17)

0 (at will)—*daze* (DC 14), *detect poison*, *ghost sound* (DC 16), *message*

Opposition Schools evocation, necromancy

TACTICS

Before Combat Each day, the stagecrafter casts *mage armor* to guard against enemies and accidents alike. If combat seems imminent, he casts *greater invisibility*.

During Combat The stagecrafter unleashes *mind fog* to make enemies more susceptible to other spells, and then he uses his wand of *shadow conjuration* in order to summon a variety of terrifying creatures.

Base Statistics Without *mage armor*, the stagecrafter's statistics are **AC** 13, touch 13, flat-footed 11.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 17

Feats Combat Casting, Extend Spell, Greater Spell Focus (illusion), Iron Will, Scribe Scroll, Silent Spell, Skill Focus (Stealth), Spell Focus (illusion), Still Spell

Skills Bluff +12, Disguise +7, Knowledge (arcana) +17, Perception +10, Sense Motive +5, Sleight of Hand +12, Spellcraft +17, Stealth +18

Languages Common, Elven, Gnome, Halfling, Shae

SQ arcane bond (*wand of shadow conjuration*), extended illusions (5 rounds)

Combat Gear *potion of fly*, *wand of shadow conjuration* (20 charges), smokesticks (2); **Other Gear** mwk quarterstaff, *amulet of natural armor +1*, *cloak of resistance +2*, *ring of protection +1*

Ringmaster

Suave and brimming with superhuman confidence, the ringmaster guides her many performers in and out of the big top, directing colorful shows and criminal capers with equal flair. She easily overwhelms the desires of others and draws them into her illicit web, either to supplement her band's skills in the short term or to add unwilling new carnival acts indefinitely.

RINGMASTER **CR 10**

XP 9,600

Human mesmerist 11 (*Pathfinder RPG Occult Adventures* 38)

NE Medium humanoid (human)

Init +2; **Senses** Perception +15

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +2 Dex)

hp 97 (11d8+44)

Fort +9, **Ref** +11, **Will** +14

OFFENSE

Speed 30 ft.

Melee mwk whip +7/+2 (1d3–1 nonlethal)

Ranged *+1 light crossbow* +11 (1d8+1)

Special Attacks bold stare (disorientation, susceptibility, timidity), hypnotic stare (–3), manifold tricks (3), mental potency (+2), mesmerist tricks 9/day (linked reaction, meek facade, misdirection, psychosomatic surge, reflection of weakness [DC 19], spectral smoke), painful stare (+5 or +3d6+5)

Mesmerist Spells Known (CL 11th; concentration +15)

4th (3/day)—*dominate person* (DC 19), *mind probe*[OA] (DC 18), *phantasmal killer* (DC 18)

3rd (5/day)—*aura alteration*[OA], *displacement*, *dominate animal* (DC 18), *glibness*

2nd (5/day)—*detect thoughts* (DC 16), *eagle's splendor*, *glitterdust* (DC 16), *oneiric horror*[OA] (DC 16), *suggestion* (DC 17)

1st (6/day)—*charm person* (DC 16), *command* (DC 16), *detect secret doors*, *disguise self*, *hideous laughter* (DC 16), *sleep* (DC 16)

0 (at will)—*detect magic*, *ghost sound* (DC 14), *light*, *lullaby* (DC 15), *message*, *prestidigitation*

TACTICS

Before Combat The ringmaster never enters a fight alone, instead bringing along her criminal performers or else recruiting allies of convenience with her spells and mesmerism. She uses her linked reaction trick to tie herself to more perceptive minions and casts *eagle's splendor* and *shield* from her wand before engaging anyone.

During Combat The ringmaster uses her hypnotic stare on nearby victims, sapping their will before targeting them with *dominate person* or *oneiric horror*. She reserves *phantasmal killer* for those unfortunate souls who ruin her carefully laid plans.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +8; **CMB** +7; **CMD** 20

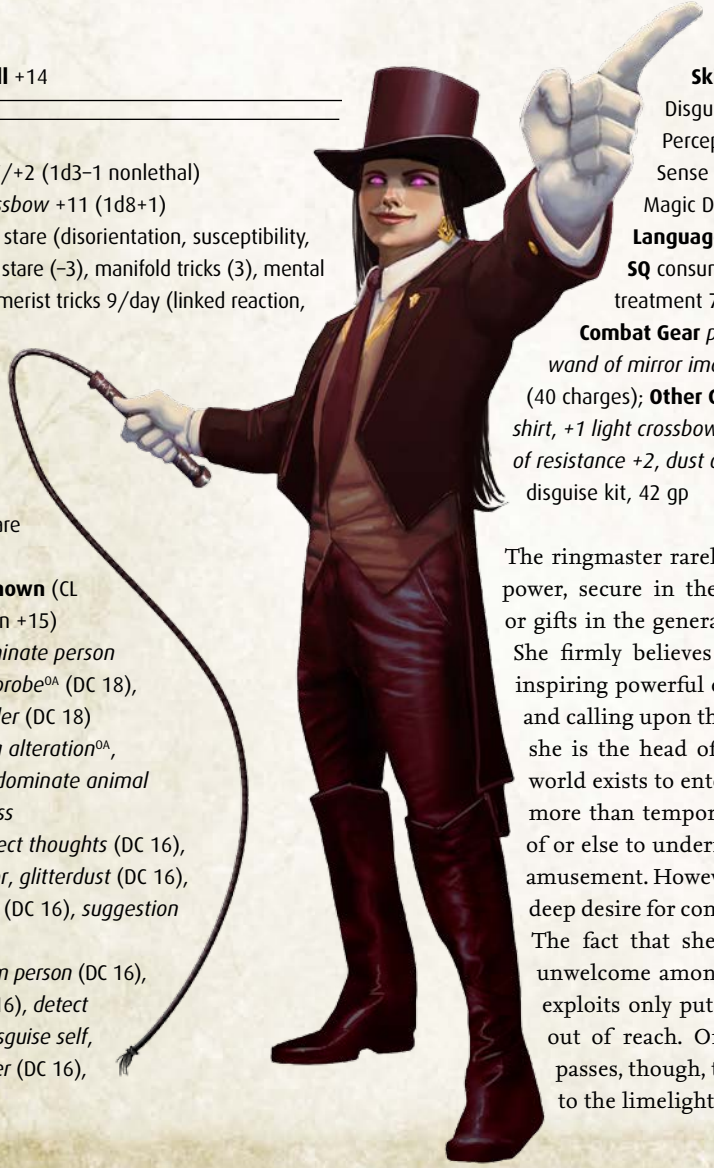
Feats Deceitful, Excoriating Stare[OA] (DC 19), Extended Stare[OA], Great Fortitude, Persuasive, Spell Focus (enchantment), Toughness

Skills Bluff +27, Diplomacy +14, Disguise +10, Intimidate +22, Perception +15, Perform (oratory) +18, Sense Motive +15, Spellcraft +8, Use Magic Device +18

Languages Common

SQ consummate liar +5, glib lie (DC 26), touch treatment 7/day (greater)

Combat Gear *potion of cure moderate wounds*, *wand of mirror image* (8 charges), *wand of shield* (40 charges); **Other Gear** *+1 glamered mithral chain shirt*, *+1 light crossbow* with 20 bolts, mwk whip, *cloak of resistance +2*, *dust of illusion*, *ring of protection +1*, disguise kit, 42 gp



The ringmaster rarely frets over her lack of physical power, secure in the knowledge that any strengths or gifts in the general vicinity are hers to command. She firmly believes that she belongs center stage, inspiring powerful emotions in the common rabble and calling upon the skills of others at will. Though she is the head of a group of performers, all the world exists to entertain her, and enemies are little more than temporary distractions to seize control of or else to undermine, rob, and humiliate for her amusement. However, the ringmaster also harbors a deep desire for comfort and the reverence of others. The fact that she all too quickly makes herself unwelcome among those whom she controls and exploits only puts true contentment even farther out of reach. Once her short-lived melancholy passes, though, the ringmaster is eager to return to the limelight.

Encounters

Encounters with the carnival troupe can occur nearly anywhere, from city streets to country towns to remote noble estates. Any environment with an audience and valuables to steal can attract the troupe's attention. Carnival workers' transient nature makes them into appealing minions for other villainous organizations, such as the regal court or the secret society.

Local Freak Show (CR 8)

The freak show focuses on recruiting strange new acts, sometimes ones that display terrifying force.

FIREBREATHER **CR 6**
XP 2,400
hp 77 (see page 35)

GEEK **CR 4**
XP 1,200
hp 63 (see page 35)

NINGYO **CR 1**
XP 400
hp 13 (*Pathfinder RPG Bestiary 4* 206)

PICKLED PUNKS (2) **CR 1**
XP 400 each
hp 11 each (*Pathfinder RPG Bestiary 4* 214)

Traveling Zoo (CR 10)

This traveling band uses its beasts to extort protection money.

BEAST TRAINER AND CONSTRICTOR SNAKE **CR 8**
XP 4,800
hp 81 (see page 38) and 45 (see page 38)

COCKATRICE **CR 3**
XP 800
hp 27 (*Pathfinder RPG Bestiary* 48)

LIONS (2) **CR 3**
XP 800 each
hp 32 each (*Pathfinder RPG Bestiary* 193)

ROUSTABOUTS (2) **CR 4**
XP 1,200 each
hp 45 each (see page 34)

Shadow Circus (CR 13)

Powerful egos and a flexible mix of skills fill the center ring of the shadow circus.

ACROBATS (4) **CR 5**
XP 1,600 each
hp 42 each (see page 36)

RINGMASTER **CR 10**
XP 9,600
hp 97 (see page 40)

STAGE MAGICIAN **CR 8**
XP 4,800
hp 51 (*Pathfinder RPG NPC Codex* 204)

STRONGWOMAN **CR 8**
XP 4,800
hp 90 (see page 34)

Corrupt Guard

"They say the guards are effective but fair. Hah! Effective, I'll give them that, but anyone who's ever been found guilty of the smallest crime in this city knows exactly how fair they are. If you're lucky, you'll get off with harsh fines or a long prison sentence. More often, you'll end up in the hands of their interrogator, who has a way of coaxing a confession out of anyone. Some who are caught in crimes against the rich and powerful just disappear without a trace. No trial, nothing. It's like they never existed. I'll tell you what, if you plan to stick around this town, keep your nose clean. There are far better places to score a few loose coppers. I lift one stinking coin purse, and I owe the guard a hundred times what was in it 'to settle my debt to society here and now.' Desna be praised, the purse was light, and I was able to pay the greedy bastard. What kind of twisted world is it when you're praying that a purse you lifted doesn't have any platinum?"

—Advice from Telemara Quint, former pickpocket

The corrupt guard is a law enforcement organization that presides over a city or large town. Some of its rank-and-file members take bribes to ignore criminal activity, while others see themselves as unflappable guardians of public order. Its leaders believe that taking bribes and enforcing a different standard of justice between the privileged and the poor is simply the way things work in the real world. Payoffs, favors, and the occasional glance in the opposite direction regarding a crime form the grease that needs to be applied if the wheels of justice are to keep turning. Suggesting that life could work differently is a good way to get framed for a crime or be left without recourse when muggers decide that one's coin would be better off in their pockets. There is little hope for real justice when the corruption flows all the way to the top of the guard.

The guard is a strictly hierarchical organization. Lookouts responsible for keeping watch sit at the bottom of the pecking order. They are trained to fire weapons from a distance and protect themselves when confrontations threaten to turn violent, or to quietly capture criminals too dangerous to take into custody in a fair fight. Just above the lookouts are the guards in charge of watching over valuable items and dangerous criminals. The people who investigate and prosecute crimes make up the next level of power; these include several members of the local clergy of Abadar, god of civilization. These priests command respect for their devotion to order and their knowledge of the law, though their critics point out that though they know the letter of the law to its last pen stroke, they seem uninterested in thinking overmuch about its intent. Everyone in the corrupt guard is ultimately under the command of the captain of the guard, who is assisted by her chief detective.

Corruption runs deep within the guard. While its junior members limit their crooked activities to bribery and petty cruelty, the guard captain and her chief detective lead double lives as members of a local criminal organization, though even the detective doesn't know of the guard captain's hidden identity. They go to great lengths to keep their crimes secret, and they can easily bury their rivals and enemies under piles of criminal charges with the full force of the guard at their disposal. The guard captain also plots to take control of the criminal organization; with both organizations under her command, she could manipulate politics in her favor and become the wealthiest and most powerful person in the city.

However, not all members of the guard are corrupt. Many legitimately care for the local people and enforce the city's harsh laws fairly, and the guard even boasts a paladin among its ranks. Most law-abiding citizens respect the guard for its efficiency and tough treatment of criminals. They assume that tales of guard corruption are exaggerated, or that these concern a few poorly behaved individuals in an otherwise excellent system.

The corrupt guard might interact with several other organizations in this book, its most natural ally being the diabolical church, which shares its interest in maintaining order. If the corrupt guard allies with the diabolical church, consider changing the interrogator's deity to Asmodeus. The guard could also turn to the merchant caravan to fence goods. If the regal court presides over the guard's city, the guard defers to the court while attempting to avoid drawing attention. A member of the regal court might send the PCs to root out the guard's corruption as a power play against the guard captain. The ruthless brigands, savage marauders, and thieves' guild could all potentially jockey for power with the corrupt guard, but the guard captain could also be a member of any of these organizations. The Merry Outlaws are a natural enemy to the corrupt guard, and any PC suspected of assisting the outlaws is likely to find herself on the wrong side of the law. The guard also opposes Nature's Scourge and its attempts to destroy civilization.

Story Hooks

Because it straddles both sides of the law, the corrupt guard could become an enemy or an ally, depending on whether its members are idle and causing trouble or protecting their community against a more threatening outside force.

Accidental Criminal: The corrupt guard has recently started enforcing bizarre and antiquated laws that are still technically on the local books, in order to arrest rivals and local annoyances. One or more of the PCs breaks one of these laws, and the guard sends a group to their lodging in the middle of the night to arrest them. However, one of the guards offers the PCs a deal—if the PCs quietly help them track down the notorious criminal who inspired this crackdown, the guards will consider the PCs' debt to society paid.

Framed: Despite stern warnings from the city guard against vigilantism, the PCs launch an independent investigation into the actions of a local criminal organization. The guard captain, fearing that the PCs will discover her own illicit activities, has them framed for being members of the very organization they are trying to investigate. With most people in the city against them, the PCs have a challenging adventure ahead of them if they wish to escape the guard's clutches, uncover the truth, and clear their names once and for all.

Heist: The guard is protecting a powerful magic item, a priceless work of art, or an object central to the PCs' quest. This item could be evidence that the guard has confiscated, or the centerpiece of a high-stakes auction that the guard captain is being well compensated to defend. The PCs might not be the only people looking to steal the prize, and they might have to deal with an unskilled group of robbers who slip up and place the guard on even higher alert, or a masterful group of thieves who could outwit the PCs if they aren't careful. See the Heists section on page 118 of *Pathfinder RPG Ultimate Intrigue* for advice on running heists.

New Rules

The corrupt guard devised new methods to maintain order.

Feats

The guards work together as a team to defeat their foes.

Coordinated Capture (Combat, Teamwork)

You work with allies to prevent foes from escaping.

Prerequisite: Base attack bonus +1.

Benefits: Whenever you and one or more allies with this feat threaten the same enemy, the enemy takes a penalty on Acrobatics checks and concentration checks to avoid provoking attacks of opportunity equal to the number of creatures with this feat that are threatening him (maximum +5).

Favored Community

You know your local community like the back of your hand.

Prerequisites: Knowledge (local) 2 ranks, must have lived in the settlement for at least 1 year.

Benefits: Select a permanent, stationary settlement. While in that settlement, you gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks, as per the ranger's favored terrain class feature. If you already have that class feature and apply its bonuses in your favored community, increase the bonus provided by favored terrain by 2. The bonuses from this feat do not stack with other effects that provide or augment favored terrain bonuses, such as *boots of friendly terrain* (*Advanced Player's Guide* 301).

Equipment

The following gear is standard-issue for many guards.

Alchemical Cleaner

Price 300 GP
Weight 1 lb.

This caustic alchemical solution dissolves blood, hair, and small pieces of flesh. Distributing it over a 5-foot square takes one full-round action and increases the DC of Perception checks to find such materials by 20. (A creature that fails the Perception check to find such materials by 5 or less realizes the area has been unnaturally cleared of them.) This applies only to the original Perception DC, not a substituted skill check like those from the cleaner[ACG] or traceless[UI] archetypes. One pot of alchemical cleaner contains enough liquid to cover nine 5-foot squares. A pot of alchemical cleaner can be thrown as a splash weapon and functions as an alkali flask (*Advanced Player's Guide* 184) when thrown. Crafting alchemical cleaner requires a successful DC 25 Craft (alchemy) check.

Guard's Kit

Price 20 GP
Weight 20 lbs.

The guard issues a standard set of supplies to each of its members. This kit consists of a backpack, a belt pouch, a flint and steel, manacles, 50 feet of rope, a signal whistle, soap, and 5 torches.

Spells

The guards use the following spells to help capture criminals.

Beacon of Guilt

School evocation [curse]; **Level** bard 2, inquisitor 2, occultist 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S
Range touch
Target one object
Duration 24 hours or until discharged, then instantaneous
Saving Throw Will negates (object); see text; **Spell Resistance** yes
You place an invisible ward upon an object that is triggered the first time a creature tries to move the object from its current location. The next creature to touch the object is cursed to become obvious

to everyone around it. The creature must succeed at a Will save or be surrounded in an aura of twinkling red light that functions as *faerie fire* (spell resistance applies). The curse bestowed by this spell cannot be dispelled, but a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell can remove it.

ESCAPE ALARM

School abjuration; **Level** bard 2, inquisitor 2, occultist 2, psychic 2, ranger 2, sorcerer/wizard 2, spiritualist 2, summoner 2
Casting Time 1 standard action
Components V, S, F (a short segment of a chain)
Range medium (100 ft. plus 10 ft./level)
Area ten 10-foot cubes/level
Duration 24 hours
Saving Throw none; **Spell Resistance** no

You place a ward on an area that notifies you when a creature exits it. This functions as *alarm*, except as noted. It alerts you when a creature leaves, rather than enters, the area, and you can't select a password to bypass its effects. Instead, when you place an *escape alarm*, you can attune up to one additional creature per caster level to the spell. You are automatically attuned to your own *escape alarm* and don't count against the limit. Attuned creatures can enter and exit the spell's area without triggering the alarm. If you select a mental alarm rather than an audible one, all attuned creatures receive the mental alert when someone exits the warded area.

Magic Items

The guards use the following items to aid investigations.

BADGE OF AUTHORITY		PRICE 1,500 GP
SLOT none	**CL** 3rd	**WEIGHT** 1/2 lb.
AURA faint illusion		

As a standard action, the wielder of this solid metal badge can transform its appearance into that of any badge or symbol of authority she legitimately holds. Once per day, the wielder can present the badge as a standard action to reduce the base speed of up to three creatures within 30 feet, as per *hobble** (Fortitude DC 11 negates). If the wielder uses an Intimidate check to force a creature to act friendly and that creature recognizes her as a legitimate authority, its attitude doesn't change to unfriendly after 1d6×10 minutes, and it doesn't report her to local authorities.

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item, *cause fear*, *silent image*	

ERASING BOOK		PRICE 400 GP
SLOT none	**CL** 1st	**WEIGHT** 3 lbs.
AURA faint transmutation		

Once per day as a standard action, the holder of this ordinary-looking leather-bound book can erase the writing contained within it. However, the holder cannot erase any writing that required a material component cost, such as a *symbol* spell or a *sepia snake sigil*, with this standard action. An *erasing book* can be used as a spellbook or a formula book—spells written in the book have a material component cost and are immune to the book's erasing effect. Erasing the book also removes smudges, stains, and minor water damage, but it doesn't recover text lost to serious damage.

CONSTRUCTION REQUIREMENTS	COST 200 GP
Craft Wondrous Item, *erase*	

PLIABILITY ELIXIR		PRICE 500 GP
SLOT none	**CL** 5th	**WEIGHT** —
AURA faint enchantment		

A creature that drinks this elixir becomes particularly pliable mentally and emotionally for 10 minutes (Will DC 16 negates). Bluff, Diplomacy, and Intimidate checks automatically succeed against a pliable creature, except for Diplomacy checks to improve a pliable creature's attitude, which have the normal DC. This does not allow characters to whom the pliable creature is unfriendly or hostile to make requests of the pliable creature using Diplomacy. After 1 minute, the effects of *pliability elixir* are noticeable with a successful DC 25 Sense Motive check. The GM can apply circumstance bonuses to this check based on factors that make the effect more obvious, such as if the affected creature contradicts itself or agrees to something that doesn't make sense. A vial of *pliability elixir* appears to be an *elixir of truth* unless the check made to identify it succeeds by 10 or more.

CONSTRUCTION REQUIREMENTS	COST 250 GP
Craft Wondrous Item, *charm person*, *zone of truth*	

QUILL OF VERIFICATION		PRICE 1,000 GP
SLOT none	**CL** 1st	**WEIGHT** —
AURA faint divination		

This swan-feather quill helps its wielder verify signatures. The wielder can store a signature in the quill by pressing the quill into the signature and speaking a command word. She can then tap the quill's tip on another signature to check if it was written by the same individual. The quill verifies the authenticity of the signature as if it had attained a total result of 20 on a Linguistics check. If the signature detects as legitimate (including skilled forgeries whose DC to detect them is greater than 20), the quill glows blue. A *quill of verification* can validate a signature up to 3 times per day. The wielder can switch the stored signature any number of times between uses of the verification ability.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, *identify*	

Guard Lookouts

The corrupt guard lookouts spot suspicious behavior and deal with it from afar.

GUARD SPOTTER **CR 1**

XP 400

Half-elf fighter 2

LN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 19 (2d10+4)

Fort +4, **Ref** +3, **Will** +1 (+1 vs. fear); +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee morningstar +4 (1d8+2)

Ranged mwk composite longbow +6 (1d8+2/×3)

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 17

Feats Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception)

Skills Climb +4, Perception +8, Survival +5; **Racial Modifiers** +2 Perception

Languages Common

SQ elf blood

Combat Gear *potion of cure light wounds*; **Other Gear** chain shirt, morningstar, mwk composite longbow (+2 Str) with 20 arrows, guard's kit*, 17 gp

Some guard spotters patrol the streets of their settlement to deter wrongdoing. Others are stationed at guard towers on the outskirts of the settlement, where they watch for wild animals or other threats and discourage criminal activity.

GUARD SNIPER **CR 2**

XP 600

Human ranger 3

LN Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 27 (3d10+6)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk falchion +6 (2d4+3/18–20)

Ranged mwk composite longbow +7 (1d8+2/×3)

Special Attacks combat style (archery), favored enemy (humans +2)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Deadly Aim, Endurance, Far Shot, Point-Blank Shot, Precise Shot

Skills Climb +7, Craft (bows) +7, Handle Animal +5, Heal +8, Knowledge (local) +4, Perception +6, Stealth +8, Survival +6

Languages Common, Dwarven

SQ favored terrain (urban +2), track +1, wild empathy +2

Combat Gear *oil of magic weapon*, *potion of cure light wounds*, blue whinnis (2); **Other Gear** mwk chain shirt, mwk composite longbow (+2 Str) with 20 blunt[APG] arrows and 20 flight[APG] arrows, mwk falchion, guard's kit*, healer's kit, 11 gp

Guard snipers apprehend dangerous and violent criminals. They pride themselves on their stealth and skill at distance archery and spends much of their free time crafting arrows or studying anatomy to improve their effectiveness. They captures targets alive whenever possible, using poison to knock them unconscious and blunt arrows where poison fails.

Guard Defenders

Some guard members train to protect people or objects.

SHIELD WARDEN **CR 2**

XP 600

Dwarf fighter (shielded fighter) 3 (*Pathfinder RPG Advanced Player's Guide* 108)

LN Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 30 (3d10+9)

Fort +5, **Ref** +3, **Will** +3 (+1 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities active defense, defensive training

OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +7 (1d10+2/×3)

Ranged throwing axe +5 (1d6+2)

Special Attacks hatred

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 17 (21 vs. bull rush, 21 vs. trip)

Feats Coordinated Capture*, Power Attack, Saving Shield[APG], Weapon Focus (dwarven waraxe)

Skills Perception +2 (+4 stonework), Survival +8

Languages Common, Dwarven

Combat Gear *potion of cure light wounds* (8), antiplague[APG] (2), antitoxin (2), soothe syrup[APG] (2); **Other Gear** mwk breastplate, mwk heavy steel shield, mwk dwarven waraxe, throwing axe (5), crowbar, guard's kit*, silver holy symbol of Torag, 18 gp

GUARD MAGE **CR 3**

XP 800

Human conjurer 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +0

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 28 (4d6+12)

Fort +4, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged light crossbow +3 (1d8/19–20)

Arcane School Spell-Like Abilities (CL 4th; concentration +8)

7/day—acid dart (1d6+2 acid)

Conjurer Spells Prepared (CL 4th; concentration +8)

2nd—*beacon of guilt** (DC 16), *detect thoughts* (DC 16), *glitterdust* (DC 17), *summon monster II*

1st—*enlarge person* (DC 15), *grease*, *mage armor*, *summon monster I*, *unseen servant*

0 (at will)—*arcane mark*, *light*, *open/close* (DC 14), *ray of frost*

Opposition Schools illusion, necromancy

TACTICS

Before Combat The guard mage keeps *mage armor* active while on duty. If expecting combat, he casts *enlarge person* on an ally.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 12

Feats Augment Summoning, Combat Casting, Scribe Scroll, Spell Focus (conjuration)

Skills Knowledge (all) +9, Linguistics +11, Spellcraft +11

Languages Celestial, Common, Draconic, Dwarven, Elven, Halfling, Infernal, Sylvan, Undercommon

SQ arcane bond (*wand of blur*), summoner's charm (2 rounds)

Combat Gear *potion of cure light wounds*, *scroll of comprehend languages*, *wand of blur* (6 charges); **Other Gear** dagger, light crossbow with 20 bolts, *cloak of resistance +1*, *pearl of power* (1st level), guard's kit*, spell component pouch, spellbook, 1 gp

Unusual Recruits

The guard occasionally recruits unexpected members with unique histories and talents.

Misguided Paladin **CR 2**

XP 600

Human paladin 3

LG Medium humanoid (human)

Init +3; **Senses** Perception –1

Aura courage (10 ft.)

Defense

AC 20, touch 13, flat-footed 17 (+6 armor, +3 Dex, +1 shield)

hp 27 (3d10+6)

Fort +6, **Ref** +6, **Will** +4

Immune disease, fear

Offense

Speed 30 ft.

Melee mwk longsword +4 (1d8/19–20) or sap +3 (1d6)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks smite evil 1/day (+2 attack and AC, +3 damage)

Paladin Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect evil*

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Rapid Reload, Weapon Focus (light crossbow)

Skills Acrobatics +3, Diplomacy +8, Handle Animal +8, Heal +5

Languages Common, Dwarven

SQ lay on hands 3/day (1d6), mercy (shaken)

Combat Gear *oil of bless weapon*, *oil of magic weapon* (2), *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light wooden shield, mwk light crossbow with 40 bolts, mwk longsword, sap, guard's kit*, silver holy symbol of Abadar, 26 gp

Reformed Criminal **CR 3**

XP 800

Human rogue 4

N Medium humanoid (human)

Init +4; **Senses** Perception +7

Defense

AC 18, touch 14, flat-footed 14 (+4 armor, 4 Dex)

hp 29 (4d8+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee mwk sap +7 (1d6+2 nonlethal), mwk sap +7 (1d6+1 nonlethal) or mwk sap +9 (1d6+2 nonlethal)

Ranged mwk composite shortbow (1d6+2/×3)

Special Attacks sneak attack +2d6

Statistics

Str 14, **Dex** 18, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 19

Feats Coordinated Capture*, Sap Adept[UC], Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sap)

Skills Acrobatics +10, Appraise +8, Bluff +6, Diplomacy +6, Disguise +6, Escape Artist +10, Perception +7, Sense Motive +7, Sleight of Hand +10, Stealth +10

Languages Common, Orc

SQ rogue talents (combat trick, finesse rogue), trapfinding +2

Combat Gear *potion of cure moderate wounds*, *potion of darkvision*, *potion of invisibility*; **Other Gear** mwk chain shirt, mwk composite shortbow (Str +2) with 20 arrows, mwk sap (2), guard's kit*, mwk thieves' tools, 3 gp

The guard captain offered this reformed criminal a new identity if he would vow to use his talents to thwart crime.

Guard Priests

The guard recruits the clergy of lawful deities.

GUARD HEALER **CR 1**

XP 400

Human cleric of Abadar 2

LN Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 16 (2d8+4)

Fort +5, **Ref** +1, **Will** +7

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4–1/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks channel positive energy 7/day (DC 13, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +5)

6/day—resistant touch (+1), touch of law

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bless*, *protection from chaos*[D], *remove fear*, *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *purify food and drink*, *stabilize*

D domain spell; **Domains** Law, Protection

TACTICS

Before Combat If he expects combat, he casts *bless* and *shield of faith* on his allies.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 13, **Wis** 17, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 10

Feats Extra Channel, Selective Channeling

Skills Diplomacy +7, Heal +10, Profession (barrister) +8, Sense Motive +8

Languages Common, Dwarven

Combat Gear *wand of cure light wounds* (20 charges), *wand of shield of faith* (5 charges); **Other Gear** mwk chain shirt, dagger, light crossbow with 10 bolts, guard's kit*, healer's kit, silver holy symbol of Abadar, 42 gp

Guard healers tend to their wounded.

INTERROGATOR **CR 4**

XP 1,200

Human inquisitor of Abadar 5 (*Pathfinder RPG Advanced Player's Guide* 38)

LN Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 36 (5d8+10)

Fort +5, **Ref** +4, **Will** +7

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee morningstar +3 (1d8)

Ranged *+1 repeating light crossbow* +7 (1d8+3/19–20)

Special Attacks bane (5 rounds/day), judgment 2/day

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—touch of law

Inquisitor Spell-Like Abilities (CL 5th; concentration +8)

At will—*detect alignment*, *discern lies* (5 rounds/day)

Inquisitor Spells Known (CL 5th; concentration +8)

2nd (3/day)—*escape alarm**, *spiritual weapon*, *weapon of awe*[APG] (DC 15)

1st (5/day)—*cause fear* (DC 14), *divine favor*, *expeditious retreat*, *magic weapon*

0 (at will)—*acid splash*, *bleed* (DC 13), *brand*[APG] (DC 13), *detect magic*, *light*, *sift*[APG]

Domain Law

TACTICS

Before Combat The interrogator casts *weapon of awe* on her light crossbow.

Base Statistics Without *weapon of awe*, the interrogator's statistics are **Ranged** *+1 repeating light crossbow* +7 (1d8+1/19–20).

STATISTICS

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

Base Atk +3; **CMB** +3; **CMD** 16

Feats Deadly Aim, Lookout[APG], Point-Blank Shot, Precise Shot, Skill Focus (Intimidate)

Skills Bluff +9, Heal +11, Intimidate +14, Perception +11, Sense Motive +13, Stealth +8

Languages Common

SQ monster lore +3, solo tactics, stern gaze +2, track +2

Gear mwk breastplate, *+1 repeating light crossbow* with 50 bolts, morningstar, *pliability elixir**, guard's kit*, 12 gp

Interrogators are famous for extracting confessions. Some believe they use torture, but most simply barrage their charges with questions and seek out contradictions or lies. While they prefer to work with genuine confessions, they sometimes use magical aids to coax people into admitting fault—but only when they're sure the suspects are guilty.

Guard Peacekeepers

The corrupt guard's "peacekeepers" are masters of intimidation and manipulation.

PERSUADER **CR 3**

XP 800

Human bard 4

LN Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 28 (4d8+7)

Fort +3, **Ref** +6, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee rapier +4 (1d6/18–20)

Ranged mwk shortbow +5 (1d6/×3)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*honeyed tongue*[APG], *suggestion* (DC 17)

1st (4/day)—*charm person* (DC 16), *hideous laughter* (DC 16), *remove fear*, *saving finale*[APG] (DC 15), *timely inspiration*[APG]

0 (at will)—*daze* (DC 15), *flare* (DC 14), *light*, *message*, *open/close* (DC 14), *summon instrument*

TACTICS

During Combat The persuader casts *suggestion* on the most dangerous-looking opponent, with the goal of convincing him to surrender or flee.

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 14

Feats Lingering Performance[APG], Spell Focus (enchantment), Weapon Finesse

Skills Acrobatics +5 (+1 when jumping), Appraise +9, Diplomacy +11, Intimidate +11, Perception +6, Perform (wind instruments) +13, Sense Motive +6, Spellcraft +9, Use Magic Device +11

Languages Common, Dwarven, Elven

SQ bardic knowledge +2, versatile performance (wind)

Combat Gear *potion of cure moderate wounds*, *wand of comprehend languages* (15 charges), *wand of unseen servant* (15 charges), *wand of ventriloquism* (15 charges); **Other Gear** mwk chain shirt, dagger, mwk shortbow with 40 arrows, rapier, *cloak of resistance +1*, guard's kit*, mwk horn, 1 gp

Persuaders use spells to augment their natural powers of persuasion and convince their opponents to surrender without a fight.

JAILOR **CR 4**

XP 1,200

Human fighter 5

LE Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 47 (5d10+15)

Fort +7, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk heavy flail +11 (1d10+7/19–20)

Ranged composite longbow +6 (1d8+4/×3)

Special Attacks weapon training (flails +1)

TACTICS

During Combat The jailor uses Power Attack and attacks with her heavy flail. She also uses her flail to disarm opponents who attack her with melee weapons and attempts to trip opponents who approach her.

Base Statistics Without the benefits of her Favored Community feat, the jailor's statistics are **Init** +1; **Skills** Perception +4, Stealth +3, Survival +0.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +9 (+11 disarm, +11 trip); **CMD** 20 (22 vs. disarm, 22 vs. trip)

Feats Combat Expertise, Coordinated Capture*, Favored Community (guard's home city)*, Improved Disarm, Improved Trip, Power Attack, Step Up

Skills Bluff +3, Handle Animal +4, Intimidate +6, Knowledge (local) +3, Perception +6, Stealth +5, Survival +2

Languages Common, Halfling

SQ armor training 1

Combat Gear *oil of magic weapon*, *potion of cure light wounds* (3), *potion of enlarge person*; **Other Gear** *+1 breastplate*, mwk heavy flail, composite longbow (Str +4) with 40 arrows, *cloak of resistance +1*, guard's kit*, 33 gp

Jailors try to bring opponents quickly to their knees by disarming or tripping them.

Chief Detective

The chief detective heads up all criminal investigations in the city.

CHIEF DETECTIVE **CR 5**

XP 1,600

Human investigator 6 (*Pathfinder RPG Advanced Class Guide* 30)
LE Medium humanoid (human)

Init +0; **Senses** Perception +10

DEFENSE

AC 21, touch 10, flat-footed 21 (+4 armor, +3 natural, +4 shield)
hp 42 (6d8+12)
Fort +3, **Ref** +5, **Will** +6; +4 vs. poison
Defensive Abilities trap sense +2, *undetectable alignment*

OFFENSE

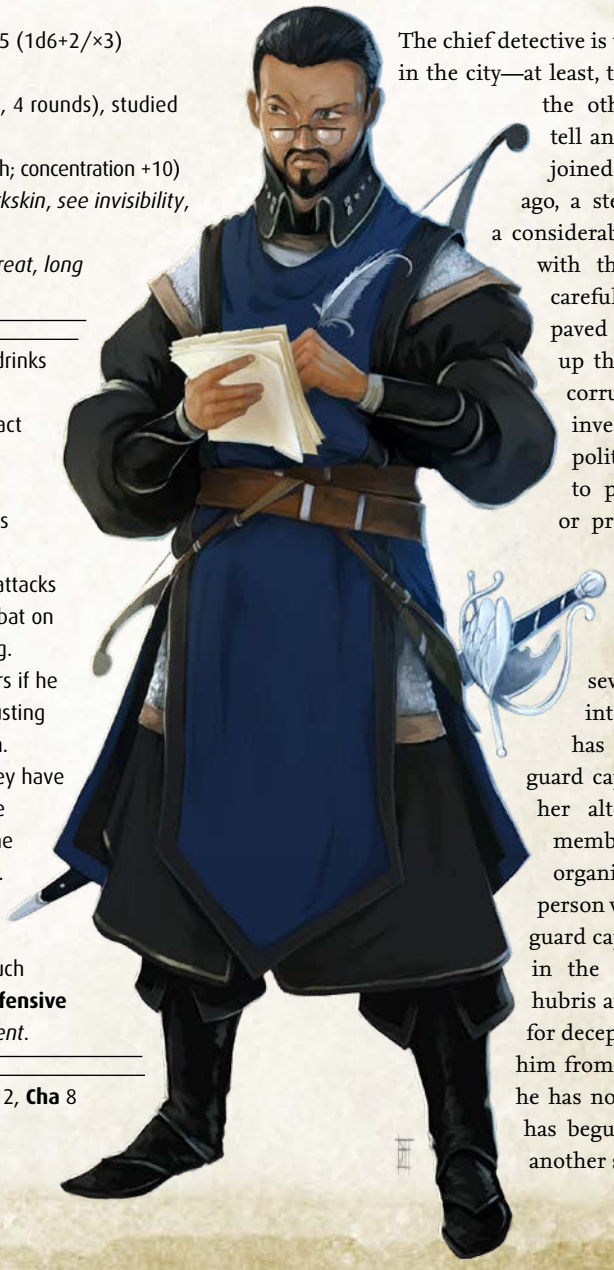
Speed 30 ft.
Melee *+1 rapier* +8 (1d6+3/18–20)
Ranged mwk composite shortbow +5 (1d6+2/×3)
Space 5 ft.; **Reach** 10 ft.
Special Attacks studied combat (+3, 4 rounds), studied strike +2d6
Investigator Extracts Prepared (CL 6th; concentration +10)
2nd—*alchemical allocation*[APG], *barkskin*, *see invisibility*, *undetectable alignment*
1st—*disguise self*, *expeditious retreat*, *long arm*[ACG], *shield*, *true strike*

TACTICS

Before Combat The chief detective drinks his extracts of *barkskin*, *long arm*, and *shield*. He also drinks his extract of *undetectable alignment* at the beginning of each day and uses *alchemical allocation* on one of his potions if necessary.
During Combat The chief detective attacks with his rapier, using studied combat on adjacent opponents before striking.
Morale The chief detective surrenders if he is reduced below 10 hit points, trusting that the city guard will rescue him. However, if the PCs reveal that they have discovered his double life, or if the guard captain's life is in danger, the chief detective fights to the death.
Base Statistics Without *barkskin*, *long arm*, or *shield*, the detective's statistics are **AC** 14, touch 10, flat-footed 14; **Reach** 5 ft.; **Defensive Abilities** no *undetectable alignment*.

STATISTICS

Str 14, **Dex** 10, **Con** 13, **Int** 18, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +6; **CMD** 16
Feats Coordinated Capture*, Extra Inspiration[ACG], Extra Investigator Talent[ACG], Weapon Focus (rapier)
Skills Acrobatics +8, Bluff +8, Craft (alchemy) +13, Disguise +8, Intimidate +8, Knowledge (local) +13, Linguistics +10, Perception +10, Sense Motive +10, Sleight of Hand +8, Spellcraft +10, Stealth +8
Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal, Orc
SQ alchemy (alchemy crafting +6), inspiration (10/day), investigator talents (alchemist discovery [infusion[APG]], empathy, rogue talent [trap spotter]), keen recollection, poison lore, swift alchemy, trapfinding +3
Combat Gear alchemical cleaner*, *potion of heroism*, *potion of bull's strength*; **Other Gear** mwk chain shirt, *+1 rapier*, mwk composite shortbow with 40 arrows, *erasing book**, alchemist's kit[APG], disguise kit, formula book, guard's kit*, 58 gp



The chief detective is the most skillful investigator in the city—at least, that's what his superiors and the other members of the guard tell anyone who asks. Although he joined the guard only a few years ago, a stellar record combined with a considerable amount of glad-handing with the right parties and some carefully placed, untraceable bribes paved the way for his quick rise up the ranks. Though he may be corrupt, he is legitimately a canny investigator, as well as a savvy politician who uses his skills to pinpoint targets for bribery or pressure. He also serves as a spy for the local criminal organization, and he has even managed to convince the guard captain to release several prominent criminals into his custody. Ironically, he has not yet discovered that the guard captain hides a similar secret; her alter ego is a high-ranking member of the same criminal organization—and the very same person who suggested that he ask the guard captain to release those people in the first place. The detective's hubris and the guard captain's talent for deception have thus far prevented him from discovering her plot. While he has not yet grown leery of her, he has begun to suspect the guard has another spy in its midst.

Guard Captain

The captain of the guard leads a double life, switching between her public face in the guard and her secret identity in the city's underworld.

GUARD CAPTAIN **CR 6**

XP 2,400

Human vigilante 7 (*Pathfinder RPG Ultimate Intrigue* 9)

LN/LE Medium humanoid (human)

Init +8; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 56 (7d8+21)

Fort +5, **Ref** +10, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk rapier +11 (1d8+4/18–20)

Ranged light crossbow +9 (1d8/19–20)

Special Attacks hidden strike +4d8/+4d4, startling appearance

TACTICS

Before Combat If she anticipates combat, the guard captain drinks her *potion of invisibility*.

During Combat The guard captain fights with her rapier and tumbles around her foes to take advantage of her up close and personal talent. She breaks off combats at advantageous times so she can strike again later, when her foes are unaware.

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +6; **CMD** 20

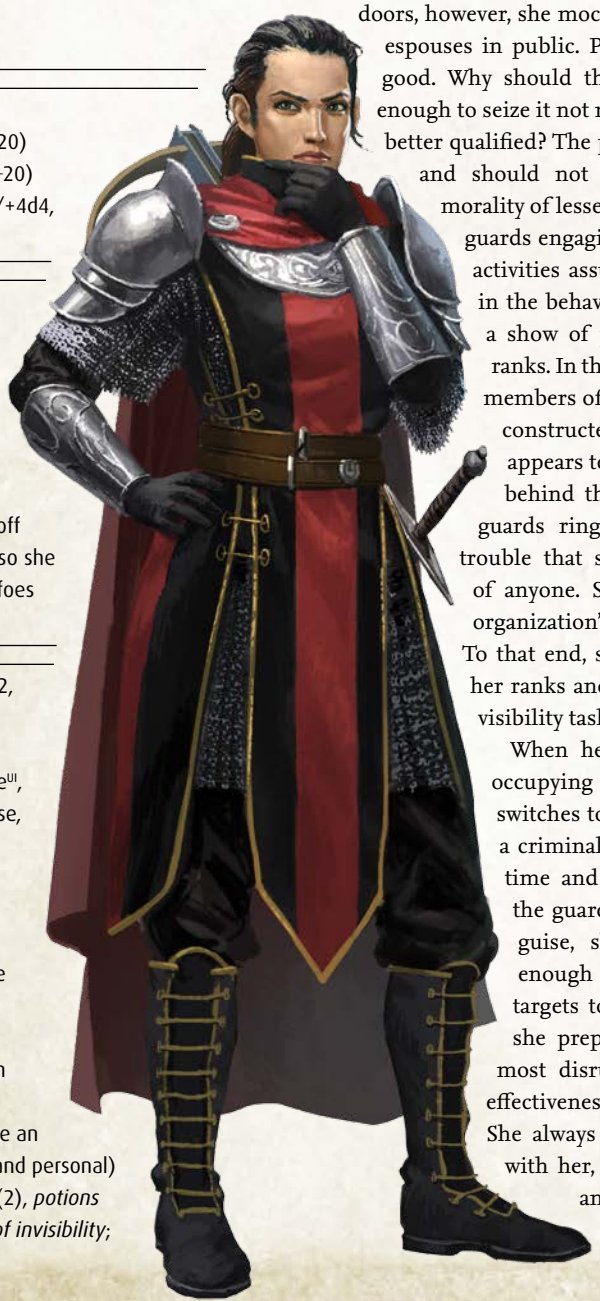
Feats Combat Reflexes, Fencing Grace[UI], Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +19, Bluff +10, Diplomacy +6, Disguise +12, Intimidate +7, Knowledge (local) +11, Perception +11, Sense Motive +11, Stealth +14

Languages Common, Dwarven

SQ social talent (case the joint, feign innocence, loyal aid, renown), unshakable, vigilante talent (leave an opening, stalker sense, up close and personal)

Combat Gear *oil of magic weapon* (2), *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** *+1 mithral chain shirt*, light crossbow with 20 bolts, mwk rapier, *boots of elvenkind*, *cloak of resistance +1*, *quick-change mask*[UI], disguise kit, guard's kit*, mwk manacles, 73 gp



The guard captain presents a polished image of an upstanding leader whose sense of justice is harsh but fair. She excels at donning a stern but pained expression as she explains that she cannot make exceptions for wrongdoers, however extenuating the circumstances or however tragic the backstory. Justice must be served, and it must be meted out to all citizens without any thought for their status or their unique situations. After all, if an exception were made for one, then exceptions would need to be made for everyone, and society would soon collapse into chaos. Behind closed doors, however, she mocks the selfsame ideals that she espouses in public. Power is the greatest and only good. Why should those strong or rich or clever enough to seize it not make their own justice? Who is better qualified? The powerful keep society running and should not be bothered with the petty morality of lesser folk. Most people who notice guards engaging in bribery or other corrupt activities assume that she is not complicit in the behavior, as she occasionally makes a show of purging corruption from her ranks. In these displays, she arrests several members of the guard, usually as carefully constructed scapegoats. Graft in the city appears to decline after her charade, but behind the scenes, her message to the guards rings clear—don't cause enough trouble that she has to make an example of anyone. She cares far more about the organization's reputation than its actions. To that end, she has recruited a paladin to her ranks and sends him to perform high-visibility tasks.

When her duties in the guard aren't occupying her time, the guard captain switches to her alter ego as a member of a criminal organization that has proven time and again to be too slippery for the guard to eliminate entirely. In this guise, she feeds the criminals just enough information about possible targets to earn their trust. Meanwhile, she prepares to thwart the criminals' most disruptive plans, to reaffirm her effectiveness as the captain of the guard. She always carries her *quick-change mask* with her, in case she runs into trouble and needs to return to her guard identity in a hurry.

Encounters

The corrupt guard usually upholds the law with ruthless efficiency, though those with connections or coin can avoid the consequences of crime.

Gate Watch (CR 5)

Members of the gate watch inspect merchants' wagons laden with trade goods and apprehend anyone they deem suspicious. Adventurers are likely to catch the watch's eye.

GUARD HEALER **CR 1**
XP 400
hp 16 (see page 49)

GUARD SPOTTER **CR 1**
XP 400
hp 19 (see page 46)

PERSUADER **CR 3**
XP 800
hp 28 (see page 50)

Crime Scene Investigators (CR 8)

This squad arrives at the scenes of major crimes with uncanny speed. They detain anyone who might be a witness for questioning and don't tolerate trespassers interfering.

CHIEF DETECTIVE **CR 5**
XP 1,600
hp 42 (see page 51)

GUARD HEALERS (2) **CR 1**
XP 400 each
hp 16 each (see page 49)

INTERROGATOR **CR 4**
XP 1,200
hp 36 (see page 49)

PERSUADER **CR 3**
XP 800
hp 28 (see page 50)

Guardhouse Defenders (CR 9)

The PCs' most ambitious plots against the guards pit them against the guard's most powerful members.

GUARD CAPTAIN **CR 6**
XP 2,400
hp 56 (see page 52)

GUARD SPOTTERS (4) **CR 1**
XP 400 each
hp 19 each (see page 46)

INTERROGATOR **CR 4**
XP 1,200
hp 36 (see page 49)

JAILOR **CR 4**
XP 1,200
hp 47 (see page 50)

Cruel Musketeers

"This piece of paper I hold in my hands is an official decree from His Majesty the king. It both strips me of my rank and orders the dissolution of the Queen's Musketeers. While I would like nothing more than to defy the king, storm the palace, save our queen from her bondage, and restore her good name, now is not the time. Instead, we will dissolve—into the hills and countryside. What will not dissolve is our oath to the queen. We will work in the shadows and the outskirts, biding our time to break the hold the treacherous vizier has on the king's mind. My brothers and sisters, I task you with readying yourself by adventure, brigandage, and even banditry if necessary. Raise funds, find recruits, and sharpen your skills, for one day soon I will call on each of you to gather here again under the banner of our queen and save the kingdom from the enemies within. Until that day comes, you have your last orders."

—From the final official speech of the lord marshal

The Queen's Musketeers have seen better days. Officially they don't exist. Disbanded by decree of the king and hunted by his agents, they survive in small fellowships at the edges of the unified kingdom and outside of it, all awaiting the call of their lord marshal.

The Queen's Musketeers were formed seven generations ago to serve as the personal guard of the queen's line. Though most histories of the organization obscure its unsavory origins, the Queen's Musketeers began as a cruel and opportunistic company of mercenaries and pirates who nearly laid waste to the southern kingdom after learning the secrets of black-powder weapons. However, the queen's ancestor was able to defeat them, and instead of destroying the meddlesome band, that ancient queen pressed them into her service, making the musketeers an elite force that answered only to her and her progeny. For centuries, they served loyally, dispensing the queen's justice, protecting her descendants, and keeping order in her name.

The queen's family instituted strict selection criteria and rigorous training programs that made the Queen's Musketeers into the finest fighting force in the land. In return, the queen rewarded the musketeers with treasure, prestige, and even minor titles to ensure they remained incorruptible and unshakably loyal to her noble house.

During the turbulent creation of the unified kingdom, the musketeers continued to serve the queen as her vanguard. They earned both the ire of the kingdom's enemies and the jealousy of the Royal Guard, and they became the bombastic folk heroes of the common people. Bards once sang the praises of their exploits, and young men and women flocked to their banners, hoping to earn their muskets.

Now the songs have changed. The Queen's Musketeers have been dubbed the "Cruel Musketeers." Their stories tell of daring banditry and opportunistic adventuring. While some still admire the musketeers' exploits and hope to be accepted into their ranks, most of these new recruits are immoral outlaws, traitors to the king, or enemies of the vizier. To most, the musketeers are nothing more than rogue agents seeking to precipitate the fall of the unified kingdom.

The kingdom's enemies gloat that this organization, once a proud symbol of the rulers' virtue and care for their subjects, has now become a mere mockery of its former glory, preying upon the very people it once protected.

While in theory, each splintered fellowship of musketeers awaits the word of the lord marshal to unite, in practice, each group has its own goals and motivations. Many have not lost sight of their original mission, even if the years wind on without the call to muster, but others only retain a semblance of order and discipline to further their own goals of personal power and financial gain. The musketeers' ancient traditions and once-renowned discipline have eroded due to the necessities of their fractured existence. Many of the new recruits bring talent and dedication to their companions, but as a whole they lack the cohesion that used to characterize the musketeers. While some still wear the trademark gray uniforms of the Queen's Musketeers, the members of many fellowships have opted for more inconspicuous and utilitarian garb. It's already unclear how many of the scattered groups will heed the lord marshal's call when—or if—it ever comes, and this problem will only grow greater as years pass without any attempt to unify the organization once again.

These days, the majority of fellowships's members count between a dozen and a score. The largest does not exceed 60 members, and fellowships of this size are usually grouped into mercenary bands that seek employment outside the borders of the unified kingdom. The lord marshal leads one of the largest bands within the fragmented states of the far west, riding with his new ally, the half-elf baroness of one of those states. The pair hopes to unite most—if not all—of those states, raise an army to face the king and the vizier, and free the queen. Once this is achieved, the lord marshal plans to call the musketeers to his banner and muster them in his new army.

Story Hooks

A few of the fellowships hide within the heart of the united kingdom, serving as bodyguards for powerful merchants or nefarious characters, but most groups roam beyond the kingdom's heart and even beyond its borders. The following scenarios show how the PCs might encounter a fellowship of musketeers.

Bombastic Rivals: While the PCs are on the hunt for a young green dragon who has been plundering barges traveling down the river from the highland mines, a group of gun-toting rivals shows up to compete for the reward for slaying the dragon—and also to seize its hoard of plundered ore. They might be willing to team up with the PCs, but their plans for imminent betrayal appear obvious.

Northern Justice: Bandits dressed in gray garb and carrying powerful firearms have wreaked havoc on the northern roads. The local sheriff has offered a bounty of 30 gp per head for these outlaws, along with any plunder found. However, the trail doesn't lead to the disorganized rabble the sheriff told the PCs to expect, but to a disciplined and highly organized force that may be in the employ of a neighboring hostile kingdom.

Protection Racket: A small group of local businesspeople in a free city has complained that an upstart band of thieves has extorted protection money from them. Those who refused to pay had their shops shot up, and one had an entire warehouse blown up with black-powder explosives.

Traitorous Offer: While on the king's business, the PCs are waylaid by a band of gray-clad brigands, who give the PCs the choice of denouncing the king and joining the musketeers or facing death in a hail of gunfire.

New Rules

Though the musketeers' armories have been confiscated and their magical workshops destroyed, original members still know feats and hold some special equipment and magic items.

Feats

For centuries, the musketeers have practiced the following feats, which they sometimes teach to newer recruits.

Covering Fire (Combat, Teamwork)

Your shot can put an enemy off guard, giving your teammates the opportunity to act.

Prerequisites: Exotic Weapon Proficiency (firearms)[UC], Weapon Focus (at least one firearm).

Benefit: When you hit a foe with a firearm for which you have Weapon Focus, that creature takes a –2 penalty on attack rolls for 1 round against any other ally that also has this feat; this changes to a –4 penalty on attacks of opportunity. The penalty applied by this feat does not stack with itself. However, if both you and an ally with this feat attack the same foe, you can cover each other (since a penalty you impose with this feat doesn't apply to attacks against you).

Musketeer's Daring (Combat, Panache)

The more you dare, the greater the results of your deeds.

Prerequisites: Dex 15, derring-do deed, swashbuckler level 6th.

Benefit: If the result of your d6 roll is a natural 5 or 6 when using the derring-do deed, you can roll another d6 and add it to the Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check that the deed modifies. The number of d6s you roll is still limited to a number equal to your Dexterity modifier (minimum 1), and you can roll another d6 after a natural roll of 5 or 6 only once per use of derring-do.

Normal: You can roll further derring-do d6s only if you roll a natural 6 on the die.

Musketeer's Dodge (Combat, Grit)

You dodge ranged attacks with greater proficiency than most.

Prerequisites: Exotic Weapon Proficiency (firearms)[UC], gunslinger level 3rd, gunslinger's dodge deed.

Benefit: When you use the gunslinger's dodge deed to move, the movement granted by that deed does not provoke attacks of opportunity, and you gain a +4 dodge bonus to your Armor Class.

Musketeer's Reposition (Combat, Grit)

You can knock a foe away with your two-handed firearm.

Prerequisites: Exotic Weapon Proficiency (firearms)[UC], gunslinger level 6th, pistol-whip deed.

Benefit: When you hit an opponent with a two-handed firearm while using the pistol-whip deed, you can perform a reposition[APG] combat maneuver instead of knocking the target prone. However, you can't reposition the foe closer to you. This combat maneuver does not provoke attacks of opportunity.

Musketeer's Sidestep (Combat, Panache)

You're able to dodge attacks with increased panache.

Prerequisites: Dodging panache deed, swashbuckler level 3rd.

Benefit: When you use the dodging panache deed, the movement granted by that deed does not provoke attacks of opportunity from any creature, and you gain a +2 dodge bonus to your Armor Class.

Protective Line (Combat, Teamwork)

Your teammates look out for you while you reload.

Prerequisite: Exotic Weapon Proficiency (firearms)[UC].

New Early Firearms

One-Handed Firearm	Price	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight	Type
Dragoon Pistol	1,500 gp	1d6	1d8	×3	30 ft.	1 (5 ft.)	3	5 lbs.	B and P
Two-Handed Firearm	**Price**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Misfire**	**Capacity**	**Weight**	**Type**
Dragoon Musket	2,000 gp	1d10	1d12	×3	60 ft.	1–2 (5 ft.)	3	12 lbs.	B and P

Benefit: When you are adjacent to an ally who also has this feat, you do not provoke attacks of opportunity while loading a firearm.

Equipment

The crafters of the Queen's Musketeers have been tinkering with new firearm designs for generations, and they have developed some choice weaponry. Both the dragoon pistol and the dragoon musket are favored by the musketeers lucky enough to own them. When the king disbanded the musketeers, he stormed their workshop, destroying it. The secrets of the designs are now known only by a select few individuals within the musketeers' ranks.

Dragoon Cartridge

PRICE 30 GP
TYPE ammunition

These clips of alchemical cartridges hold three bullets and fit the slot of either the dragoon musket or the dragoon pistol. They allow the wielder of those firearms to fire up to three shots in quick succession without the need to reload. Once the cartridge is spent, reloading another dragoon cartridge takes a full-round action, no matter the type of dragoon firearm in question. Rapid Reload can reduce the action time required, but abilities like the musket master's fast musket have no effect. Unlike other alchemical cartridges, dragoon cartridges don't increase a dragoon firearm's misfire chance by 1. Dragoon cartridges can be used only with dragoon firearms.

Dragoon Musket

PRICE 2,000 GP
TYPE early firearm

This long-barreled musket shoots more precisely than other muskets but is slightly less damaging on a critical hit. It can fire only dragoon cartridges or specially modified *mage shot*.

Dragoon Pistol

PRICE 1,500 GP
TYPE early firearm

Like the dragoon musket, this long-barreled pistol is more precise than a typical pistol but slightly less deadly on a critical hit. It can fire only dragoon cartridges or specially modified *mage shot*.

Magic Items

Each of the following *mage shots* replaces the normal damage of the firearm with energy damage and some other effect. Though the following *mage shots* are presented in the form of alchemical paper cartridges, dragoon cartridge versions of these *mage shots* also exist. The prices and costs of dragoon cartridges are three times greater than the values listed here.

Mage Shot (Acid)

PRICE 178 GP
SLOT none | **CL** 6th | **WEIGHT** —
AURA moderate evocation

When propelled from a firearm, this *+1 alchemical paper cartridge* changes the damage to acid damage. If the target takes acid damage from the cartridge, it takes an additional 2d4 points of acid damage for the next 2 rounds or until the acid is neutralized. This damage doesn't stack with multiple shots or with *acid arrow*.

CONSTRUCTION REQUIREMENTS | **COST** 98 GP
Craft Magic Arms and Armor, *acid arrow*

Mage Shot (Cold)

PRICE 178 GP
SLOT none | **CL** 6th | **WEIGHT** —
AURA moderate evocation

When propelled from a firearm, this *+1 alchemical paper cartridge* changes the damage to cold damage. If the target takes cold damage from the cartridge, it must succeed at a DC 14 Fortitude saving throw or be staggered for 1d4 rounds.

CONSTRUCTION REQUIREMENTS | **COST** 98 GP
Craft Magic Arms and Armor, *cone of cold*

Mage Shot (Electricity)

PRICE 178 GP
SLOT none | **CL** 6th | **WEIGHT** —
AURA moderate evocation

When propelled from a firearm, this *+1 alchemical paper cartridge* changes the damage to electricity damage. If the target takes electricity damage from the cartridge, it must succeed at a DC 14 Fortitude saving throw or be dazed for 1 round.

CONSTRUCTION REQUIREMENTS | **COST** 98 GP
Craft Magic Arms and Armor, *lightning bolt*

Mage Shot (Fire)

PRICE 178 GP
SLOT none | **CL** 6th | **WEIGHT** —
AURA moderate evocation

When propelled from a firearm, this *+1 alchemical paper cartridge* changes the damage to fire damage. If the target takes fire damage from the cartridge, it must succeed at a DC 14 Reflex saving throw or catch on fire, taking an additional 1d6 points of fire damage on that round and on subsequent rounds, until the flames are extinguished (*Pathfinder RPG Core Rulebook* 444).

CONSTRUCTION REQUIREMENTS | **COST** 98 GP
Craft Magic Arms and Armor, *scorching ray*

Recruits

Since the musketeers' official dissolution and resulting fragmentation into separate fellowships, it has become harder for them to gain recruits. Talented men and women once flocked to their halls and strongholds, but now the musketeers must make do with whomever they convince to join them.

ODDFELLOW **CR 2**

XP 600

Half-orc fighter 3

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 33 (3d10+12)

Fort +6, **Ref** +2, **Will** +2 (+1 vs. fear)

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee axe musket +6 (1d8+3/×3)

Ranged axe musket +5 (1d8/×4)

Special Attacks deeds (quick clear), grit (1)

TACTICS

During Combat The oddfellow takes a shot or two with his axe musket before rushing into melee combat.

STATISTICS

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Amateur Gunslinger[UC], Exotic Weapon Proficiency (firearms)[UC], Power Attack, Weapon Focus (axe musket)

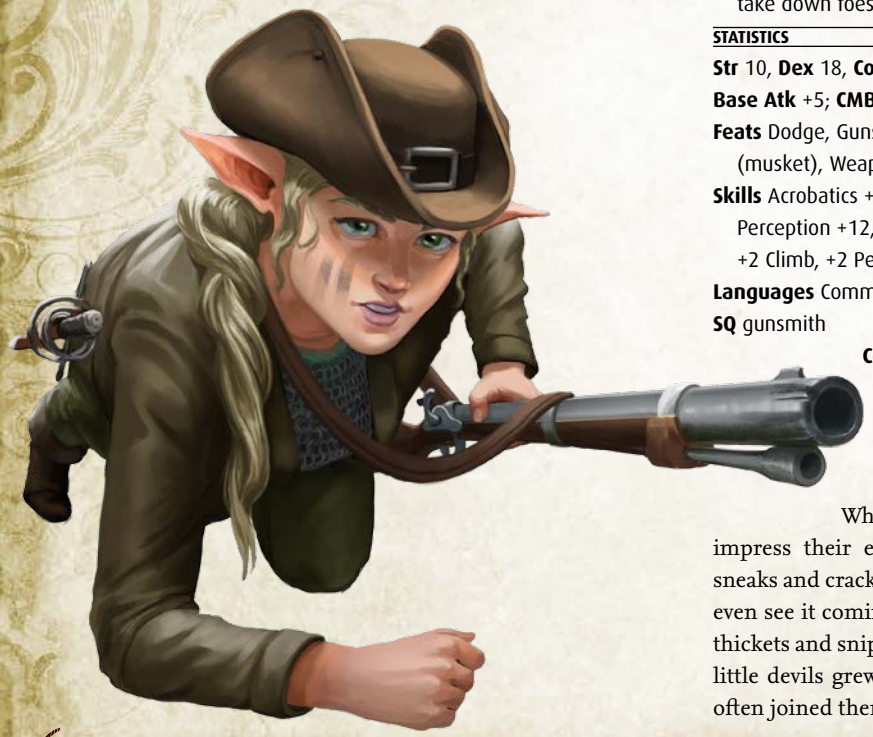
Skills Climb +6, Intimidate +1, Perception +4; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ armor training 1, orc blood

Gear hide armor, axe musket[UC] with 10 firearm bullets, powder horn[UC] with 10 doses of black powder[UC]

Dressed in ragged gear and using muskets modified with battleaxes, half-orc oddfellows may not have the panache of their fellow musketeers, but they're decent shots and pack powerful wallops with their barbaric firearms.



LITTLE DEVIL **CR 4**

XP 1,200

Halfling gunslinger 5 (*Pathfinder RPG Ultimate Combat* 9)

CG Small humanoid (halfling)

Init +10; **Senses** Perception +12

DEFENSE

AC 22, touch 17, flat-footed 16 (+5 armor, +4 Dex, +2 dodge, +1 size)

hp 42 (5d10+10)

Fort +6, **Ref** +9, **Will** +4; +2 vs. fear

Defensive Abilities nimble +1

OFFENSE

Speed 20 ft.

Melee rapier +5 (1d4/18–20)

Ranged musket +11 (1d10+4/×4)

Special Attacks deeds (deadeye, gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, utility shot), grit (2)

TACTICS

During Combat The little devil prefers to keep her distance and take down foes from a hidden position.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 19

Feats Dodge, Gunsmithing[UC], Improved Initiative, Rapid Reload (musket), Weapon Focus (musket)

Skills Acrobatics +13 (+9 when jumping), Climb +9, Perception +12, Stealth +12; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ gunsmith

Combat Gear *potion of aid*, *potion of blur*, *potion of cure moderate wounds*; **Other Gear** *+1 chain shirt*, musket[UC] with 15 alchemical cartridges (paper)[UC], rapier

While their small, slight statures may not impress their enemies at first, little devils are cunning sneaks and crack shots. Most that fall to their muskets never even see it coming, as little devils tend to hide in foliage or thickets and snipe from a distance. Idealistic and optimistic, little devils grew up on tales of the musketeers' valor, and often joined them hoping to become heroes.

Adventurous Cads

Though the musketeers traditionally favor the musket, a number of them have taken up the pistol after the organization split into fellowships. These musketeers tend to operate as scouts, adventurers, and assassins.

PISTOLEER **CR 3**

XP 800

Human swashbuckler (picaroon) 4 (*Pathfinder RPG Advanced Class Guide* 56, 127)

N Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 22, touch 18, flat-footed 16 (+4 armor, +2 deflection, +4 Dex, +2 dodge)

hp 34 (4d10+8)

Fort +2, **Ref** +8, **Will** +1

Defensive Abilities charmed life 3/day, nimble +1

OFFENSE

Speed 30 ft.

Melee rapier +5 (1d6+1/18–20 plus 4 precision)

Ranged mwk double-barreled pistol +5 (1d8/×4)

Special Attacks deeds (derring-do, dodging panache, menacing swordplay, precise strike, swashbuckler initiative), panache (4)

TACTICS

Before Combat The pistoleer drinks her *potion of shield of faith* to bolster her already impressive defenses.

During Combat She strides confidently into the thick of the fight, dealing death with both of her weapons.

Base Statistics When not under the effect of *shield of faith*, the pistoleer's base statistics are **AC** 20, touch 16, flat-footed 14; **CMD** 21.

STATISTICS

Str 13, **Dex** 18, **Con** 12, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 23

Feats Dodge, Extra Panache[ACG], Rapid Reload (double-barreled pistol), Weapon Focus (rapier)

Skills Acrobatics +10, Escape Artist +10, Intimidate +9, Perception +7

Languages Common

SQ deeds (melee shooter, quick clear, two-weapon finesse)

Combat Gear *potion of shield of faith*; **Other Gear** mwk chain shirt, mwk double-barreled pistol[UC] with 15 alchemical cartridges (paper)[UC], rapier

Fighting with a pistol in one hand and a rapier in the other, pistoleers don't hesitate to enter the fray and excel at dealing their own form of thunderous carnage.

SNEAK SHOT **CR 4**

XP 1,200

Half-elf rogue 5

NE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +10

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 41 (5d8+15)

Fort +3, **Ref** +8, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee rapier +7 (1d6+1/18–20)

Ranged pistol +7 (1d8/×4)

Special Attacks sneak attack +3d6

TACTICS

During Combat Whenever possible, the sneak shot attempts to ambush his opponents and deliver a shot against surprised foes.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 18

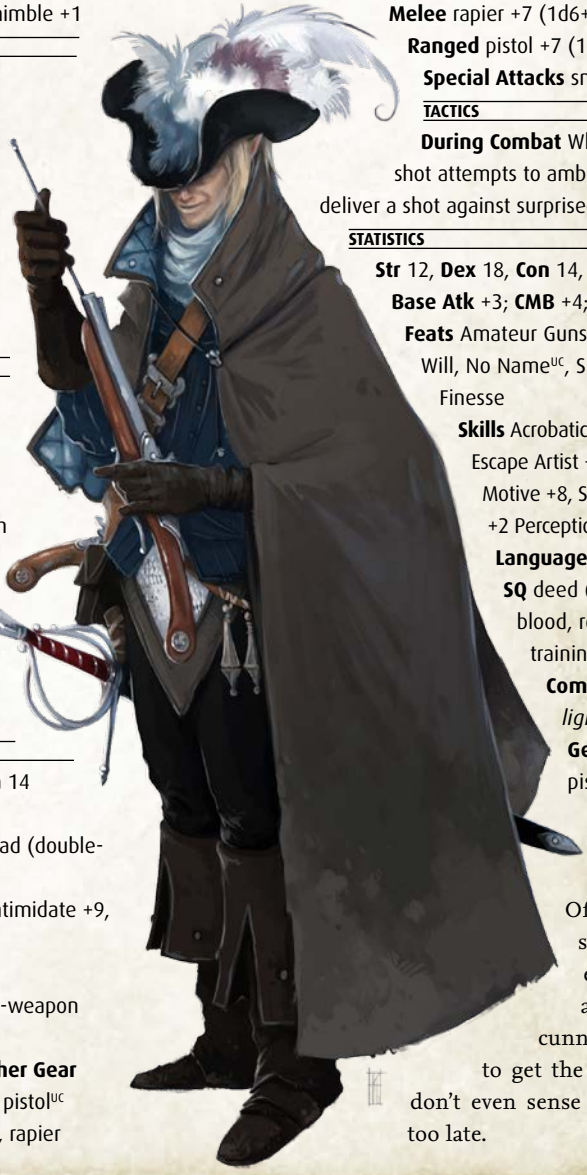
Feats Amateur Gunslinger[UC], Extra Grit[UC], Iron Will, No Name[UC], Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +12, Bluff +11, Disguise +9, Escape Artist +12, Perception +10, Sense Motive +8, Stealth +15; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ deed (gunslinger's dodge), elf blood, rogue talents (firearm training[UC], grit[UC]), trapfinding +2

Combat Gear *potions of cure light wounds* (2); **Other Gear** *+1 mithral chain shirt*, pistol[UC] with 15 alchemical cartridges (paper)[UC], rapier, disguise kit



Often serving as spies or scouts, sneak shots are exceptionally skilled at the artful use of camouflage, cunning disguises, and stealth to get the drop on their foes. Most don't even sense their presence until it is too late.

Magical Support

While the roar of gunfire signals the musketeers' chief strategy, many fellowships enjoy magical support.

HOLY SHOOTER **CR 4**

XP 1,200

Human inquisitor of Torag 5 (*Pathfinder RPG Advanced Player's Guide* 38)

LN Medium humanoid (human)

Init +10; **Senses** Perception +12

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 36 (5d8+10)

Fort +5, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee warhammer +4 (1d8+1/×3)

Ranged mwk musket +6 (1d12/×4)

Special Attacks bane (8 rounds/day), judgment (2/day)

Inquisitor Spell-Like Abilities (CL 5th; concentration +9)

At will—*detect alignment*, *discern lies* (5 rounds/day)

Inquisitor Spells Known (CL 5th; concentration +9)

2nd (3/day)—*cure moderate wounds*, *hold person* (DC 16), *lesser restoration*

1st (5/day)—*cure light wounds*, *divine favor*, *forbid action*[UM] (DC 15), *longshot*[UC]

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*, *stabilize*, *virtue*

Domain Black Powder[UC] inquisition

STATISTICS

Str 13, **Dex** 14, **Con** 12, **Int** 8, **Wis** 18, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 16

Feats Extra Bane[UC], Gunsmithing[UC], Improved Initiative, Precise Strike[APG], Protective Line*, Rapid Reload (musket)

Skills Heal +12, Intimidate +10, Perception +12, Sense Motive +6, Spellcraft +7, Stealth +7, Survival +12

Languages Common

SQ disruptive shot, monster lore +4, solo tactics, stern gaze +2, track +2

Combat Gear *potions of cure light wounds* (3); **Other Gear** *+1 breastplate*, mwk musket[UC] with 14 alchemical cartridges (paper)[UC], warhammer, silver holy symbol of Torag

Many inquisitors who take the Black Powder inquisition serve as support for musketeer fellowships.

ARCANE MUSKETEER **CR 5**

XP 1,600

Elf wizard (spellslinger) 6 (*Pathfinder RPG Ultimate Combat* 74)

LN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +3 Dex)

hp 35 (6d6+12)

Fort +2, **Ref** +5, **Will** +6; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Ranged *+1 musket* +7 (1d12+1/×4)

Wizard Spells Prepared (CL 6th; concentration +10)

3rd—*fireball* (DC 18), *fly*, *lightning bolt* (DC 18)

2nd—*bullet shield*[UC], *scorching ray* (2), *sonic scream*[ACG] (DC 17)

1st—*mage armor*, *magic missile* (2), *shield*

Opposition Schools divination, enchantment, illusion, necromancy

TACTICS

Before Combat The arcane musketeer casts *mage armor* and *fly* on herself.

During Combat Flying above the fray, the arcane musketeer fires down on her enemies.

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 18, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 17

Feats Craft Magic Arms and Armor, Gunsmithing[UC], Rapid Reload (musket), Spell Focus (evocation), Toughness

Skills Acrobatics +9, Fly +16, Knowledge (arcana) +13, Perception +9, Spellcraft +13 (+15 to identify magic item properties), Stealth +9

Languages Common, Elven, Gnome, Goblin, Orc, Sylvan

SQ arcane gun, elven magic, mage bullets

Combat Gear *mage shots** (electricity, 2), *mage shots** (fire, 2), *wand of magic missile* (10 charges); **Other Gear** *+1 musket*[UC] with 15 alchemical cartridges (paper)[UC], *ring of protection +1*, spell component pouch

Dragoons

These specialist soldiers support their fellowship with skillful use of their trademark dragoon muskets.

Dragoon Marshal CR 5

XP 1,600

Dwarf fighter (tactician) 6 (*Pathfinder RPG Ultimate Combat* 47)
LE Medium humanoid (dwarf)
Init +5; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
hp 49 (6d10+12)
Fort +6, **Ref** +5, **Will** +4; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training

Offense

Speed 20 ft.
Melee light pick +8/+3 (1d4+2/×4)
Ranged *+1 dragoon musket* +10 (1d12+1/×3)
Special Attacks hatred, tactician 1/day (Covering Fire, 6 rounds)

Tactics

During Combat Often at the head of firing lines, the dragoon marshal leads the troops with his tactician ability while adding to the roar with his own dragoon musket.

Statistics

Str 14, **Dex** 16, **Con** 12, **Int** 8, **Wis** 15, **Cha** 10
Base Atk +6; **CMB** +8; **CMD** 21 (25 vs. bull rush and trip)
Feats Covering Fire*, Deadly Aim, Exotic Weapon Proficiency (firearms)[UC], Point-Blank Shot, Precise Shot, Protective Line*, Rapid Reload (dragoon musket)
Skills Intimidate +9, Perception +8 (+10 to notice unusual stonework), Survival +11; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework
Languages Common, Dwarven
SQ armor training 1
Combat Gear dragoon cartridges* (4); **Other Gear** mwk chainmail, *+1 dragoon musket**, light pick

Marshals are able to rally troops with tactical cunning and inspiring leadership.

Black-Powder Sage CR 6

XP 2,400

Human investigator (steel hound) 7 (*Pathfinder RPG Advanced Class Guide* 30, 103)
N Medium humanoid (human)
Init +3; **Senses** Perception +1

Defense

AC 19, touch 14, flat-footed 15 (+5 armor, +3 Dex, +1 dodge)
hp 56 (7d8+21)
Fort +4, **Ref** +9, **Will** +7; +4 vs. poison
Defensive Abilities trap sense +2; **Immune** poison

Offense

Speed 30 ft.
Melee rapier +5 (1d6/18–20)
Ranged *+1 dragoon musket* +10 (1d12+1/×4)
Special Attacks deeds (blind shot, gunslinger's dodge), grit (3), studied combat (+3, 3 rounds), studied strike +2d6
Investigator Extracts Prepared (CL 7th; concentration +10)
3rd—*displacement*, *gaseous form*
2nd—*aid*, *cat's grace*, *cure moderate wounds*, *levitate*
1st—*cure light wounds*, *disguise self*, *longshot*[UC], *shield*, *true strike*

Tactics

During Combat The black-powder sage lends extra firepower with her *mage shot*.

Statistics

Str 10, **Dex** 16, **Con** 12, **Int** 16, **Wis** 13, **Cha** 8
Base Atk +5; **CMB** +5; **CMD** 19
Feats Amateur Gunslinger[UC], Deadly Aim, Dodge, Focused Inspiration[ACG], Gunsmithing[UC], Musketeer's Dodge*, Rapid Reload (dragoon musket), Stealthy, Toughness
Skills Acrobatics +10 (+6 when jumping), Craft (firearms) +15, Disable Device +13, Disguise +9, Escape Artist +12, Intimidate +9, Knowledge (arcana) +13, Knowledge (engineering) +13, Knowledge (local) +13, Stealth +12
Languages Common, Dwarven, Elven, Orc
SQ alchemy (alchemy crafting +7), inspiration (6/day), investigator talents (bonus feat [Rapid Reload], deed [deadeye], underworld inspiration[ACG]), keen recollection, packing heat, trapfinding +3
Combat Gear dragoon cartridges* (5), *mage shot** (dragoon cartridge [acid]), *mage shot** (dragoon cartridge [cold]), *mage shot** (dragoon cartridge [electricity]), *mage shot** (dragoon cartridge [fire]), **Other Gear** *+1 chain shirt*, *+1 dragoon musket**, rapier, *cloak of resistance +1*, mwk artisan's tools, mwk thieves' tools

Insightful and ingenious mavens of musketeer technology, black-powder sages keep their fellowships well equipped and running in tip-top shape while also assisting in the fray.

FREEBOOTING CAPTAINS

A variety of different types of captains lead the splintered fellowships. Some adopt a flamboyant style, while others prefer a more practical approach.

BOLD CAPTAIN **CR 6**

XP 2,400

Gnome swashbuckler (mouser, musketeer) 7 (*Pathfinder RPG Advanced Class Guide* 56, 125, 126)

CN Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +3

DEFENSE

AC 18, touch 17, flat-footed 12 (+3 Dex, +3 dodge, +1 natural, +1 size)

hp 57 (7d10+14)

Fort +4, **Ref** +9, **Will** +6; +2 vs. illusions

Defensive Abilities charmed life 4/day, defensive training, nimble +2

OFFENSE

Speed 20 ft.

Melee *+1 rapier* +13/+8 (1d4+2/15–20 plus 7 precision)

Ranged mwk musket +12 (1d10/×4)

Special Attacks deeds (derring-do, hamstring, kip-up, precise strike, quick clear, quick steal, superior feint, swashbuckler initiative, swashbuckler's grace, underfoot assault), hatred, panache (5), swashbuckler weapon training +1

Gnome Spell-Like Abilities (CL 7th; concentration +10)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

TACTICS

During Combat The bold captain lends his musket to the firing line before engaging in combat to harass his fellowship's most powerful opponents.

STATISTICS

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

Base Atk +7; **CMB** +6; **CMD** 22

Feats Dodge, Extra Panache[ACG], Gunsmithing[UC], Iron Will, Musketeer's Daring*, Musketeer's Sidestep*, Rapid Reload (musket)

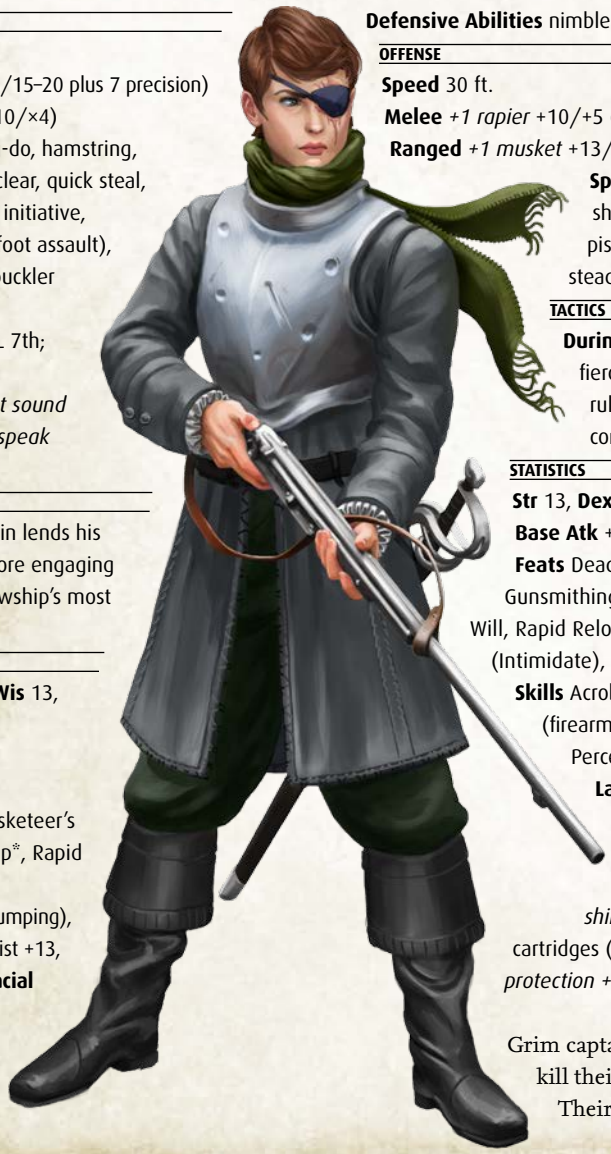
Skills Acrobatics +13 (+9 when jumping), Craft (firearms) +5, Escape Artist +13, Perception +3, Stealth +13; **Racial Modifiers** +2 Perception

Languages Common, Gnome, Sylvan

SQ gnome magic

Gear mwk chain shirt, *+1 rapier*, mwk musket[UC] with 15 alchemical cartridges (paper)[UC], *amulet of natural armor +1*, *cloak of resistance +1*, mwk artisan's tools

Bold captains see battle as a whimsical game of life and death, and they lead their fellowships with laughter, cockiness, and flair.



GRIM CAPTAIN **CR 7**

XP 3,200

Human gunslinger (musket master) 8 (*Pathfinder RPG Ultimate Combat* 9, 50)

NE Medium humanoid (human)

Init +10; **Senses** Perception +13

DEFENSE

AC 22, touch 17, flat-footed 15 (+5 armor, +4 Dex, +3 dodge)

hp 70 (8d10+22)

Fort +7, **Ref** +10, **Will** +6

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +10/+5 (1d6+2/18–20)

Ranged *+1 musket* +13/+8 (1d12+5/×4)

Special Attacks deeds (deadeye, dead shot, fast musket, gunslinger initiative, pistol-whip, quick clear, startling shot, steady aim, targeting), grit (4)

TACTICS

During Combat The grim captain kills with fierce determination, ignoring the usual rules of engagement and shunning the concept of noble warfare.

STATISTICS

Str 13, **Dex** 18, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 26

Feats Deadly Aim, Dodge, Extra Grit[UC], Gunsmithing[UC], Improved Initiative, Iron Will, Rapid Reload (musket), Skill Focus (Intimidate), Toughness

Skills Acrobatics +15, Climb +8, Craft (firearms) +7, Intimidate +13, Perception +13, Survival +13, Swim +8

Languages Common

SQ gunsmith, musket training

Combat Gear *potion of invisibility*; **Other Gear** *+1 mithral chain shirt*, *+1 musket*[UC] with 15 alchemical cartridges (paper)[UC], *+1 rapier*, *amulet of bullet protection +1*[UC], mwk artisan's tools

Grim captains have only one goal in war—to kill their enemies by any means necessary. Their foes should expect no mercy.

Baroness

Once the petty ruler of one of the many western border principalities, the baroness has expanded her holdings in those lands with the aid of the lord marshal and his musketeers. Cold and competent, the baroness has a keen mind and incredible ambitions.

Baroness **CR 7**

XP 3,200

Half-elf magus 8 (*Pathfinder RPG Ultimate Magic* 9)
LN Medium humanoid (elf, human)
Init +2; **Senses** low-light vision; Perception +10

Defense

AC 21, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +4 shield)
hp 55 (8d8+16)
Fort +7, **Ref** +6, **Will** +6; +2 vs. enchantments
Immune sleep

Offense

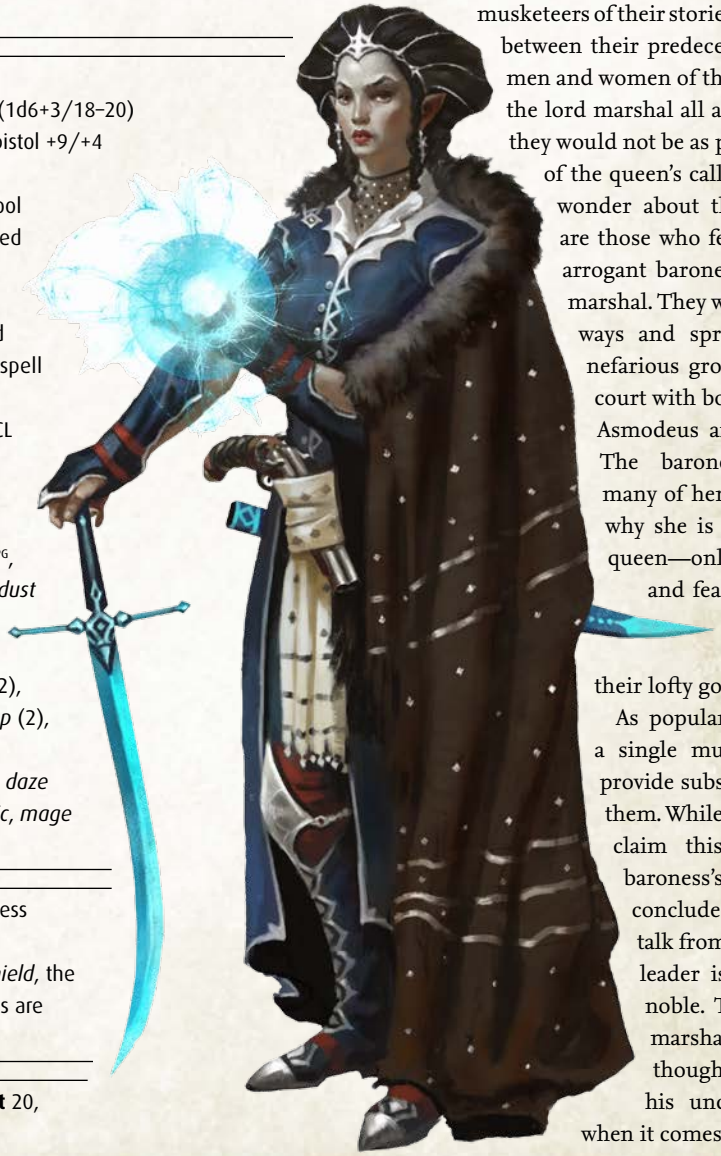
Speed 30 ft.
Melee *+1 scimitar* +9/+4 (1d6+3/18–20)
Ranged double-barreled pistol +9/+4 (1d8/×4)
Special Attacks arcane pool (+2, 11 points), improved spell combat, magus arcana (arcane accuracy[UM], empowered magic[UM], pool strike[UM]) spell recall, spellstrike
Magus Spells Prepared (CL 8th; concentration +13)
3rd—*fireball* (DC 18), *haste*, *keen edge*
2nd—*elemental touch*[APG], *frigid touch*[UM], *glitterdust* (DC 17), *mirror image*
1st—*corrosive touch*[UM] (2), *shield*, *shocking grasp* (2), *true strike*
0 (at will)—*acid splash*, *daze* (DC 15), *detect magic*, *mage hand*, *read magic*

Tactics

Before Combat The baroness casts *shield*.
Base Statistics Without *shield*, the baroness's base statistics are **AC** 17, flat-footed 14.

Statistics

Str 14, **Dex** 14, **Con** 12, **Int** 20, **Wis** 10, **Cha** 8
Base Atk +6; **CMB** +8; **CMD** 21
Feats Amateur Gunslinger[UC], Dodge, Exotic Weapon Proficiency (firearms)[UC], Extra Arcana[UM], Lightning Reflexes, Skill Focus (Diplomacy)
Skills Bluff +7, Diplomacy +10, Intimidate +10, Knowledge (arcana) +16, Perception +10, Sense Motive +8, Spellcraft +16; **Racial Modifiers** +2 Perception
Languages Common, Dwarven, Elven, Gnoll, Goblin, Orc
SQ deed (quick clear), elf blood, knowledge pool, medium armor
Combat Gear *wand of magic missile*; **Other Gear** mwk chain shirt, *+1 scimitar*, mwk double-barreled pistol[UC] with 8 alchemical cartridges (paper)[UC], *headband of vast intelligence +2*



In the eyes of the musketeers, the baroness is a divisive figure; her attempts to follow the fashions and style of the queen who founded the organization only remind the musketeers of their storied history and the difference between their predecessors and themselves. The men and women of the fellowships who followed the lord marshal all agree that without her help, they would not be as prepared for the eventuality of the queen's call as they are now, but many wonder about the price they paid. There are those who feel that this ambitious and arrogant baroness has bewitched the lord marshal. They whisper of her manipulative ways and spread rumors tying her to nefarious groups, saying that she holds court with both the diabolical church of Asmodeus and savage demon knights. The baroness's refusal to explain many of her plans—or even talk about why she is so invested in freeing the queen—only spurs on the speculation and fear. More than anything, the musketeers worry that her influence may jeopardize their lofty goals.

As popular as these rumors are, not a single musketeer has been able to provide substantial evidence to support them. While the fiercest rumormongers claim this is more proof of the baroness's skill at deception, many conclude the reports are simply idle talk from soldiers worried that their leader is in love with the foreign noble. The baroness and the lord marshal work well together, though she sometimes chafes at his uncompromising convictions when it comes to leading the musketeers.

Lord Marshal

As the proud and brooding leader of the musketeers, the lord marshal works tirelessly to build the power and allegiances of his order while maintaining its independence. He has never given up on restoring the Queen's Musketeers.

LORD MARSHAL **CR 8**

XP 4,800

Human cavalier (musketeer) 9 (*Pathfinder RPG Advanced Player's Guide* 32, *Pathfinder RPG Ultimate Combat* 38)

LN Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 87 (9d10+33)

Fort +10, **Ref** +9, **Will** +7

OFFENSE

Speed 20 ft.

Melee *+1 rapier* +14/+9 (1d6+2/18–20)

Ranged *+1 dragoon musket* +14 (1d12+1/×3)

Special Attacks banner +2, braggart, cavalier's charge, challenge 3/day (+9 damage), greater tactician 2/day (Covering Fire or Protective Line, swift action, 7 rounds), steal glory

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** +11; **CMD** 25

Feats Covering Fire*, Dazzling Display, Gunsmithing[UC], Iron Will, Point-Blank Shot, Precise Shot, Protective Line*, Quick Draw, Rapid Reload (dragoon musket), Toughness, Vital Strike, Weapon Finesse

Skills Acrobatics +1 (–3 when jumping), Craft (firearms) +3, Diplomacy +14, Intimidate +14, Perception +9, Sense Motive +12

Languages Common

SQ focus, mount, order of the cockatrice

Combat Gear dragoon cartridges* (3); **Other Gear** *+1 breastplate, +1 dragoon musket*, +1 rapier, cloak of resistance +2, boots of gusto*[ACG]

The proud and haughty lord marshal is a man with a mission, but also with a troubled conscience. In the years since the official disbanding of the Queen's Musketeers, he has worked tirelessly to make sure the organization survives in some form. With a mix of stone-hearted pragmatism and deep conviction, he does what he must, even at the cost of the individual honor of those in his charge. He fears that his actions threaten the very soul of the Queen's Musketeers, and for good reason. When the lord marshal gave the order for the musketeers to scatter, he never thought the queen's call would take so long. Each winter, his apprehension grows. Will the fellowships hear the call to rally? Will they still have even a semblance of the steely discipline that the lord marshal and the dozens before him took for granted in the order's glory days? Moreover, he worries that his alliance with the baroness—a pairing born of practicality rather than of mutual respect and shared goals—will anger his queen and thus serve as a detriment. The lord marshal respects his ally and feels thankful for her support, but he knows the baroness works only in her own self-interest, and he wonders what will occur when her interests and the goals of his true mission diverge.

The lord marshal is clinging onto both his organization and his own self-conception by his fingernails. Even before the Queen's Musketeers were disbanded, he saw that they had fallen far from their glory days several generations back. Early in his leadership, he thought he might be the one to restore their reputation. He has grown far more cynical and resigned over the years, but he still cleaves to the belief that they will redeem themselves by rescuing the queen.

The lord marshal can become either a deadly foe or a hard-earned ally to the PCs. If they can convince him that the musketeers have slipped from his grasp and become little more than bandits, he may attempt to regain control and redirect them back toward legitimate service to their country. On the other hand, his desire to believe that he walks in the footsteps of his noble predecessors may cause him to consider anyone who threatens that belief a mortal enemy, and he may strive to wipe out not only those who oppose the musketeers, but also any who even question their purpose or integrity.

While he is not personally devoted to the baroness, the lord marshal recognizes that he needs her connections, funding, and political clout if he is to hold together his forces, and he will defend her against any who mean to depose or harm her.

Encounters

Most encounters with the musketeers occur in the borderlands.

Ragtag Bandits (CR 8)

Hunting on trade routes, these musketeers prey on merchants.

Arcane Musketeer CR 5
XP 1,600
hp 35 (see page 60)

Little Devil CR 4
XP 1,200
hp 42 (see page 58)

Oddfellows (3) CR 2
XP 600 each
hp 33 each (see page 58)

Firing Line (CR 10)

This group works as brigands for some petty lords.

Dragoon Marshal CR 5
XP 1,600
hp 49 (see page 61)

Grim Captain CR 7
XP 3,200
hp 70 (see page 62)

Little Devils (4) CR 4
XP 1,200 each
hp 42 each (see page 58)

Gray-Clad Adventurers (CR 10)

A number of fellowships have formed adventuring bands.

Black-Powder Sage CR 6
XP 2,400
hp 56 (see page 61)

Bold Captain CR 6
XP 2,400
hp 57 (see page 62)

Holy Shooter CR 4
XP 1,200
hp 36 (see page 60)

Sneak Shots (3) CR 4
XP 1,200 each
hp 41 each (see page 59)

Lord Marshal's Retinue (CR 13)

The lord marshal usually travels in the following company.

Arcane Musketeers (2) CR 5
XP 1,600 each
hp 35 each (see page 60)

Baroness CR 7
XP 3,200
hp 55 (see page 63)

Black-Powder Sages (2) CR 6
XP 2,400 each
hp 56 each (see page 61)

Grim Captains (3) CR 7
XP 3,200 each
hp 70 each (see page 62)

Lord Marshal CR 8
XP 4,800
hp 87 (see page 64)

Death Cult

"You, of all people, have the gall to ask me 'why?' After everything we went through, after all the times we fought side by side, you left me there. You left me surrounded by walking corpses and murderers. You left me to die in darkness and disease, and you made damn sure I did when you burned it all down around me just to save your own skin. You didn't even have the kindness to dispatch me quickly—you didn't even bother to see if whether was possible to save me. Oh no, you were all too ready to let me suffer before I died. Yet I suppose I should thank you, in the end, because it opened my eyes to the truth of this wretched existence. After the ashes cooled and I arose, I realized that life is the real plague, old friend, and the Reaper and her undead followers are the cure. Now it is time for me to return the favor and help you embrace real power."

—The undead apostle, in a last conversation with an old companion

Under the leadership of a now-ghostly cleric known only as the Reaper, the death cult thrives beneath the kingdom's very nose. Devoted to the worship of Urgathoa, the cult spreads the goddess's influence in the form of sickness and undeath. Agents range out from the cult's stronghold in the mountains to meet with hidden cells of believers in cities and towns throughout the land. While the cult is full of evil priests of the Pallid Princess, undead-raising necromancers, and fanatic followers, its core philosophy, strangely, is one of acceptance and hope. The central belief of the death cult holds that life is a temporary period of suffering, pain, and anguish, with only indulgence in one's favored pleasures as a reprieve, and that none should fear the inevitable end of life. Instead, members of the cult should hasten and embrace their deaths, while preserving their ability to enjoy the world's pleasures through the state of undeath.

At the pinnacle of the death cult is the Reaper. In life, she was a devoted priestess of Urgathoa who founded the cult with the strange notion of uniting all people of the world and eliminating suffering through the embrace of her goddess. Just below the Reaper sit her left and right hands, the plaguebrewer and the undead apostle. The plaguebrewer is a necromancer who specializes in the manipulation and spread of disease. The newest addition to the cult's leadership, the undead apostle, is a dwarven graveknight who perished and rose again when he and his adventuring company attempted—successfully—to slay the Reaper.

The soul speakers, death chanter necromancers, and awakened voice clerics rank just below this echelon and represent the standard leaders of cult cells and activities. The death chanters see to the distribution of the plaguebrewer's creations and serve as the keepers of the Pallid Chant—the accumulated knowledge of life force manipulation that the cult reveres in place of Urgathoa's usual sacred text. The awakened voices minister to the lower-ranking cultists, forming the spiritual core to counterbalance the necromancers' more scientific minds. Each has been personally ordained by the Reaper, either in life or as a ghost.

The enlightened plaguebringers make up a special tier of cult membership. The enlightened plaguebringers, consisting of the fevered raveners and the pestilent messengers, embody and drive forward the message of the cult. Fevered raveners are ghast slayers who bring death to the cult's more powerful enemies and induct them into the fold through ghoul fever. The pestilent messengers, albino minotaurs who bear a special mark of Urgathoa, carry the Pallid Princess's most sacred plague, known as the pallid gift, a walking plague of undeath whose victims do not lie quiet for long.

Death's embrace is one of the lowest but most necessary tiers of cult membership. Comprising bone bastions and plague angels, they provide the raw, physical might that defends the faithful from a world that doesn't understand the benevolence of their goals. The lowest echelon of the cult is called the subtle infection. These initiates, the silent needle rogues and ascetic acolyte monks, know the barest truths of the cult. They gather information, target likely individuals for induction into the ranks, and eliminate low-priority threats. If they serve well, they sometimes rise through the ranks or receive the gift of undeath to better serve.

Separate from the ranks of membership, the cult employs many undead, often those with the ability to create spawn and spread sickness. When the cult's spellcasters create zombies, they always choose to create plague zombies.

The death cult might team up with the sinister doomsday cult to spread a shared vision of the world's end, or it might join up with the slayers' guild to spread death. However, its members might be more interesting as strange allies against the brutal slavers, ruthless brigands, or savage marauders. Any of these groups could come into the Reaper's sights as potential targets either by disempowering others (particularly women) or by reminding her of the marauding soldiers who tore her homeland apart.

Story Hooks

The death cult functions best if it's located near places where death runs rampant, whether from plague, war, or dangerous work such as mining.

A Corrupted Friend: An NPC ally of the characters exhibits noticeable changes in behavior. The ally misses meetings, forgets important tasks, or seems distracted. Eventually she disappears, and the PCs' subsequent investigation leads them to the awakened voice who recruited their former ally into the death cult.

Memento Mori: Part of a treasure hoard looted by the PCs holds special significance to the cult. While the PCs dismiss it as a curiosity or simply valuable loot, the cult takes action, either sending fevered raveners that show up in the night to slay the PCs and recover the artifact or relying on diplomacy, stealth, or other means—whatever the cultists think is likeliest to earn them their prize.

Profane Funeral: The PCs come upon a village while traveling. Despite the early hour of the day, the surrounding fields are empty, the shops are closed, and no people walk the streets. Church bells draw the party's attention to the town's small temple, where a funeral is under way. The majority of the village is in attendance, and the townsfolk are in the process of interring several caskets. Just as the boxes are being lowered into the ground, they begin to rock, and banging from within strains their seals. The caskets give way, and ghouls that were once the villagers' loved ones burst forth and attack without mercy. The PCs must intervene, or many people will die or be carried off when the creatures finally retreat. In the aftermath, the PCs learn of the cult and the plague that killed and then reanimated the villagers when the townsfolk beg them to hunt down and destroy the undead.

New Rules

Urgathoa's faithful bring disease and undeath in new ways.

Template: Pallid Vector

Followers of Urgathoa revere all sicknesses as worldly expressions of her divine will, but none more so than the pallid gift, which opens its victims' fevered minds to the glory of the Pallid Princess. Creatures that die while afflicted with the disease rise as undead, but some creatures form a symbiotic bond with it and become pallid vectors.

Creating a Pallid Vector

"Pallid vector" is an acquired template that can be added to a corporeal, living creature not immune to disease. A pallid vector retains all the base creature's statistics and special abilities except as noted.

CR: Base creature's CR + 2.

Alignment: Any evil.

Armor Class: The creature's natural armor bonus increases by 3.

Defensive Abilities: A pallid vector is treated as undead for the purposes of negative and positive energy, and it gains immunity to disease, exhaustion, fatigue, poison, and stunning. Additionally, it gains the following ability.

Pale Rebirth (Su): When a pallid vector dies, it rises as a plague zombie (*Pathfinder RPG Bestiary* 289) 1 round later. Instead of zombie rot, it spreads pallid gift (see Disease below). Sprinkling holy water on the body (a standard action) before it rises prevents this. A humanoid pallid vector that kills itself ritualistically or dies within a *desecrate* effect or other area that promotes undeath rises as a more powerful undead instead, as if it had died from pallid gift (see table below).

Special Attacks: A pallid vector gains stench (*Bestiary* 304; 10 rounds) and disease. The DCs are Constitution-based.

Disease (Su): All of a pallid vector's melee attacks, even with manufactured weapons, carry the pallid gift disease. *Pallid Gift*: melee attacks; *save* Fort DC = 10 + 1/2 the pallid vector's Hit Dice + its Con modifier; *onset* immediate; *frequency* 1/day; *effect* 1d6 Constitution damage and 1d6 Wisdom damage, the infected creature is fatigued, the ability damage can't be healed, and the fatigue can't be removed while the creature is infected; *cure* 2 consecutive saves. A nonhumanoid infected creature that dies rises as a plague zombie in 2d6 hours, and spreads pallid curse instead of zombie rot. A humanoid infected creature that dies rises as an undead according to its HD.

Hit Dice	Monster
1–3	Plague zombie
4–5	Ghast
6–7	Wight
8+	Vampire

Ability Scores: Str +2, Con +4, Wis +2.

Feats

These feats give the death cult an edge using diseases.

Plague Resistance

Diseases tend to have milder effects on you.

Prerequisite: Constitution 13.

Benefit: When you take damage or drain to your ability scores as the result of a disease, roll damage and drain to each ability score twice and take the lower result. You suffer any other effects of the disease as normal.

Reap the Infirm (Combat)

You can use a creature's diseased state against it.

Prerequisite: Base attack bonus +3.

Benefit: When you hit a diseased creature with a weapon attack, you deal an additional 1d6 points of damage. This is precision damage. Additionally, you gain a +2 bonus on combat maneuver checks against diseased creatures.

Equipment

The death cult has developed the following piece of gear.

Pallid Suspension

Price 324 GP
Weight —

This small vial contains an alchemical suspension that preserves a sample of pallid gift. This functions like plague powder (*Pathfinder RPG Horror Adventures* 213) for pallid gift (DC 20, see page 68), allowing the user to apply pallid gift to a weapon (a standard action, or whatever action the character normally takes to apply poison to a weapon if that is better) and deliver it as with an injury poison. Just as for plague powder, the creation of a pallid suspension exposes the crafter to the disease on each day of crafting.

Spells

The following spells focus on spreading sickness and manipulating various creatures afflicted with disease.

Outbreak

School necromancy; **Level** antipaladin 2, bloodrager 3, cleric 2, druid 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft. burst
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You cause any diseased creatures in the area to become extremely contagious. Any affected creature is overcome by a fit of wracking coughs, causing it to become fatigued and exposing any creatures within 10 feet of the diseased creature to the diseases it carries. On a successful save, a creature is fatigued for 1 round and doesn't have a chance to infect nearby creatures.

Virulent Miasma

School necromancy; **Level** antipaladin 2, bloodrager 3, druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a dried scab from a diseased creature)
Range medium (100 ft. + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude negates (see text); **Spell Resistance** see text

Virulent miasma creates fog like *fog cloud*, except that the vapors carry the taint of disease. Living creatures take a –4 penalty on saving throws against disease effects as long as they remain within the cloud and for 1d4+1 rounds after leaving. This effect of the spell allows a Fortitude save to negate it, and it is subject to spell resistance. A creature that succeeds at its saving throw against the fog (or ignores the fog due to spell resistance) is not affected and need not make further saves even if it remains in the fog.

Magic Items

The death cult developed the following magic items.

Plagueborn Mantle

Price 7,200 GP
Slot shoulders | **CL** 6th | **Weight** 1 lb.
Aura moderate necromancy

Made from the preserved skins of plague victims, this cloak functions as a *+1 cloak of resistance*. If the wearer is infected with a disease, he can also command the mantle to cast *virulent miasma* once per day. Additionally, as a standard action, a diseased wearer can make a touch attack. If it hits, the target must succeed at a DC 15 Fortitude save or contract one disease the wearer currently has (wearer's choice in the case of multiple diseases).

Construction Requirements | **Cost** 3,600 GP
Craft Wondrous Item, *contagion*, *resistance*, *virulent miasma**

Reaper's Lantern

Price 9,515 GP
Slot none | **CL** 5th | **Weight** 10 lbs.
Aura faint necromancy

This black iron lantern and chain functions as a *+1 heavy flail*. The lantern burns with a cold blue-green flame that sheds light as per a hooded lantern. On command, the wielder can reduce the light to a 5-foot radius of dim light or restore it to full brightness.

Once per day, when the wielder hits a creature with the lantern, she can deal an additional 2d6 points of negative energy damage as a swift action. If she does so, she gains a number of temporary hit points equal to the damage she dealt that last for 1 hour.

A creature reduced to 0 hit points or fewer by the lantern must succeed at a DC 13 Fortitude save or die. This is a death effect. For 24 hours after a creature is killed this way, the lantern's flame holds an echo of the creature's soul. A *speak with dead* spell cast on the flame yields information as if it were the creature's corpse. The flame can hold the echo of only one creature's soul; if the lantern kills another creature, a new echo replaces the previous one.

Construction Requirements | **Cost** 4,915 GP
Craft Magic Arms and Armor, *continual flame*, *death knell*, *speak with dead*, *vampiric touch*

Urgathoa's Breath

Price 2,500 GP
Slot none | **CL** 4th | **Weight** 2 lbs.
Aura faint necromancy

This smoked glass sphere contains a roiling, bone-white mist. The sphere counts as a thrown weapon with a range increment of 10 feet. It shatters on impact, releasing the contained vapors in a 10-foot cloud of mist, as per *fog cloud*, for 1 round. Any creature that enters the mist during this time must succeed at a DC 17 Fortitude save or contract a particularly fast-acting strain of bubonic plague with an immediate onset.

Construction Requirements | **Cost** 1,250 GP
Craft Wondrous Item, *contagion*, *fog cloud*

Subtle Infection

These initiates' focus is recruitment. They often take mundane jobs that put them in contact with many. When deployed directly against enemies, they excel at ambushes.

Silent Needle **CR 4**

XP 1,200

Human rogue 5

NE Medium humanoid (human)

Init +4; **Senses** Perception +9

Defense

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 41 (5d8+15)

Fort +4, **Ref** +9, **Will** +3

Defensive Abilities *blur,* evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee dagger +7 (1d4+1/19–20) or *+1 rapier* +9 (1d6+2/18–20)

Ranged hand crossbow +7 (1d4/19–20)

Special Attacks sneak attack +3d6 +3 bleed

Tactics

Before Combat The silent needle applies a pallid suspension and *oil of magic weapon* to his rapier and drinks a *potion of blur*.

Base Statistics Without the pallid suspension, *blur*, and *magic weapon*, the silent needle's statistics are **Defensive Abilities** no *blur*; **Melee** mwk rapier +9 (1d6+1/18–20).

Statistics

Str 13, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Reap the Infirm*, Shadow Strike[APG], Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Bluff +7, Diplomacy +5, Climb +5, Disable Device +16, Disguise +5, Escape Artist +12, Heal +4, Perception +9, Sleight of Hand +12, Stealth +12

Languages Common

SQ rogue talents (bleeding attack +3, swift poison[APG]), trapfinding +2

Combat Gear *oils of magic weapon* (2), *potion of blur*, *potion of cure moderate wounds*, flash powder[APG] (2), pallid suspensions* (2), tanglefoot bags (2); **Other Gear** mithral chain shirt, dagger, hand crossbow with 10 bolts, mwk rapier, *+1 cloak of resistance*, mwk thieves' tools, 17 gp

Ascetic Acolyte **CR 5**

XP 1,600

Half-elf monk 6

LE Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +13

Defense

AC 20, touch 16, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +1 dodge, +1 monk, +2 Wis)

hp 42 (6d8+12)

Fort +7, **Ref** +7, **Will** +8; +4 vs. enchantments

Defensive Abilities evasion; **Immune** sleep, disease

Offense

Speed 50 ft.

Melee *+1 unarmed strike* flurry of blows +12/+12/+7 (1d8+7) or *+1 unarmed strike* +12 (1d8+7)

Ranged mwk shuriken flurry of blows +6/+6/+1 (1d2+6) or mwk shuriken +6 (1d2+6)

Special Attacks flurry of blows, stunning fist (6/day, DC 15)

Tactics

Before Combat She drinks her *potions of bull's strength* and *mage armor*, then uses *oil of magic weapon* on her unarmed strike and a pallid suspension on her shuriken.

Base Statistics Without any potions and oils, her stats are **AC** 16, touch 16, flat-footed 14; **Melee** unarmed strike flurry of blows +9/+9/+4 (1d8+4) or unarmed strike +9 (1d8+4); **Str** 18; **CMB** +10 (+12 trip); **CMD** 24.

Statistics

Str 22, **Dex** 12, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +12 (+14 trip); **CMD** 26

Feats Blind-Fight, Combat Reflexes, Dodge, Extra Ki, Improved Trip, Improved Unarmed Strike, Skill Focus (Bluff), Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +10 (+24 when jumping), Bluff +8, Perception +13, Stealth +10; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ elf blood, fast movement, high jump, ki pool (7 points, magic), maneuver training, slow fall 30 ft.

Combat Gear *oils of magic weapon* (2), *potion of bull's strength*, *potion of cure moderate wounds* (2), *potions of mage armor* (5), pallid suspension*, tanglefoot bags (2), thunderstones (2); **Other Gear** mwk shuriken (50), *cloak of resistance +1*, *ring of protection +1*, 18 gp

Ascetic acolytes have all survived a virulent disease of some sort, and many feature scars, missing digits, or other minor disfigurements from their ordeal.

Death's Embrace

Some cultists eschew subtlety for the brutal honesty of combat.

BONE BASTION **CR 5**

XP 1,600

Human fighter (phalanx soldier) 6 (*Advanced Player's Guide* 105)
NE Medium humanoid (human)
Init +5; **Senses** Perception +7

DEFENSE

AC 23, touch 11, flat-footed 22 (+9 armor, +1 Dex, +3 shield)
hp 61 (6d10+24)
Fort +8, **Ref** +4, **Will** +6; +2 vs. trample

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee *+1 longspear* +14/+9 (1d8+8/×3) or mwk warhammer +13/+8 (1d8+6/×3)
Ranged mwk composite longbow +8/+3 (1d8+4/×3)
Special Attacks phalanx fighting, ready pike +1

TACTICS

Before Combat The bone bastion uses an *oil of magic weapon* and a *potion of bull's strength*.

STATISTICS

Str 22, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +6; **CMB** +12; **CMD** 23 (25 vs. bull rush, drag, overrun, trip)
Feats Improved Initiative, Iron Will, Reap the Infirm*, Saving Shield[APG], Shield Focus, Toughness, Weapon Focus (longspear), Weapon Specialization (longspear)
Skills Acrobatics –5 (–9 when jumping), Intimidate +8, Perception +7, Survival +10
Languages Common
SQ stand firm +2
Combat Gear *oils of magic weapon* (2), *potion of bull's strength*, *potion of cure moderate wounds*, smokesticks (2), tanglefoot bags (2), thunderstones (2); **Other Gear** mwk full plate, mwk heavy steel shield, mwk composite longbow (+3 Str) with 20 arrows, mwk longspear, mwk warhammer, *cloak of resistance +1*, 51 gp

PLAGUE ANGEL **CR 7**

XP 3,200

Human antipaladin 8 (*Pathfinder RPG Advanced Player's Guide* 118)
CE Medium humanoid (human)
Init +1; **Senses** Perception +8

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 natural)
hp 80 (8d10+32)
Fort +11, **Ref** +6, **Will** +9
Defensive Abilities *corruption resistance* (good, 10); **Immune** disease

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee mwk scythe +14/+9 (2d4+6/19–20/×4)
Ranged mwk composite longbow +10/+5 (1d8+4/×3)
Special Attacks channel negative energy (DC 17, 4d6), smite good 3/day (+3 attack and AC, +8 damage)
Antipaladin Spell-Like Abilities (CL 8th; concentration +11)
At will—*detect good*
Antipaladin Spells Prepared (CL 5th; concentration +8)
2nd—*corruption resistance*[APG], *silence*
1st—*death knell* (DC 14), *murderous command*[UM] (DC 14)

TACTICS

Before Combat She applies pallid suspension to her scythe.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 10, **Cha** 16
Base Atk +8; **CMB** +12; **CMD** 23
Feats Improved Critical (scythe), Reap the Infirm*, Power Attack, Toughness, Weapon Focus (scythe)
Skills Acrobatics –4, Bluff +10, Intimidate +10, Perception +8
Languages Common
SQ aura of cowardice, aura of despair, aura of evil, channel negative energy, cruelties (diseased, sickened), fiendish boon (fiendish bison servant), touch of corruption 7/day, unholy resilience
Combat Gear *potions of barkskin* (2), pallid suspension*; **Other Gear** mwk full plate, mwk composite longbow (+4 Str) with 20 arrows, mwk scythe, *headband of alluring charisma +2*, silver unholy symbol of Urgathoa, 207 gp

Soul Speakers

Soul speakers keep the secrets of manipulating life force.

AWAKENED VOICE **CR 5**

XP 1,600

Human cleric of Urgathoa 6

NE Medium humanoid (human)

Init +5; **Senses** Perception +5

DEFENSE

AC 23, touch 14, flat-footed 22 (+7 armor, +3 def., +1 Dex, +2 nat.)

hp 48 (6d8+18)

Fort +7, **Ref** +4, **Will** +11; +2 vs. good

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk scythe +11 (2d4+7/×4)

Ranged mwk heavy crossbow +6 (1d10/19–20)

Special Attacks channel negative energy 3/day (DC 13, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +11)

6/day—battle rage (+3), bleeding touch (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +11)

3rd—*animate dead*[D], *contagion* (DC 18), *magic circle against good*, *prayer*

2nd—*bull's strength*, *hold person* (DC 17), *outbreak*[*] (DC 17), *owl's wisdom*, *spiritual weapon*

1st—*bless*, *cure light wounds* (2), *divine favor*, *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*

D domain; **Domains** Death, War

TACTICS

Before Combat The awakened voice drinks her *potion of barkskin*; uses a pallid suspension; and casts *bull's strength*, *magic circle against good*, *owl's wisdom*, and *shield of faith.*

STATISTICS

Str 20, **Dex** 12, **Con** 13, **Int** 8, **Wis** 20, **Cha** 10

Base Atk +4; **CMB** +9; **CMD** 23

Feats Blind-Fight, Improved Init., Toughness, Weapon Focus (scythe)

Skills Diplomacy +9, Knowledge (religion) +8

Languages Common

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, pallid suspensions[*] (2), tanglefoot bags (2), thunderstones (2); **Other Gear** *+1 chainmail*, mwk heavy crossbow with 30 bolts, mwk scythe, *cloak of resistance +1*, silver unholy symbol, 244 gp

DEATH CHANTER **CR 6**

XP 2,400

Human necromancer 7

NE Medium humanoid (human)

Init +6; **Senses** Perception +8

DEFENSE

AC 24, touch 13, flat-footed 22 (+4 armor, +1 deflection, +2 Dex, +3 natural, +4 shield)

hp 60 (7d6+33)

Defensive Abilities *blur*, *mirror image*; **DR** 10/adamantine

Fort +4, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft.; fly 60 ft. (good)

Melee dagger +2 (1d4–1/19–20)

School Spell-Like Abilities (CL 7th; concentration +11)

7/day—grave touch (3 rounds)

Necromancer Spells Prepared (CL 7th; concentration +11)

4th—*animate dead*, *contagion* (DC 20), empowered *scorching ray*

3rd—*fireball*, *haste*, *ray of exhaustion* (DC 19), *vampiric touch*

2nd—*blindness/deafness*, *false life*, *scorching ray* (2), *spectral hand*

1st—*chill touch* (DC 17), *mage armor*, *magic missile* (3), *shield*

0 (at will)—*bleed*, *light*, *resistance*, *touch of fatigue* (DC 16)

Opposition Schools enchantment, illusion

TACTICS

Before Combat The death chanter casts *false life*, *mage armor*, *shield* and *spectral hand* and uses his potion and scrolls.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 15

Feats Combat Casting, Command Undead, Empower Spell, Greater Spell Focus (necromancy), Improved Initiative, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Bluff +6, Fly +12, Heal +8, Knowledge (arcana, religion) +14, Perception +8, Spellcraft +14, Stealth +9

Languages Abyssal, Common, Draconic, Elven, Infernal

SQ arcane bond (*wand of enervation*), power over undead

Combat Gear *potion of barkskin* (CL 6th), *scroll of blur*, *scroll of fly*, *scroll of mirror image*, *scroll of stoneskin*, bonded *wand of enervation* (7 charges), tanglefoot bags (2); **Other Gear** dagger, *cloak of resistance +1*, *ring of protection +1*, *Pallid Chant*, 128 gp

Enlightened Plaguebringers

The cult creates undead from adherents and fallen enemies.

FEVERED RAVENER **CR 6**

XP 2,400

Ghast slayer 4 (*Pathfinder RPG Bestiary* 146, *Pathfinder RPG Advanced Class Guide* 53)

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +13

Aura stench (10 ft., DC 17, 1d6+4 minutes)

DEFENSE

AC 24, touch 15, flat-footed 19 (+5 armor, +5 Dex, +4 natural)

hp 75 (6 HD; 2d8+4d10+40)

Fort +10, **Ref** +9, **Will** +8

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +13 (1d6+7 plus disease and paralysis), 2 claws +13 (1d6+7 plus paralysis)

Special Attacks disease, paralysis (DC 19, 1d4+1 rounds), sneak attack +1d6, studied target +1 (1st, move action)

TACTICS

Before Combat The ravener drinks a *potion of invisibility* and *potion of greater magic fang* and uses pallid suspensions on its attacks.

Base Statistics Without its potions, the ravener's statistics are **Melee** bite +12 (1d6+6 plus disease), 2 claws +12 (1d6+6).

STATISTICS

Str 22, **Dex** 21, **Con** —, **Int** 15, **Wis** 18, **Cha** 22

Base Atk +5; **CMB** +11; **CMD** 26

Feats Ability Focus (paralysis), Combat Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +14, Bluff +15, Climb +15, Disguise +15, Heal +11, Intimidate +15, Perception +13, Stealth +14

Languages Abyssal, Common, Elven

SQ slayer talents (ranger combat style, weapon training), track +2

Combat Gear *potion of inflict moderate wounds*, *potion of invisibility*, *potion of greater magic fang*, pallid suspensions* (5); **Other Gear** *+1 mithral chain shirt*

PESTILENT MESSENGER **CR 7**

XP 3,200

Pallid vector* advanced minotaur (*Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +13

Aura stench (20 ft., DC 19, 10 rounds)

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 69 (6d10+36)

Fort +10, **Ref** +7, **Will** +8

Defensive Abilities negative energy affinity, pale rebirth; **Immune** disease, exhaustion, fatigue, poison, stunning

OFFENSE

Speed 30 ft.

Melee *+1 greataxe* +13/+8 (3d6+11 plus disease/×3) and gore +7 (1d6+3 plus disease)

Space 10 ft.; **Reach** 10 ft.

Special Attacks disease, powerful charge (gore, 2d6+10)

STATISTICS

Str 25, **Dex** 14, **Con** 23, **Int** 11, **Wis** 16, **Cha** 12

Base Atk +6; **CMB** +14 (+16 bull rush); **CMD** 26 (28 vs. bull rush)

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Intimidate +7, Perception +13, Stealth +4, Survival +13; **Racial Modifiers** +4 Perception, +4 Survival

Languages Giant

SQ natural cunning

Gear *+1 greataxe*

Pestilent messengers temper their natural ferocity with an almost serene contemplation of the meaning of Urgathoa's plagues. Some are even revered within the death cult as philosophers and prophets.

Plaguebrewer

Once the arcane mastermind behind a deadly orc tribe, the plaguebrewer is now the depraved genius responsible for the death cult's research into necromancy and disease.

Plaguebrewer **CR 9**

XP 6,400

Half-orc necromancer 10

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft., life sight (10 feet, 10 rounds/day); Perception +11

Defense

AC 21, touch 13, flat-footed 19 (+4 armor, +1 deflection, +2 Dex, +4 shield)

hp 92 (10d6+55)

Fort +6, **Ref** +6, **Will** +9

Defensive Abilities *mirror image*, orc ferocity; **DR** 10/adamantine (100 hp)

Offense

Speed 30 ft.; fly 60 ft. (good)

Melee mwk dagger +5 (1d4–1/19–20)

Arcane School Spell-Like Abilities (CL 10th; concentration +15)
8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 10th; concentration +15)
5th—*cone of cold* (DC 20), *wall of stone*, *waves of fatigue*, *teleport*
4th—*contagion* (DC 21), *enervation* (2), *fear* (DC 21), *stoneskin*
3rd—*fireball* (DC 18), *fly*, *lightning bolt* (DC 18), *vampiric touch*, *virulent miasma** (DC 20)
2nd—*blindness/deafness* (DC 19), *false life*, *glitterdust* (DC 17), *mirror image*, *spectral hand*, *web* (DC 17)
1st—*chill touch* (DC 18), *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 18), *shield*
0 (at will)—*bleed* (DC 17), *detect magic*, *prestidigitation*, *touch of fatigue* (DC 17)

Opposition Schools abjuration, enchantment

Tactics

Before Combat The plaguebrewer keeps *mage armor* and *false life* up all day, and before combat he casts *stoneskin*, *spectral hand*, *fly*, *mirror image*, and *shield*.

During Combat The plaguebrewer uses *virulent miasma* to cut off his enemies' vision and make them susceptible to disease, while he relies on life sight to locate foes within the fog.

Base Statistics Without his spells, the plaguebrewer's statistics are **AC** 13, touch 13, flat-footed 11; **hp** 78 (10d6+40); **Defensive Abilities** no *mirror image*; **DR** no DR; **Speed** no fly.

Statistics

Str 8, **Dex** 14, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 17

Feats Brew Potion, Combat Casting, Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Plague Resistance*, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Bluff +9, Craft (alchemy) +17, Fly +15, Heal +11, Intimidate +2, Knowledge (arcana) +17, Perception +11, Spellcraft +17; **Racial Modifiers** +2 Intimidate

Languages Abyssal, Common, Draconic, Giant, Goblin, Orc

SQ arcane bond (*ring of protection +1*), disease (pallid gift*), orc blood, power over undead

Gear mwk dagger, *headband of vast intelligence +2*, *plagueborn mantle**, *ring of protection +1*, diamond dust (worth 298 gp)

When the plaguebrewer lived among the orcs, his dark magics and keen intellect led his tribe to prominence. When a plague struck and laid his fellows low, he turned his attention to the study of disease, desperately trying to save his people and increase his own power. He failed at the former but succeeded at the latter, and is now the driving force behind the cult's spread of sickness and plague, creating the pallid suspensions for the cult to use in the goddess's name.

Undead Apostle

Once a brave dwarven hero who battled the death cult, in death the undead apostle has become one of the Reaper's staunchest allies.

UNDEAD APOSTLE **CR 9**

XP 6,400

Dwarf graveknight fighter (two-handed fighter) 8 (*Pathfinder RPG Bestiary 3* 138, *Pathfinder RPG Advanced Player's Guide* 108)

NE Medium undead (humanoid, dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +19

Aura sacrilegious aura (30 ft., DC 17)

DEFENSE

AC 24, touch 11, flat-footed 23 (+9 armor, +1 Dex, +4 natural)

hp 104 (8d10+56)

Fort +11, **Ref** +7, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities channel resistance +4, defensive training, rejuvenation; **DR** 10/magic; **Immune** cold, electricity, fire, undead traits; **SR** 20

OFFENSE

Speed 20 ft.

Melee *reaper's lantern* +18/+13 (1d10+13/19–20 plus 2d6 fire) or slam +14 (1d4+6)

Special Attacks backswing, channel destruction (2d6 fire), devastating blast (4d6 fire, DC 17, 3/day), hatred, overhand chop, shattering strike, undead mastery (40 HD, DC 17), weapon training (flails +1)

TACTICS

Before Combat The apostle maneuvers to put himself in a good position to strike clerics first. If no clerics are present, he chooses other spellcasters as targets.

During Combat The apostle is brutally straightforward in combat, using Power Attack to slay clerics first.

STATISTICS

Str 22, **Dex** 12, **Con** —, **Int** 12, **Wis** 20, **Cha** 16

Base Atk +8; **CMB** +14 (+16 sunder); **CMD** 25 (29 vs. bull rush, 27 vs. sunder, 29 vs. trip)

Feats Blind-Fight, Furious Focus[APG], Greater Weapon Focus (heavy flail), Improved Critical (heavy flail), Improved Initiative, Lightning Reflexes, Lunge, Mounted Combat, Power Attack, Ride-By Attack, Toughness, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Skills Acrobatics –4 (–8 when jumping), Appraise +1 (+3 to assess nonmagical metals or gemstones), Intimidate +22, Perception +19 (+21 to notice unusual stonework), Ride +15; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +8 Intimidate, +8 Perception (+10 to notice unusual stonework), +8 Ride

Languages Common, Dwarven, Infernal

SQ graveknight armor, phantom mount, ruinous revivification (fire)

Gear mwk full plate, *reaper's lantern**

Before his death and rise as a graveknight, the undead apostle belonged to the adventuring company that slew the Reaper. In the final assault on her stronghold, the apostle became separated from his companions and the cult defeated him, hoping to learn who had sent the adventurers or else to turn him against his former allies and send him out to undermine and dishearten them. The cult initially kept him alive, but he ultimately burned to death in the fire his allies set to destroy the Reaper. Believing their comrade dead, they left him behind. He rose from the ashes with the fire still alive in his soul, burning with hatred for those who had left him to die. Bent on revenge, he is now one the Reaper's many devoted followers. She sends him forth to harry foes and take out any good-aligned clerics or those who oppose the undead. Little remains of the apostle's former memories or personality, and what does endure has been twisted into a parody of his living self, reshaped to complete devotion to the leader who has promised him he will see his foes burn.

The Reaper

The Reaper is the ghost of the death cult's founder, and in undeath, she embodies the death cult's philosophy even further than she did in life.

THE REAPER **CR 10**

XP 9,600

Human ghost cleric of Urgathoa 9 (*Pathfinder RPG Bestiary* 144)

NE Medium undead (humanoid, human, incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 27, touch 17, flat-footed 15 (+11 armor, +5 deflection, +1 Dex)

hp 111 (9d8+63)

Fort +12, **Ref** +6, **Will** +11

Defensive Abilities channel resistance +4, death's embrace, *entropic shield*, incorporeal, rejuvenation; **Immune** *spell immunity,* undead traits; **Resist** acid 20, fire 20; **SR** 21

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +8 touch (10d6, DC 19)

Special Attacks channel negative energy 8/day (DC 19, 5d6), death's kiss 7/day, draining touch, malevolence (DC 21), weapon master (9 rounds/day)

Domain Spell-Like Abilities (CL 9th; concentration +13)
7/day—battle rage (+4)

Cleric Spells Prepared (CL 9th; concentration +13)
5th—*slay living*[D] (DC 21), *spell resistance*
4th—*dimensional anchor*, *enervation*[D], sickening *spiritual weapon* (DC 16), *spell immunity*
3rd—*animate dead*, *contagion* (DC 19), *dispel magic*, *magic vestment*[D], *resist energy* (*communal*)[UC]
2nd—*death knell* (DC 18), *grace*[APG], *hold person* (DC 16), *outbreak*[*] (DC 18), *resist energy*, *spiritual weapon*[D]
1st—*bless*, *cause fear*[D] (DC 17), *command* (DC 15), *doom* (DC 17), *entropic shield*, *protection from good*
0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *resistance*
D domain spell; **Domains** Death (Undead[APG] subdomain), War

TACTICS

Before Combat The Reaper casts *entropic shield*, *communal resist energy*, *resist energy*, *resistance*, *spell resistance*, and *spell immunity* on herself and *magic vestment* on her armor. She adjusts her energy resistances based on the energy types she knows her foes use. She casts either *spell immunity* against a spell she knows her foes often use or *command undead*.

During Combat The Reaper uses *contagion* to spread as much disease as possible and fights to the death, knowing she will rejuvenate. She makes free use of her malevolence ability to cause confusion and hesitation, confident that heroes are highly unlikely to strike down their own just to reach her.

Base Statistics Without her spells, the Reaper's statistics are **Fort** +11, **Ref** +5, **Will** +10; **Defensive Abilities** no *entropic shield*; **Immune** no *spell immunity*; **Resist** no resistances; **Spell Resistance** no SR.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 12, **Wis** 18, **Cha** 20

Base Atk +6; **CMB** +8; **CMD** 23

Feats Ability Focus (malevolence), Greater Spell Focus (necromancy), Heavy Armor Proficiency, Sickening Spell[APG], Spell Focus (necromancy), Toughness

Skills Bluff +14, Diplomacy +17, Fly +10, Perception +24, Sense Motive +16, Stealth +10; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Common, Infernal

Gear *+1 ghost touch full plate*, *headband of inspired wisdom +2*, silver unholy symbol of Urgathoa

Raised in a war-torn country, the Reaper witnessed many perish both in battle and from disease and starvation in the aftermath; she now seeks to purify the living with plague so that all may live in unity in undeath. She believes she brings peace and purpose to the embattled nations of the world through Urgathoa's faith. She has a particular passion for aiding abused women, which accounts for the personal care she takes in selecting and elevating the awakened voices. Even in the middle of deadly combat, she makes heartfelt appeals to any character that she suspects suffers as she did in life.

Since her rise as a ghost, the Reaper has become even more obsessed with seeing the pestilence of Urgathoa spread throughout the living world, and if slain, she returns using her rejuvenation ability. To truly defeat the Reaper, a character must either bring about such a peace that satisfies the Reaper's vision (potentially in a more benevolent way than the Reaper's methods) or convince her that hers is not the right path to a truly peaceful world.

Encounters

The death cult sometimes sends out the following groups.

Infectious Recruiters (CR 6)

The recruiters feel out susceptibility to the cult's ideas.

Ascetic Acolyte CR 5
XP 1,600
hp 42 (see page 70)

Cutpurses (4) CR 1/2
XP 200 each
hp 10 each (*Pathfinder RPG NPC Codex* 144)

Diseased Assassins (CR 8)

These assassins infect as many foes with pallid gift and ghoul fever as possible, so they rise as undead.

Fevered Ravener CR 6
XP 2,400
hp 75 (see page 73)

Silent Needles (2) CR 4
XP 1,200 each
hp 41 each (see page 70)

Death Bringers (CR 11)

Death bringers focus on devastating the cult's true foes.

Death Chanters (2) CR 6
XP 2,400 each
hp 60 each (see page 72)

Plague Angels (2) CR 7
XP 3,200 each
hp 80 each (see page 71)

Silent Needle CR 4
XP 1,200
hp 41 (see page 70)

The Inner Circle (CR 13)

Those foolish enough to cross the cult eventually face its masters' combined wrath. The plaguebrewer knows he won't rise again and fights accordingly.

Pestilent Messenger CR 7
XP 3,200
hp 69 (see page 73)

Plaguebrewer CR 9
XP 6,400
hp 92 (see page 74)

The Reaper CR 10
XP 9,600
hp 111 (see page 76)

Undead Apostle CR 9
XP 6,400
hp 104 (see page 75)

Demon Knights

"At first we didn't think the stories could be true. Entire villages razed to the ground, their populations hunted, tortured, burned in huge wicker cages, and crucified. We looked to the obvious suspects—gnoll raiders, ogre savages, marauding undead, and frenzied orc tribes. We were not prepared for what we found. This was the work of men and women, born and raised like you and I, each fallen under the sway of a madman who called himself a balor, and who worshiped the insanity and slaughter of the Abyss. Even so, we sought to parley. Surely it was just an affectation of a military mind, a horrid gimmick to instill fear in the hearts of the enemy. We believed the head of this force could be reasoned with, dealt with, appeased with land, title, or gold. I'm here to tell you, my sovereign, this is not the case. The Merciless Balor's wants are simpler. He covets the end of the world and the death of each and every one of us."

—General Kythe One-Arm's report to the king

It is easy to suppose that the madness of the Abyss manifests only as a tortured landscape of evil souls, filled with the scourge of writhing and gnashing demonkind, but it can also affect the mortal mind, twisting it into a wasteland of murder and hate. Even more terrible, once this psychic disease takes hold, it can spread, preying on those who have no greater desires than to inflict their petty will on others and to shape the world with violence. Such demon-infested minds can create armies mirroring and exhorting the vehement disgust for law and life that abounds on the scorched landscape of the Abyss.

No one knows where the man who calls himself the Merciless Balor came from. Some question whether or not he is a man at all and instead suggest that he is some demented demon spawn. He seems to have no history, no family, and perhaps no real name. Despite numerous foes' attempts to pierce his mystique, his past and personal life remain tantalizingly opaque. What is known is that he appeared seemingly out of nowhere with an order of strange knights emulating the power and tactics of various demons, and that these warriors spread through the borderlands in a frenzy of fire and death.

Operating with all the trappings of a powerful but corrupt army, the demon knights boast legions of skilled soldiers bolstered with potent spellcasters. Though the order is secretive, there are a few well-known facts about its structure. Helping find new recruits and maintain the ranks are the succubus-emulating recruiters, who expertly use a combination of magic and guile to convince warriors to set aside their morals and buy into the knights' demonic tenets.

New recruits often begin with a relatively straightforward approach to fighting, emulating the foot soldiers of the Abyss's armies—the schir and abrikandilu demons. The recruits must then prove their loyalty to the Merciless Balor before they are allowed to progress through the ranks. Failure to impress the demon knights' leader is often painful, if not fatal, and there are few second chances.

More powerful members of the organization model themselves after the potent upper echelons of the demon race—beings such as mariliths, glabrezus, or hezrous. The more a knight gains power within the depraved order, the more he or she gains unquestioning obedience from underlings. Knights who would dare disobey their superiors must be prepared to either kill or be killed for such insubordination.

The demon knights often send scouts to reconnoiter an encamped army or local garrison. Sometimes they tarry in the outskirts of a settlement for weeks, picking off those who stray too far out and breeding fear of their approach. At other times they descend almost out of nowhere and are merciless in their cruelty. Sometimes they allow one victim from a town they have destroyed to escape, waiting for him to bear word to neighboring settlements and spread horrific stories of the foes who destroyed his home. In this way, the knights let fear soften targets for them.

Despite their tactics and reputation, the knights do not kill indiscriminately. Their leaders are good at finding the dark hearts that smolder within a population or military group. Upon discovering such individuals, the offer is simple: join or die. Often these new recruits, ushered into the ranks of the schir inductees, will perish from the training, and once they do the rest of the knights eat them—even the weak can provide substance and the practice is good motivation for those inductees on the edge of failure. Those who survive find their former personalities torn away and replaced with the emptiness of the Abyss.

The demon knights have been known to work with sinister cults and secret societies, temporarily combining their forces to achieve some greater goal. This is especially true if it seems like an apocalyptic conclusion to their work is possible. The demon knights provide the muscle to help achieve these ends, while the other groups often provide much subtler support. Such an alliance may result in the wholesale slaughter of hundreds of innocents as the groups bring demonic forces to the Material Plane.

Story Hooks

The demon knights look to demonkind as they make their plans, and any storyline that includes demons might incorporate them as well.

Dissension in the Ranks: A large military force is camping during a particularly hard-fought campaign when a force of demon knights arrives seeking new recruits. The party is caught in a nearby town, stuck between those soldiers who wish to defect and join the Abyssal army and those who seek to resist the attackers. The PCs must find a way to preserve the strength of the friendly force while either defeating the invaders or driving them off before the town is destroyed.

Scouring the Land: A force of demon knights is leaving burned ruins across the countryside. Few survivors are left in their path, and the knights' normal attempts at recruitment seem half-hearted. The demon knights may have some other motivation: perhaps they are seeking an artifact or another powerful item, or maybe they are looking for a specific individual who could help them fulfill their goal of demonic rule. It may even be that some runaway from the group has stolen an item of great importance from the Merciless Balor himself. A nearby village pools its resources and hires the PCs to investigate. Can the adventurers uncover the demon knights' plans before the village is razed?

Soldier on the Demons' Path: The adventurers are hired to find a missing soldier. When they discover that the soldier was last seen in the company of demon knights, they must track the vicious warriors to their lair. How will the party react if they discover that the soldier has joined the order of his own volition? Will they be able to save his soul before it's too late?

New Rules

The demon knights use foul fighting techniques, ruthless spells, and demonic items to annihilate their foes.

Feats

The demon knights' leader perfected the following feats, which can be used to emulate a balor's fighting style.

Balor Whip (Combat)

You can drag distant foes toward you with your whip.

Prerequisites: Weapon Focus (whip), Whip Mastery[UC], base attack bonus +8.

Benefit: When you perform a drag[APG] combat maneuver with your whip, you can choose not to move with your target, instead bringing your target closer to you. If you do this, you can't drag the target any farther than the distance it takes to move it adjacent to you, even if your result was high enough to drag the target farther. You gain a +2 bonus on drag combat maneuver checks when using a whip to drag, but this bonus doesn't stack with the bonus from Improved Drag.

Special: Balor Whip counts as Improved Drag[APG] for the purpose of qualifying for Quick Drag[UC].

Greater Balor Whip (Combat)

You can pull in foes with your whip and then attack them with your sword.

Prerequisites: Balor Whip*, Improved Balor Whip*, Weapon Focus (whip), Whip Mastery[UC], base attack bonus +16.

Benefit: When you use Improved Balor Whip to make a single attack at your highest attack bonus, your critical threat range increases to 19–20 and you gain a +4 bonus on critical confirmation rolls if you threaten a critical hit with that attack.

Improved Balor Whip (Combat)

You can pull in foes with your whip and attack them with your sword.

Prerequisites: Balor Whip*, Weapon Focus (whip), Whip Mastery[UC], base attack bonus +12.

Benefit: When you succeed at a drag attempt with your whip against a non-adjacent target and the target ends the drag adjacent to you, as a free action you can make a single attack against the target at your highest attack bonus using the melee weapon held in your other hand. You gain an additional +2 bonus on drag combat maneuver checks when using a whip to drag, but this bonus does not stack with the bonus from Greater Drag.

Spells

It's rumored that shadow demons taught evil spellcasters these penumbral spells.

Cloak of Shadows

School illusion (shadow) [evil, shadow]; **Level** antipaladin 4, bard 5, mesmerist 5, sorcerer/wizard 5, spiritualist 5

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

You wrap yourself in a protective mantle of semi-real shadow. This grants a number of advantages: you gain concealment (20% miss chance), a +5 competence bonus on Stealth checks, and DR 5/good. This shroud of shadows also protects you from direct

sunlight, negating sunlight vulnerability, sunlight powerlessness, and similar effects.

When you are in dim light or darkness, the first two benefits increase against foes that don't have darkvision or the see in darkness ability (*Pathfinder RPG Bestiary 2* 301). Such creatures suffer a 50% miss chance (though you don't gain total concealment) and your competence bonus on Stealth checks increases to +10 with respect to such creatures.

SHADOW CLAWS

School illusion (shadow) [shadow]; **Level** antipaladin 1, bard 2, bloodrager 2, magus 2, sorcerer/wizard 2, spiritualist 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level

You summon a pair of claws over your hands formed from semi-real material. This grants you two primary claw attacks dealing 1d4 points of damage if you are Medium (1d3 if Small) plus 1 point of Strength damage. A successful Fortitude saving throw negates the Strength damage (DC = this spell's DC).

SHADOW JAUNT

School Illusion (shadow) [shadow]; **Level** antipaladin 3, bard 4, sorcerer/wizard 4, spiritualist 4, summoner 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target you
Duration instantaneous and 1 round; see text

You instantly travel between shadows to a point within range, though line of sight is not necessary. You leave a shadowy image of yourself in your former location and are wrapped in shadow at your destination; you can attempt a Stealth check as a free action to hide in your new location. Creatures that fail opposed Perception checks typically aren't aware that you are no longer at your former location unless they are familiar with this spell and identify the effects. Any attack on your former location causes the shadows to disperse, allowing any creature that can see your former location to immediately notice your disappearance. In addition, for 1 round, the envelope of shadow around you grants you concealment (20% miss chance). This spell doesn't function if there are no shadows within 5 feet of your starting location, and you can't travel through your own shadow. If you choose a destination that has no shadows, you appear from the shadow closest to your destination that's within the spell's range (this could be your starting location if there are no other shadows within the spell's range).

Magic Items

The following items aid the demon knights in their evil schemes, whether by maximizing their destructive power or supporting their insidious persuasion.

BALOR'S LASH

		PRICE 10,301 GP
SLOT none	**CL** 11th	**WEIGHT** 2 lbs.
AURA moderate evocation		

A red flame motif stands out along the length of this *+1 flaming whip*. It deals additional damage whenever it is used to perform a non-damaging combat maneuver, such as trip or drag. Once the combat maneuver is resolved, the target takes 2d6 points of fire damage. Objects moved by the whip (through a disarm combat maneuver, for example) take this same damage.

CONSTRUCTION REQUIREMENTS	COST 5,301 GP
Craft Magic Arms and Armor, Whip Mastery[UC], *fireball*	

IVORY SUCCUBUS

		PRICE 5,000 GP
SLOT none	**CL** 3rd	**WEIGHT** 2 lbs.
AURA none (faint enchantment; see text)		

This exquisitely crafted, 6-inch-tall ivory statue of a succubus seems to change its pose every day or so, though its pose is always provocative. The statue emits a constant *magic aura* to appear nonmagical. A creature that recognizes the statue's true power can attune the statue to itself by carrying the statue (as one would a talisman or holy symbol) and performing acts of passionate abandon for 24 hours. Such revelry must come at a cost of least 500 gp (generally spent on expensive companionship). Once attuned, the statue considers that creature its owner.

The statue's owner can command the statue to change its shape to appear as some other physically attractive biped in a provocative pose. If any creature besides the owner has the statue in its possession (usually due to being given the statue as a gift), the statue's magic slowly alters that creature's perception of the statue's attuned owner. Each day, the creature that has the statue must succeed at a DC 11 Will saving throw or have its attitude shift one step closer to helpful toward the attuned owner (*Pathfinder RPG Core Rulebook* 93–94). Such a shift lasts until the creature that has the statue in its possession loses or abandons the statue.

In most cases, any saving throws to resist the statue's effect grant the creature in possession of the statue no information about the source of the magic that attempted to change its attitude; however, if that creature rolls a natural 20 on its Will saving throw, it experiences a slight intuition that the statue is to blame. Once that creature has failed enough saving throws to become helpful, it can no longer continue to attempt Will saving throws. The creature with the statue remains friendly toward the attuned owner until it loses or abandons the statue (or the owner does something to cause an attitude shift).

Once a creature in possession of the statue loses or abandons it, the statue influences the attitude of any new creature that claims it toward the attuned owner, no matter if the new creature in possession gained the statue by way of a gift from the former creature in possession, theft, or some other means.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, *charm person*, *magic aura*	

Lower Ranks

The most common soldiers of the demon knights model their fighting style after those of low-ranking demons.

SCHIR INDUCTEE **CR 8**

XP 4,800

Human fighter 9

CE Medium humanoid (human)

Init +5; **Senses** Perception +1

DEFENSE

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex)

hp 99 (9d10+45)

Fort +10, **Ref** +7, **Will** +7 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee *+1 halberd* +18/+13 (1d10+11/×3)

Special Attacks weapon training (polearms +2, axes +1)

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 24

Feats Diehard, Endurance, Greater Weapon Focus (halberd), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Power Attack, Toughness, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Intimidate +12, Survival +13

Languages Common

SQ armor training 2

Combat Gear *potions of cure light wounds* (2); **Other Gear** *+1 full plate, +1 halberd, belt of mighty constitution +2, cloak of resistance +1*

ABRIKANDILU SUNDERER **CR 10**

XP 9,600

Dwarf barbarian (breaker) 11 (*Pathfinder RPG Advanced Player's Guide* 78)

CE Large humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 10, flat-footed 16 (+6 armor, +1 deflection, +2 Dex, +2 natural, –1 size, –2 rage)

hp 154 (11d12+77)

Fort +13, **Ref** +7, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, improved uncanny dodge; **DR** 2/—

OFFENSE

Speed 20 ft.

Melee *+1 greataxe* +18/+13/+8 (3d6+11/×3) or 2 claws +12 (1d8+3)

Space 10 ft.; **Reach** 10 ft.

Special Attacks destructive, greater rage (27 rounds/day), hatred, rage powers (abyssal blood[ACG], abyssal blood, lesser[ACG], ground breaker[APG], smasher[APG], strength surge +11)

TACTICS

Before Combat The sunderer drinks her *potion of cat's grace*, rages, and then activates her abyssal blood rage power.

STATISTICS

Str 25, **Dex** 15, **Con** 22, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +11; **CMB** +19 (+23 sunder); **CMD** 30 (34 vs. bull rush, 32 vs. sunder, 34 vs. trip)

Feats Greater Sunder, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Sundering Strike[APG]

Skills Intimidate +13, Perception +16 (+18 to notice unusual stonework), Survival +16

Languages Common, Dwarven

Combat Gear *potion of cat's grace, potion of cure serious wounds* (2); **Other Gear** *+2 hide armor, +1 greataxe, amulet of natural armor +2, ring of protection +1*

Demonic Hunters

Any who flee the demon knights are pursued by their hunters.

BABAU POISONER **CR 8**

XP 4,800

Human slayer 9 (*Pathfinder RPG Advanced Class Guide* 53)
CE Medium humanoid (human)
Init +8; **Senses** Perception +11

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)
hp 90 (9d10+36)
Fort +8, **Ref** +10, **Will** +4

OFFENSE

Speed 30 ft.
Melee *+1 short sword* +13/+8 (1d6+4/19–20) or dagger +12/+7 (1d4+3/19–20)
Ranged dagger +13/+8 (1d4+3/19–20)
Special Attacks sneak attack +3d6, studied target +2 (2nd, swift action)

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10
Base Atk +9; **CMB** +12; **CMD** 27
Feats Dodge, Improved Initiative, Iron Will, Point-Blank Shot, Quick Draw, Toughness
Skills Acrobatics +16, Bluff +9, Climb +15, Craft (alchemy) +7, Disguise +12, Escape Artist +13, Perception +11, Stealth +16, Survival +11
Languages Abyssal, Common
SQ slayer talents (bleeding attack +3, lasting poison[APG], poison use[ACG], swift poison[APG]), stalker, track +4
Combat Gear blue whinnis (2), deathblade, shadow essence; **Other Gear** *+2 studded leather*, *+1 short sword,* daggers (4), *belt of incredible dexterity +2*

NABASU TRACKER **CR 11**

XP 12,800

Human ranger 12
CE Medium humanoid (human)
Init +4; **Senses** Perception +16

DEFENSE

AC 25, touch 16, flat-footed 20 (+7 armor, +1 deflection, +4 Dex, +1 dodge, +2 natural)
hp 130 (12d10+60)
Fort +13, **Ref** +12, **Will** +7
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee *+1 keen bastard sword* +17/+12/+7 (1d10+7/17–20)
Special Attacks combat style (two-handed weapon[APG]), favored enemy (elves +2, good outsiders +2, humans +6), quarry
Ranger Spells Prepared (CL 9th; concentration +10)
3rd—*instant enemy*[APG]
2nd—*brow gasher*[UC], *snare*
1st—*endure elements*, *longstrider*, *pass without trace*

TACTICS

Before Combat The tracker drinks its *potion of barkskin* and *bear's endurance*.

STATISTICS

Str 18, **Dex** 18, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8
Base Atk +12; **CMB** +16; **CMD** 32
Feats Bloody Assault[APG], Cleave, Diehard, Dodge, Dreadful Carnage[APG], Endurance, Furious Focus[APG], Great Fortitude, Iron Will, Power Attack, Toughness
Skills Acrobatics +14, Climb +17, Intimidate +14, Perception +16, Ride +17, Stealth +17, Survival +16
Languages Common
SQ camouflage, favored terrain (forest +2, urban +4), hunter's bond (companions), swift tracker, track +6, wild empathy +11, woodland stride
Combat Gear *potion of barkskin +2*, *potion of bear's endurance*, *potion of cure moderate wounds*; **Other Gear** *+1 elven chain*, *+1 keen bastard sword*, *belt of incredible dexterity +2*, *ring of protection +1*

Spies and Stalkers

The demon knights send a few spies to infiltrate other units.

BABAU MURDERER **CR 9**

XP 6,400

Human rogue (knife master) 10 (*Ultimate Combat* 72)

CE Medium humanoid (human)

Init +4; **Senses** Perception +13

DEFENSE

AC 22, touch 15, flat-footed 17 (+6 armor, +4 Dex, +1 dodge, +1 natural)

hp 88 (10d8+40)

Fort +8, **Ref** +12, **Will** +6

Defensive Abilities blade sense, evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 dagger* +12/+7 (1d4+2/19–20)

Special Attacks sneak attack +5d6 +2 Str damage

STATISTICS

Str 13, **Dex** 19, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 23

Feats Dodge, Great Fortitude, Iron Will, Stealthy, Step Up, Toughness, Weapon Finesse

Skills Acrobatics +16, Bluff +12, Climb +13, Disable Device +14, Disguise +12, Escape Artist +20, Perception +13, Sense Motive +13, Sleight of Hand +16, Stealth +20

Languages Abyssal, Common

SQ hidden blade, rogue talents (crippling strike, fast stealth, fast tumble[APG], finesse rogue, surprise attacks)

Combat Gear *potion of blur*; **Other Gear** *+2 glamered chain shirt, +1 dagger, amulet of natural armor +1, cloak of resistance +1*

SHADOWCASTER **CR 12**

XP 19,200

Human illusionist 13

CE Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 74 (13d6+26)

Fort +9, **Ref** +10, **Will** +13

OFFENSE

Speed 30 ft.

Melee dagger +5/+0 (1d4–1/19–20)

Special Attacks binding darkness

Wizard Spells Prepared (CL 13th; concentration +18)

7th—*mass hold person* (DC 22), *greater shadow conjuration*

6th—*forceful hand* (2), *mislead* (DC 22)

5th—*cloak of shadows**, *shadow evocation* (3, DC 21)

4th—*phantasmal killer* (2, DC 20), *shadow conjuration* (2), *shadow jaunt** (2)

3rd—*fireball* (4, DC 18), *invisibility sphere* (2)

2nd—*blur* (3), *shadow claws** (DC 18, 2)

1st—*mage armor*, *magic missile* (6)

0 (at will)—*detect magic*, *ghost sound* (DC 16), *light*, *message*

School illusion (shadow[APG]); **Opposition** abjuration, necromancy

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +5; **CMD** 19

Feats Dodge, Empower Spell, Extend Spell, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (illusion), Spell Penetration

Skills Bluff +13, Disguise +13, Knowledge (arcana, engineering, planes) +21, Perception +14, Spellcraft +21, Stealth +15

Languages Abyssal, Aquan, Auran, Common, Ignan, Terran

SQ arcane bond (staff of fire), extended illusions (6 rounds), shadow step

Combat Gear *staff of fire*; **Other Gear** dagger, *amulet of natural armor +1, cloak of resistance +2, ring of protection +1*

Ruthless Killers

Demon knights learn the styles of powerful abyssal demons and gain prestige by applying their murderous skills in battle.

Marilith Whirlwind — CR 11

XP 12,800

Elf fighter 12

CE Medium humanoid (elf)

Init +8; **Senses** low-light vision; Perception +3

DEFENSE

AC 24, touch 15, flat-footed 19 (+9 armor, +4 Dex, +1 dodge)

hp 106 (12d10+36)

Fort +11, **Ref** +10, **Will** +9 (+3 vs. fear); +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +16/+11/+6 (1d8+10/17–20), *+1 longsword* +16/+11 (1d8+8/17–20)

Special Attacks weapon training (heavy blades +2, bows +1)

STATISTICS

Str 17, **Dex** 19, **Con** 13, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +12; **CMB** +15; **CMD** 30

Feats Dodge, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lunge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +14, Intimidate +14, Perception +3, Survival +16; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Elven

SQ armor training 3, elven magic

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** mwk full plate, *+1 longswords* (2), *belt of physical might +2* (Dex, Con), *cloak of resistance +2*

Glabrezu Outrider — CR 13

XP 25,600

Human cavalier 14 (*Pathfinder RPG Advanced Player's Guide* 32)

CE Medium humanoid (human)

Init +0; **Senses** Perception +13

DEFENSE

AC 27, touch 11, flat-footed 27 (+11 armor, +1 deflection, +5 shield)

hp 151 (14d10+70)

Fort +16, **Ref** +7, **Will** +6

OFFENSE

Speed 20 ft.

Melee *+1 battleaxe* +19/+14/+9 (1d8+5/×3) or *+2 lance* +21/+16/+11 (1d8+8/×3)

Special Attacks banner +3, braggart, cavalier's charge, challenge 5/day (+14 damage, +4 damage while only you threaten), demanding challenge, greater banner, greater tactician 3/day (Outflank or Tandem Trip, swift action, 10 rounds), mighty charge, steal glory

TACTICS

Before Combat The glabrezu outrider uses her tactician and greater tactician abilities to grant use of Outflank and Tandem Trip to her mount and allies in range.

During Combat The glabrezu outrider prefers to engage in hit-and-run tactics from the back of her mount, tripping opponents or using other combat maneuvers to isolate them. She then uses her lance and attempts to inflict lethal wounds as much as possible.

STATISTICS

Str 18, **Dex** 10, **Con** 18, **Int** 13, **Wis** 8, **Cha** 12

Base Atk +14; **CMB** +18 (+20 bull rush, +20 sunder, +20 trip); **CMD** 29 (31 vs. bull rush, 31 vs. sunder, 31 vs. trip)

Feats Combat Expertise, Dazzling Display (braggart), Improved Bull Rush, Improved Sunder, Improved Trip, Mounted Combat, Outflank[APG], Power Attack, Ride-By Attack, Shield Focus, Spirited Charge, Tandem Trip[UC], Weapon Focus (lance)

Skills Acrobatics –6 (–10 when jumping), Bluff +18, Handle Animal +18, Intimidate +18, Perception +13, Ride +11, Survival +13

Languages Abyssal, Common

SQ expert trainer +7, mount, order of the cockatrice

Combat Gear *+2 full plate*, *+2 heavy steel shield*, *+1 battleaxe*, *+2 lance*, *belt of mighty constitution +2*, *cloak of resistance +3*, *ring of protection +1*

Vrock Ritualist

These leaders are responsible for administering new recruit's oaths and ensuring their compliance within the order.

VROCK RITUALIST **CR 13**

XP 25,600

Half-orc cleric of Lamashtu 14

CE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 25, touch 14, flat-footed 25 (+9 armor, +4 deflection, +2 natural)

hp 150 (14d8+84)

Fort +13, **Ref** +6, **Will** +13

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 flaming heavy mace* +13/+8 (1d8+2 plus 1d6 fire)

Special Attacks channel negative energy 5/day (DC 19, 7d6), chaos blade (7 rounds, 2/day), scythe of evil (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 14th; concentration +18)
7/day—touch of chaos

Cleric Spells Prepared (CL 14th; concentration +18)
7th—*blasphemy*[D] (DC 21), *destruction* (DC 21), *symbol of weakness* (DC 21)
6th—*blade barrier* (DC 20), *heal* (2), *planar binding* (demons only)[D] (DC 20)
5th—*dispel good* (2), *dispel law*[D], *slay living* (DC 19)
4th—*air walk*, *chaos hammer*[D] (DC 18), *lesser planar ally* (2), *poison* (2, DC 18)
3rd—*bestow curse* (DC 17), *blindness/deafness* (2, DC 17), *contagion* (DC 17), *rage*[D], *summon monster III*
2nd—*align weapon* (evil only)[D], *cure moderate wounds* (2), *hold person* (2, DC 16), *silence* (DC 16)
1st—*command* (3, DC 15), *protection from good*, *protection from law*[D], *shield of faith*
0 (at will)—*bleed* (DC 14), *detect magic*, *spark*[APG] (DC 14), *stabilize*
D domain spell; **Domains** Chaos, Evil (Demon[APG] subdomain)

TACTICS

Before Combat The vrock ritualist casts *shield of faith*.

During Combat The ritualist keeps her distance, summoning allies as needed while using spells such as *blindness* and *bestow curse* to assail her foes. She turns to melee attacks as a last resort.

Base Statistics Without *shield of faith*, the ritualist's statistics are **AC** 22, touch 11, flat-footed 22.

STATISTICS

Str 12, **Dex** 10, **Con** 18, **Int** 8, **Wis** 18, **Cha** 15

Base Atk +10; **CMB** +11; **CMD** 25

Feats Alignment Channel, Channel Smite, Craft Magic Arms and Armor, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (heavy mace)

Skills Intimidate +4, Knowledge (planes, religion) +9; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fury of the abyss, orc blood

Gear *+3 chainmail*, *+1 flaming heavy mace*, *amulet of natural armor +2*, *belt of mighty constitution +2*, *headband of inspired wisdom +2*, *ring of protection +1*

Drawing inspiration from the wrathful vrocks, vrock ritualists are quick to anger and mete out punishment to any who would dare to defy the orders of a superior. On the battlefield, ritualists act as the demon knights' commanders and strategists, supporting other parts of the force rather than engaging in melee combat. They bolster the ranks of their allies with *rage* and free them from harmful spells with *dispel good*, while attacking their enemies with *blindness* and *chaos hammer*.

Succubus Recruiter

One of the keys to the demon knights' successful continuation is their potent recruiters—silver-tongued envoys capable of turning any hint of desire into fanatical devotion to the organization.

Succubus Recruiter **CR 10**

XP 9,600

Human skald 11 (*Pathfinder RPG Advanced Class Guide* 49)

CE Medium humanoid (human)

Init +8; **Senses** Perception +13

Defense

AC 21, touch 15, flat-footed 17 (+6 armor, +1 deflection, +4 Dex)

hp 108 (11d8+55)

Fort +11, **Ref** +10, **Will** +9; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities improved uncanny dodge; **DR** 1/—

Offense

Speed 30 ft.

Melee mwk dagger +11/+6 (1d4+2/19–20)

Ranged *+1 composite longbow* +13/+8 (1d8+3/×3)

Special Attacks rage powers (energy resistance [acid, fire][APG], greater energy resistance [acid, fire][APG]), raging song 26 rounds/day (move action; dirge of doom, inspired rage, song of marching, song of strength), spell kenning 2/day

Skald Spells Known (CL 11th; concentration +14)

4th (2/day)—*dimension door*, *dominate person* (DC 17), *hold monster* (DC 17)

3rd (5/day)—*charm monster* (DC 16), *deep slumber* (DC 16), *haste*, *invisibility sphere*

2nd (5/day)—*blur*, *calm emotions* (DC 15), *cat's grace*, *cure moderate wounds*, *mirror image*

1st (6/day)—*charm person* (DC 14), *comprehend languages*, *disguise self*, *obscure object* (DC 14), *undetectable alignment* (DC 14), *vanish*[APG] (DC 14)

0 (at will)—*detect magic*, *ghost sound* (DC 13), *know direction*, *light*, *prestidigitation*, *read magic*

Tactics

Before Combat The recruiter casts *cat's grace* and *mirror image*, then drinks a *potion of bear's endurance*.

During Combat A recruiter prefers to keep her distance, drinking her *potion of fly* if necessary to do so. She bolsters her allies and sows discord among her foes with enchantment spells.

Base Statistics Without the effects of raging, *cat's grace*, or the *potion of bear's endurance*, the recruiter's statistics are **Init** +7; **AC** 20, touch 14, flat-footed 17; **hp** 86; **Ref** +8, **Fort** +9; **Ranged** *+1 composite longbow* +12/+7 (1d8+3/×3); **Dex** 17, **Con** 14; **CMD** 24; **Skills** Ride +16.

Statistics

Str 14, **Dex** 19, **Con** 16, **Int** 10, **Wis** 8, **Cha** 17

Base Atk +8; **CMB** +10; **CMD** 25

Feats Improved Initiative, Iron Will, Lightning Reflexes, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Toughness

Skills Intimidate +17, Perception +13, Perform (oratory, sing) +17, Ride +17

Languages Common

SQ bardic knowledge +5, lore master 1/day, rage powers, versatile performances (oratory, sing)

Combat Gear *potion of bear's endurance*, *potion of fly*; **Other Gear** *+2 chain shirt*, *+1 composite longbow* (+2 Str) with 20 arrows, mwk dagger, *belt of incredible dexterity +2*, *cloak of resistance +1*, *ring of protection +1*

Emulating the succubi from whom they take their name, succubus recruiters are as devious as they are diplomatic. Capable of delivering rousing speeches that strip away the listener's defenses, these recruiters are experts at finding a seed of doubt or evil in the heart of a warrior and corrupting it into complete and utter devotion to their demonic masters. The glibness of one of these orators has won many a battle before the first blade was ever drawn.

When a new member of the demon knights shows any kind of indecision or hesitation, recruiters are tasked with bringing the coward back into the frenzy of battle. If the initiate continues to show uncertainty, recruiters turn the weakling over to a ritualist to serve as sacrifices or as rations to feed the troops.

Those who have never faced a succubus recruiter—or one of her namesake demons—often underestimate these envoys, mistaking their softer approaches for weakness. In truth, recruiters make vicious individual opponents and devastating battlefield commanders, using the same skills with which they subtly persuade recruits in times of peace to great effect in rallying troops and convincing them to fight on despite wounds and fear to win the day.

Merciless Balor

The leader of the demon knights is the mysterious warrior known only as the Merciless Balor. His fighting style is inspired by the most powerful of demons, and few can stand toe-to-toe against this vicious antipaladin.

MERCILESS BALOR **CR 14**

XP 38,400

Human antipaladin 15 (*Pathfinder RPG Advanced Player's Guide* 118)

CE Medium humanoid (human)

Init –1; **Senses** Perception +11

DEFENSE

AC 23, touch 10, flat-footed 23 (+12 armor, +1 deflection, –1 Dex, +1 natural)

hp 162 (15d10+75)

Fort +17, **Ref** +9, **Will** +15

Immune disease

OFFENSE

Speed 20 ft.

Melee *+1 longsword* +22/+17/+12 (1d8+6/19-20) or *balor lash* +23/+18/+13 (1d3+7 nonlethal) or armor spikes +20/+15/+10 (1d6+5)

Special Attacks aura of sin, channel negative energy 5/day (DC 20, 8d6), smite good

Antipaladin Spell-Like Abilities (CL 15th; concentration +18)

At will—*detect good*

Antipaladin Spells Prepared (CL 12th; concentration +15)

4th—*unholy sword*[UM]

3rd—*dispel magic*, *vampiric touch* (2)

2nd—*blindness/deafness* (2, DC 15), *eagle's splendor*

1st—*bane* (DC 14), *disguise self*, *doom* (DC 14), *protection from good*

TACTICS

During Combat The Merciless Balor works to quickly remove threats by casting *blindness* and then focuses his attention on a single foe after casting *unholy sword*.

STATISTICS

Str 21, **Dex** 8, **Con** 16, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +15; **CMB** +20; **CMD** 30

Feats Balor Whip*, Exotic Weapon Proficiency (whip), Improved Balor Whip*, Power Attack, Quick Drag[UC], Quick Draw, Toughness, Weapon Focus (longsword), Weapon Focus (whip), Whip Mastery[UC]

Skills Bluff +16, Intimidate +21, Perception +11, Sense Motive +14

Languages Common

SQ aura of cowardice, aura of despair, aura of evil, aura of vengeance, channel negative energy, cruelties (blinded, cursed, frightened, shaken, stunned), fiendish boon (weapon), touch of corruption, unholy resilience

Combat Gear *potion of cure serious wounds* (2); **Other Gear** *+3 full plate* with armor spikes, *+1 longsword*, *balor lash**, *amulet of natural armor +1*, *belt of physical might +2* (Str, Con), *cloak of resistance +2*, *headband of alluring charisma +2*, *ring of protection +1*

Little is known of the grim warrior know as the Merciless Balor, but that doesn't stop his fellow demon knights and his enemies from telling stories of his past. Many claim his platoon found and entered a portal to the Abyss, sure that they were righteous enough to face demonic hordes. None were ready for the relentless waves of demons they faced. Only the future leader of the demon knights survived, and what he experienced changed him. He came to believe that one cannot defeat evil, only embrace and learn from it how to survive its onslaught. From then on, he sought to emulate the demons' power and convince others to do so as well, using what he had learned to command his forces.

Encounters

The demon knights operate much like a military organization, their hierarchy broken down into platoons and squadrons. Each of these groups is often specialized at its task, combining unique skills to carry out discrete parts of the order's overall plan. A patrol might spot an unsuspecting encampment suitable for an infiltration squad to investigate, which might result in a recruitment drive or a platoon's attack.

Patrol (CR 13)

This typical demon knight patrol might be encountered guarding the demon knights' lair, scouting ahead of the main army, or seeking out new prey. A single powerful, veteran leader often leads the inductees, fresh meat to test out in combat.

Marilith Whirlwind CR 11

XP 12,800

hp 106 (see page 85)

Schir Inductees (3) CR 8

XP 4,800 each

hp 99 each (see page 82)

Infiltration Squad (CR 14)

When the demon knights find a new source of warriors suitable for recruitment, a cadre of spies is sent ahead to scout. A shadowcaster often takes the lead in such a mission, leaving the murderers to support his efforts.

Babau Murderers (3) CR 9

XP 6,400 each

hp 88 each (see page 84)

Shadowcaster CR 12

XP 19,200

hp 74 (see page 84)

Platoon (CR 17)

When there is serious work to be done or a significant display of force is needed, the demon knights muster a sizable and flexible band capable of astounding results.

Abrikandilu Sunderers (2) CR 10

XP 9,600 each

hp 154 each (see page 82)

Glabrezu Outrider CR 13

XP 25,600

hp 151 (see page 85)

Marilith Whirlwinds (2) CR 11

XP 12,800 each

hp 106 each (see page 85)

Schir Inductees (6) CR 8

XP 4,800 each

hp 99 each (see page 82)

Succubus Recruiter CR 10

XP 9,600

hp 108 (see page 87)

Diabolical Church

"I understand how a community can be swayed. It starts slowly, with the church doing—I hesitate to say it—good work for the community. It provides education and protection. It builds public facilities, supports local businesses, and more. Even those who know what's happening still accept their aid. It's hard to say no to help when your friends and family are threatened, starving, or poor. Before you know it, the church provides most of the services you rely on and all of your friends are participating in its rituals. Some even ponder the greater mysteries of the faith, gain power, and start persecuting those who wronged them in the past. You might try to appeal to the local authorities, but the church wrote the laws back when it was less scrutinized. Then you realize that you have become the outsider, and the church is the authority. You feel the boot heel of tyranny on your neck."

—Velsharel Mouraelian, cleric of Desna

To those who live out their lives defended by sturdy walls and just rulers, it seems strange that any community would seek the respite of Hell. Many suppose that only evil folk would agree to host the Asmodean church within their communities and that such people deserve the resulting tyranny their faith eventually begets. After all, who but the wicked would willingly submit themselves to the depredations of the Prince of Lies, and consign their souls to an eternity of suffering? But while it is always easy to assume evil comes to those who deserve it, the truth is often more nuanced and complex.

The Prince of Darkness's churches carefully hunt and prepare their prey. They either seek out communities in the midst of upheaval and tragedy, or else manufacture circumstances that push a town toward such unrest. But rather than watch such settlements burn, followers of Asmodeus step in as potential allies offering succor.

Asmodeus is a god of law as well as being an evil deity, and his servants often use the lawful side of his nature to find common ground with those who might otherwise immediately reject them. They often portray their faith as misunderstood or necessary in the divine structure of the multiverse. They swoop in, bringing order to chaotic lands, bolstering important institutions, rebuilding dilapidated bureaucracies, and punishing those responsible—or perceived to be responsible—for the community's downturn. All the while, the church acquires power in its effort to create a more logical order, where the strong—the chosen of Asmodeus and those favorable to his church—rule the weak. Before long, it is difficult for the populace to imagine a life without their stern lords. The Asmodeans are quick to remind them that this dynamic is not only natural, but just. The strong deserve to take what is theirs and prey upon those less qualified to rule, and it is better to embrace this truth than fight for pretty illusions that can only disappoint. Asmodeans mock the weak in the community, claiming that they protest injustice out of jealousy. At the same time, they carefully dole out hope to those under their power, claiming that anyone who embraces the tenets of Asmodeus's faith can rise from oppressed to oppressor, taking their rightful places over those who lack such inner power.

Slowly, subtly, and ruthlessly, the local institutions begin to mirror the hierarchy of Hell. A few elect guide the lives of the faceless masses, while common citizens struggle through a maze of oligarchical decrees and a contradictory rules, all disguised as a means of protection and prosperity.

Due to the insidious nature in which a diabolical church takes control, encounters with this organization can take many forms. At first, such a church may seem beneficial, offering services to a community and its heroes for free. Church members might act as allies, resources, or even trusted friends to those seeking aid in a settlement. More often than not, favors seemingly given freely have hidden costs and must be repaid at some future date—often with terrible consequences that do not manifest immediately. While always pursuing their own self-interest and avenues for total control, members of an Asmodean church are careful not to show their true nature too early. They know that their game is a long one, but one that can yield total domination in this world and the next.

Once the church gains control and the laws and institutions are suitably diabolical, all pretense of compassion falls away and the brute force of Asmodean law rules without apology or remorse. While such settlements can appear placid and content at first glance, closer examination finds innocent people trying to live meekly to avoid the scrutiny of their "protectors." In truth, either through draconian laws or brutal enforcement, a diabolical church in full control of a community dominates the people completely and deals with even a specter of rebellion quickly and without pity. Under Asmodeus's heel, even good people look the other way when faced with cruelty and injustice, if only to survive another day of their shackled existence.

Story Hooks

The diabolical church's role in the campaign depends on whether it is still maneuvering to establish itself in the region, is already established but competing against opposing interests, or dominates as the region's primary faith.

Conflict of Faiths: When a local temple of a PC's religion loses the rights to its land, property, or the public observation of its key tenets, it is swiftly besieged by forces from the diabolical church, who demand that it evacuates the region. When the PCs are summoned to help defend the temple, they must discover how to gain access to the restricted site, challenge the Asmodeans' claims, and ensure that the temple's priests and worshipers are protected.

Inquisition Games: The black-robed, iron-masked inquisitors of Asmodeus inspire dread in the community, but the common folk whisper that law-abiding, faithful followers have nothing to fear. When a friend is publicly arrested by an inquisitorial force and dragged away in chains to dank dungeons, it is up to the PCs to investigate the church's claims before it is too late to save their friend. Will they establish the victim's innocence or discover the church's charges are true? In the latter case, will they follow the church's laws, even if its punishment is wholly disproportionate?

Persuasive Pundit: A famous demagogue has been delivering inspirational sermons about the Prince of Darkness in public places. His speeches rouse the common folk to demand changes to the law, oust public servants, convert to the Asmodean faith, and elect members of the diabolical church to office. When some of these rallies reach the point of riot and city officials go missing, the PCs are hired to investigate who is behind the disappearances and to broker negotiations with the new religious presence.

New Rules

The diabolical church trains its adherents in strange monastic rites of obedience, and its members craft dark items to assist in spreading Asmodeus's tyranny.

Archetype

Hellcat monks are most common in the diabolical church, but they can be found anywhere the worship of Asmodeus or his archdukes spreads.

Hellcat (Monk)

Monks of the hellcat sect follow the teachings of Asmodeus or another infernal power. Their brutal training strips away their physical weaknesses, and their vicious fighting style is inspired by the predatory techniques of the hellcat.

Alignment: A hellcat must be lawful evil or lawful neutral. A hellcat who becomes lawful good or nonlawful cannot gain new levels as a monk but retains all monk abilities.

This alters the monk's alignment requirements.

Class Skills: A hellcat gains Knowledge (planes) and Survival as class skills, instead of Craft, Knowledge (history), Perform, and Profession.

This alters the monk's class skills.

Weapon Proficiency: A hellcat is proficient with the club, crossbow (light or heavy), dagger, kama, light mace, nunchaku, quarterstaff, repeating crossbow (light or heavy), sai, shuriken, and siangham. In addition to monk weapons and unarmed strikes, a hellcat can use a light mace to perform a flurry of blows.

This replaces the monk's weapon proficiencies.

Bonus Feat: A hellcat selects bonus feats from the following list: Aspect of the Beast[APG], Blind-Fight, Combat Reflexes, Dodge, Diehard, Improved Grapple, and Power Attack. At 6th level, the following feats are added to the list: Critical Focus, Greater Grapple, Improved Blind-Fight, Mobility, and Stalwart[UC]. At 10th level, the following feats are added to the list: Bleeding Critical, Greater Blind-Fight, Improved Critical, Improved Stalwart[UC], and Spring Attack.

This ability alters the monk's bonus feat ability.

Hellcat Fury (Ex): At 1st level, a hellcat can deal slashing damage with his unarmed strikes. At 4th level, whenever a hellcat confirms a critical hit with his slashing unarmed strike, the target of that attack also takes 1d4 points of bleed damage. At 8th level, the bleed damage increases to 1d6 points; at 12th level, the bleed damage increases to 1d8 points; at 16th level, the bleed damage increases to 1d10 points; and at 20th level, the bleed damage increases to 1d12 points.

This ability replaces stunning fist and fast movement.

Torture Training (Ex): At 2nd level, a hellcat who fails a save against an effect that causes him to become fatigued, sickened, or staggered can attempt a second save against the effect at the end of his next turn. Only one additional save is allowed. At 5th level, he can also attempt this second save against effects that would cause him to become frightened or shaken. At 9th level, he can also attempt this second save against effects that would cause him to become exhausted, nauseated, or dazed.

This ability replaces evasion, purity of body, and improved evasion.

Crucible of Pain (Ex): At 3rd level, a hellcat gains an amount of DR/— equal to half his monk level against nonlethal damage. In addition, a hellcat is inured to hot climate effects as if using *endure elements*.

This ability replaces slow fall and still mind.

Hellcat Ki (Su): At 4th level, a hellcat gains a pool of ki points that he can use as per the monk class feature but with the following changes. In addition to spending ki to gain an additional attack, increased speed, or improved AC, a hellcat can spend 1 ki point as a swift action to enhance his sight (gaining 60-foot darkvision) or his sense of smell (gaining the scent ability) for 1 minute per level.

At 7th level, a hellcat can spend 1 point of ki as a swift action to gain fire resistance 5 for 1 round per level. At 10th level, this fire resistance increases to 10, and at 14th level, it increases to 15.

At 11th level, a hellcat can spend 1 point of ki as a swift action to become silhouetted with a ghostly flame, which makes him harder to see in light but easier to see in darkness for 1 round per level. He becomes invisible in bright light, gains concealment (20% miss chance) in normal light, gains no benefit in dim light, and gives off light like a candle in darkness, allowing other creatures to see him even without darkvision. If he takes any action that would break *invisibility* while in bright light, his invisibility is reduced to concealment until the end of his next turn.

This ability alters ki pool and replaces wholeness of body and diamond body.

Magic Items

Worshipers of Asmodeus and the other archdukes of Hell favor the following magic items.

DEVIL'S SPIT		**PRICE** 60 GP
SLOT none	**CL** 3rd	**WEIGHT** —
AURA faint necromancy		

Devil's spit is a more potent form of unholy water, and acts in most ways like a vial of that substance. However, a direct hit by a flask of *devil's spit* deals 4d4 points of damage to good outsiders and lawful good creatures, 6d4 points of damage to lawful good outsiders, and 2d4 points of damage to all other good-aligned creatures. All creatures within 5 feet of the point where the flask hits take 2 points of damage if they are good outsiders or lawful good creatures, 3 points of damage if they are lawful good outsiders, and 1 point of damage if they are chaotic good or neutral good.

Devil's spit can also be used to charge a *rod of burning blood* (see below). A single vial of *devil's spit* provides 5 charges to that item. Charging a *rod of burning blood* with *devil's spit* is a standard action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	**COST** 30 GP
Craft Wondrous Items, *curse water*	

DIABOLUS BELL

PRICE 16,000 GP

SLOT none	**CL** 7th	**WEIGHT** 1 lb.
AURA moderate abjuration		

This black, iron bell is inscribed with diabolical symbols. The spherical clapper is affixed to a chain, resembling a tyrant's ball and chain. *Diabolus bells* can be dedicated to other powers of Hell, such as archdevils. They act as divine foci for spells granted by associated patrons.

Once per day, when the wielder speaks a command word while ringing the bell (a standard action), lawful neutral or lawful evil creatures within a 20-foot radius that hear the toll and worship Asmodeus can say a prayer to Asmodeus as a move action to be affected as per *ward the faithful*[APG]. The supplication must be said before the beginning of the wielder's next turn and within 20 feet of the bell.

Chaotic or good creatures within a 20-foot radius that hear the toll must instead succeed at a DC 13 Will save or be affected as per *doom.* Creatures that are both chaotic and good that fail the Will save take 1d8 points of sonic damage and must succeed at a DC 13 Fortitude save or be stunned for 1 round.

Finally, any living creatures within a 20-foot radius that have –1 or fewer hit points must succeed at a DC 13 Will save or be slain as per *death knell*. At the beginning of the wielder's next turn, if the bell's *death knell* effect slew a creature, the wielder can then choose to grant the benefits of *death knell* to either himself or any one creature within sight that is benefiting from the bell's *ward the faithful* effect. Even if multiple enemy creatures fail their saving throws versus the *death knell* effect, only one creature gains the benefits.

CONSTRUCTION REQUIREMENTS	**COST** 8,000 GP
Craft Wondrous Item, *death knell*, *doom*, *sound burst*, *ward the faithful*[APG]	

EYES OF EMBERSIGHT

PRICE 16,000 GP

SLOT eyes	**CL** 9th	**WEIGHT** —
AURA moderate divination		

These two transparent red crystal lenses fit directly over the wearer's eyes. On command, the wearer can speak a prayer to Asmodeus as a standard action to be granted darkvision with a range of 60 feet; within that range, the wearer can see in darkness of any kind, including that created by *deeper darkness*. While the lenses are activated, they take on the appearance of red-hot, glowing embers, making them extremely distinctive and foiling Disguise checks unless the wearer is disguised as someone or something with glowing red eyes.

The *eyes of embersight* work for a total of 9 minutes each day. These minutes need not be consecutive, but the eyes must be used in 1-minute increments. Both lenses must be worn by the same wearer for the magic item to take effect.

CONSTRUCTION REQUIREMENTS	**COST** 8,000 GP
Craft Wondrous Item, *true seeing*	

EYES OF THE DAMNED

PRICE 15,000 GP

SLOT eyes	**CL** 5th	**WEIGHT** —
AURA faint illusion		

These two clear crystal lenses fit directly over the wearer's eyes. When the wearer activates the lenses by speaking a prayer to Asmodeus as a standard action, her eyes appear to be replaced by orbs of impenetrable blackness. She gains a gaze attack until the beginning of her next turn. The wearer can choose a creature within 30 feet on which to gaze as part of the action of activating the lenses. The target creature must succeed at a DC 14 Will save or be affected as per *vision of Hell*[UM] for 5 minutes, except that the effect is a phantasm, rather than glamer, and it follows the affected creature rather than affecting an area. An affected creature continues to see the terrifying hellscape for the duration, regardless of the creature's location.

As with *vision of Hell*, devils and all lawful evil creatures are immune to the effect caused by this item. The *eyes of the damned* can be activated up to three times per day. Both lenses must be worn by the same wearer for the magic item to take effect.

CONSTRUCTION REQUIREMENTS	**COST** 7,500 GP
Craft Wondrous Item, *vision of Hell*[UM]	

ROD OF BURNING BLOOD

PRICE 11,050 GP

SLOT none	**CL** 10th	**WEIGHT** 4 lbs.
AURA moderate evocation		

This rod of blackened iron is inset with rubies and functions as a *+1 cunning*[UE] *light mace*. Unholy water poured over the rod is absorbed, giving the rod 1 charge per vial. When the rod strikes a creature, the wielder can expend 1 charge from the rod to spray the creature with burning blood from the weapon's head. This burning blood deals 1d6 points of damage (half fire, half unholy).

Alternatively, the wielder can expend 5 charges at once to create a spray of burning blood in a 15-foot cone. Creatures in the area take 5d4 points of damage (half fire, half unholy; Reflex DC 17 half). The rod can hold at most 10 charges at any one time. Charging the rod with unholy water is a standard action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	**COST** 5,525 GP
Craft Magic Arms and Armor, Craft Rod, *flame strike*, *true strike*	

Infernal Zealots

These devotees often come from lower rungs of the church.

DIABOLIST **CR 6**

XP 2,400

Tiefling sorcerer 7 (*Pathfinder RPG Bestiary* 264)

LE Medium outsider (native)

Init +3; **Senses** darkvision 120 ft., low-light vision, *see in darkness*; Perception +0

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +3 Dex, +2 natural, +4 shield); +2 deflection against good

hp 41 (7d6+14)

Fort +5, Ref +7, Will +7; +2 bonus vs. poison

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk light mace +3 (1d6–1)

Ranged mwk heavy crossbow +7 (1d10/19–20)

Spell-Like Abilities (CL 7th; concentration +10)

1/day—*darkness*

Bloodline Spell-Like Abilities (CL 7th; concentration +11)

7/day—corrupting touch (3 rounds)

Sorcerer Spells Known (CL 7th; concentration +11)

3rd (5/day)—*fireball* (DC 18), *pain strike*[APG] (DC 18), *suggestion* (DC 17)

2nd (7/day)—*alter self*, *blur*, *flaming sphere* (DC 17), *scorching ray*

1st (7/day)—*burning hands* (DC 16), *charm person* (DC 17), *mage armor*, *magic missile*, *protection from good*, *shield*

0 (at will)—*arcane mark*, *bleed* (DC 14), *daze* (DC 14), *flare* (DC 15), *mage hand*, *message*, *resistance*

Bloodline infernal

TACTICS

Before Combat She casts *mage armor*, *protection from good* and *shield*.

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 17

Feats Armor of the Pit[ARG], Eschew Materials, Fiend Sight[ARG] (2), Skill Focus (Bluff), Spell Focus (evocation)

Skills Bluff +16, Intimidate +11, Knowledge (arcana, religion) +8, Knowledge (religion) +6, Spellcraft +12

Languages Abyssal, Common, Draconic, Infernal

SQ beguiling liar, bloodline arcana, fiendish sorcery

Combat Gear *wand of darkness* (11 charges), unholy water (2); **Other Gear** mwk heavy crossbow with 10 bolts, mwk light mace, *headband of alluring charisma +2*, silver unholy symbol, 25 gp

HELLGUARD **CR 6**

XP 2,400

Human antipaladin (tyrant) 7 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Ultimate Intrigue* 64)

LE Medium humanoid (human)

Init +1; **Senses** Perception –1

Aura cowardice (10 ft.)

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 57 (7d10+14)

Fort +8, **Ref** +5, **Will** +6; +2 resistance vs. good

Immune disease

OFFENSE

Speed 20 ft.

Melee *+1 ranseur* +12/+7 (2d4+5/×3)

Ranged mwk repeating heavy crossbow +9/+4 (1d10/19–20)

Special Attacks slavery/tyranny[UM] variant channeling 2/day (DC 15, 2d6 plus –2 channel penalty), smite good 3/day (+2 attack and AC, +7 to damage)

Spell-Like Abilities (CL 7th; concentration +9)

At will—*detect good*

Spells Prepared (CL 4th; concentration +6)

2nd—*hold person* (DC 14)

1st—*bane* (DC 13), *death knell (DC 13)*

STATISTICS

Str 18, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +11; **CMD** 22

Feats Blind-Fight, Exotic Weapon Proficiency (repeating heavy crossbow), Intimidating Prowess, Power Attack, Selective Channeling

Skills Bluff +7, Diplomacy +6, Intimidate +15, Knowledge (religion) +9, Sense Motive +5

Languages Common

SQ cruelties (shaken, staggered), fiendish boon (weapon +1, 1/day), touch of corruption 5/day (3d6), unholy resilience

Combat Gear *potions of cure light wounds* (2), alchemist's fire (2), unholy water (2); **Other Gear** mwk spiked full plate, *+1 ranseur*, mwk repeating heavy crossbow with 10 bolts, spiked gauntlets (2), silver unholy symbol, 33 gp

Cruel Muscle

These agents root out dissenters against Asmodeus's harsh truths and maintain church purity.

INFILTRATOR **CR 7**

XP 3,200

Half-elf inquisitor (infiltrator) of Asmodeus 8 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Ultimate Magic* 45)

LE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +17

DEFENSE

AC 21, touch 14, flat-footed 19 (+6 armor, +2 deflection, +2 Dex, +1 shield)

hp 47 (8d8+8)

Fort +8, **Ref** +6, **Will** +12; +2 vs. enchantments, +8 vs. abilities that detect lies or force the truth

Immune sleep

OFFENSE

Speed 20 ft.

Melee mwk light mace +11/+6 (1d6+4)

Ranged *+1 darkwood heavy crossbow* +11/+6 (1d10+3/19-20)

Special Attacks bane (12 rounds/day), judgment 3/day (2 simultaneous)

Inquisitor Spell-Like Abilities (CL 8th; concentration +12)

At will—*detect alignment*

Inquisitor Spells Known (CL 8th; concentration +12)

3rd (3/day)—*deeper darkness*, *retribution*[APG] (DC 17), *ward the faithful*[APG] (DC 17)

2nd (5/day)—*confess*[APG] (DC 16), *cure moderate wounds*, *hold person* (DC 16), *howling agony*[UM] (DC 16)

1st (5/day)—*cure light wounds*, *divine favor*, *interrogation*[UM] (DC 15), *lend judgment*[UM] (DC 15), *persuasive goad*[UM] (DC 15)

0 (at will)—*bleed* (DC 14), *brand*[APG] (DC 14), *daze* (DC 14), *guidance*, *sift*[APG], *stabilize*

Domain Torture[APG] inquisition

STATISTICS

Str 14, **Dex** 14, **Con** 10, **Int** 14, **Wis** 18, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 22

Feats Blind-Fight, Extended Bane[UM], Grant Initiative[UM], Persuasive, Shield Wall[APG], Skill Focus (Intimidate), Swap Places[APG]

Skills Bluff +14, Diplomacy +16, Heal +15, Intimidate +17, Knowledge (religion) +13, Perception +17, Profession (torturer) +15, Sense Motive +15

Languages Celestial, Common, Elven, Infernal

SQ critical precision, elf blood, forbidden lore, misdirection, necessary lies, solo tactics, torturer's touch

Combat Gear *potion of cure light wounds*, unholy water (2); **Other Gear** mwk breastplate, mwk buckler, *+1 darkwood heavy crossbow* with 10 bolts, mwk light mace, *belt of incredible dexterity +2*, unholy symbol, spell component pouch, 36 gp

MARTINET **CR 7**

XP 3,200

Human monk (hellcat*) 8

LE Medium humanoid (human)

Init +2; **Senses** Perception +15

DEFENSE

AC 18, touch 18, flat-footed 16 (+2 Dex, +2 monk, +4 Wis)

hp 63 (8d8+24)

Fort +7, **Ref** +8, **Will** +10

Defensive Abilities crucible of pain, torture training; **DR** 4/nonlethal

OFFENSE

Speed 30 ft.

Melee *+1 tiger fork* +11/+6 (1d8+7) or *+1 tiger fork* flurry of blows +11/+11/+6/+6 (1d8+5)

Ranged mwk repeating heavy crossbow +9/+4 (1d10/19–20) or shuriken flurry of blows +8/+8/+3/+3 (1d2+4)

Special Attacks flurry of blows, hellcat fury

TACTICS

Before Combat He drinks his *potion of owl's wisdom*.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +6; **CMB** +12 (+14 grapple); **CMD** 30 (32 vs. grapple)

Feats Blind-Fight, Combat Reflexes, Extra Ki, Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Mobility, Power Attack, Stunning Fist, Toughness

Skills Acrobatics +13 (+29 when jumping), Climb +13, Intimidate +14, Knowledge (religion) +4, Perception +15, Survival +12, Swim +8

Languages Common

SQ high jump, ki pool (10 points; cold iron, magic, silver, hellcat ki), maneuver training

Combat Gear *potion of cure light wounds*, *potion of owl's wisdom*, *potion of protection from good*, unholy water (2); **Other Gear** *+1 tiger fork*[UC], mwk repeating heavy crossbow with 10 bolts, shuriken (10), *cruel*[UE] *amulet of mighty fists*, silver unholy symbol, 6 gp

HELLISH SHEPHERDS

Guiding souls to Asmodeus requires force and guile.

HELLPRIEST **CR 8**

XP 4,800

Human warpriest of Asmodeus 9 (*Advanced Class Guide* 60)
LE Medium humanoid (human)
Init +2; **Senses** Perception +3

DEFENSE

AC 24, touch 14, flat-footed 23 (+10 armor, +3 deflection, +1 Dex)
hp 80 (9d8+36)
Fort +9, **Ref** +5, **Will** +9
Defensive Abilities sacred armor (+1, 9 minutes/day)

OFFENSE

Speed 20 ft.
Melee *+1 flaming ranseur* +13/+8 (2d4+8/×3 plus 1d6 fire)
Special Attacks blessings 7/day, channel negative energy 3/day (DC 16, 3d6), fervor 7/day (3d6), sacred weapon (+2 1d8, 9 rounds/day)
Warpriest Spells Prepared (CL 9th; concentration +12)
3rd—*bestow curse* (DC 16), *deeper darkness*, *protection from energy*, *vision of Hell*[UM] (DC 16)
2nd—*aid*, *bull's strength*, *cure moderate wounds*, *hold person* (DC 15), *sound burst* (DC 15)
1st—*command* (DC 14), *cure light wounds*, *divine favor*, *protection from good*, *sanctuary* (DC 14), *shield of faith*
0 (at will)—*bleed* (DC 13), *guidance*, *light*, *stabilize*, *virtue*

TACTICS

Before Combat The hellpriest casts *bear's endurance*, *bull's strength*, and *shield of faith* on himself.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +6; **CMB** +11; **CMD** 26
Feats Blind-Fight, Channel Smite, Combat Reflexes, Cleave, Intimidating Prowess, Persuasive, Power Attack, Resilient Armor[ACG], Stand Still, Weapon Focus (ranseur)
Skills Diplomacy +9, Intimidate +18, Knowledge (religion) +11, Sense Motive +8, Spellcraft +6
Languages Common
SQ blessings (evil: battle companion, unholy strike; fire: armor of flame, fire strike)
Gear *+1 armor spikes full plate*, *+1 flaming ranseur*, spiked gauntlets (2), silver unholy symbol

FIREBRAND **CR 9**

XP 6,400

Half-elf bard (demagogue) 10 (*Pathfinder RPG Ultimate Magic* 26)
LE Medium humanoid (elf, human)
Init +6; Senses low-light vision; Perception +14

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)
hp 48 (10d8)
Fort +3, **Ref** +9, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic; **Immune** sleep

OFFENSE

Speed 30 ft.
Melee mwk light mace +10/+5 (1d6+1) or mwk whip +10/+5 (1d3+1 nonlethal)
Special Attacks bardic performance 27 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 20], incite violence [DC 20], inspire competence +3, inspire greatness)
Bard Spells Known (CL 10th; concentration +15)
4th (2/day)—*denounce*[APG] (DC 21), *dominate person* (DC 21)
3rd (4/day)—*charm monster* (DC 20), *lesser geas* (DC 20), *malicious spite*[UM] (DC 20), *seek thoughts*[APG] (DC 18)
2nd (5/day)—*detect thoughts* (DC 17), *enthrall* (DC 19), *mirror image*, *misdirection*, *suggestion* (DC 19)
1st (7/day)—*charm person* (DC 18), *memory lapse*[APG] (DC 18), *undetectable alignment* (DC 16), *vanish*[APG] (DC 16), *ventriloquism* (DC 16)
0 (at will)—*flare*, *ghost sound* (DC 15), *mage hand*, *message*, *sift*[APG], *spark*[APG] (DC 15)

STATISTICS

Str 12, **Dex** 14, **Con** 10, **Int** 14, **Wis** 8, **Cha** 20
Base Atk +7; **CMB** +8; **CMD** 20
Feats Craft Wondrous Item, Greater Spell Focus (enchantment), Improved Initiative, Skill Focus (Perform [comedy]), Spell Focus (enchantment), Weapon Finesse
Skills Knowledge (history, local, planes, religion) +20, Perception +14, Perform (act, oratory) +18, Perform (comedy) +24, Stealth +15
Languages Common, Elven
SQ arcane training, bardic knowledge +5, elf blood, famous, jack-of-all-trades, versatile performance (act, comedy, oratory)
Gear *+1 studded leather*, mwk buckler, mwk light mace, mwk whip, *diabolus bell**, *headband of alluring charisma +2*

Hammers of the Faith

These agents hammer Hell's law into unbelievers.

ELIMINATOR **CR 9**

XP 6,400

Human slayer 10 (*Pathfinder RPG Advanced Class Guide* 53)
LE Medium humanoid (human)
Init +6; **Senses** Perception +13

DEFENSE

AC 20, touch 12, flat-footed 18 (+8 armor, +2 Dex)
hp 79 (10d10+20)
Fort +8, **Ref** +9, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee *+1 dagger* +13/+8 (1d4+5/19–20), *+1 dagger* +13 (1d4+3/19–20)
Ranged mwk composite shortbow +13/+8 (1d6+4/×3)
Special Attacks sneak attack +3d6, studied target +3 (3rd, swift action)

STATISTICS

Str 18, **Dex** 15, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8
Base Atk +10; **CMB** +14; **CMD** 26
Feats Combat Expertise, Deadly Aim, Focused Shot[APG], Greater Feint, Improved Feint, Improved Initiative, Manyshot, Pinpoint Targeting, Power Attack, Two-Weapon Fighting
Skills Acrobatics +12 , Bluff +12, Climb +14, Intimidate +12, Knowledge (local, religion) +7, Perception +13, Sense Motive +13, Stealth +12, Survival +7
Languages Common, Infernal
SQ combat style (archery), slayer talents (combat trick, poison use[ACG], ranger combat style[ACG], ranger combat style[ACG], ranger combat style[ACG]), stalker, track +5
Combat Gear blue whinnis (4), purple worm poison; **Other Gear** *+2 agile breastplate*[APG], *+1 daggers* (2), mwk composite shortbow (+4 Str) with 20 arrows, silver unholy symbol

INFERNALIST **CR 10**

XP 9,600

Human cleric of Asmodeus 11
LE Medium humanoid (human)
Init -1; **Senses** Perception +4

DEFENSE

AC 22, touch 12, flat-footed 22 (+7 armor, +3 deflection, –1 Dex, +3 shield)
hp 64 (11d8+11)
Fort +7, **Ref** +2, **Will** +11; **Resist** fire 10

OFFENSE

Speed 20 ft.
Melee *+2 light mace* +14/+9 (1d6+6)
Special Attacks channel negative energy 5/day (DC 19, 6d6), hell's corruption (5 rounds, 7/day), scythe of evil (5 rounds, 1/day)
Domain Spell-Like Abilities (CL 11th; concentration +15)
7/day—fire bolt (1d6+5 fire)
Cleric Spells Prepared (CL 11th; concentration +15)
6th—*planar binding*[D] (devils only) (DC 20), *word of recall*
5th—*dispel good*[D], *flame strike* (DC 19), *true seeing*
4th—*divine power* (2) *unholy blight* (DC 18, 2), *wall of fire*[D]
3rd—*bestow curse* (2, DC 17), *deeper darkness*, *dispel magic*, *fireball*[D] (DC 17), *invisibility purge*
2nd—*bull's strength*, *cure moderate wounds*, *darkness*, *hold person* (DC 16), *produce flame*[D], *sound burst* (DC 16)
1st—*burning hands*[D] (DC 15), *forbid action*[UM] (DC 15), *murderous command*[UM] (2, DC 15), *shield of faith* (2)
0 (at will)—*bleed* (DC 14), *guidance*, *spark*[APG] (DC 14), *stabilize*
D domain spell; **Domains** Fire, Evil (Devil[APG] subdomain)

TACTICS

Before Combat She casts *bull's strength* and *shield of faith*.

STATISTICS

Str 18, **Dex** 8, **Con** 10, **Int** 12, **Wis** 18, **Cha** 14
Base Atk +8; **CMB** +12; **CMD** 24
Feats Alignment Channel, Blind-Fight, Combat Casting, Improved Channel, Power Attack, Run, Selective Channeling
Skills Diplomacy +16, Heal +16, Knowledge (religion) +15, Linguistics +5, Sense Motive +18
Languages Common, Infernal
Gear *+1 breastplate*, *+1 heavy steel shield*, *+2 light mace*, *eyes of the damned*[*], silver unholy symbol

Knight Tyrant

The charismatic and cruel knight tyrant is the head of the church's martial forces. Her presence commands attention and respect.

KNIGHT TYRANT **CR 11**

XP 12,800

Human antipaladin (tyrant) 12 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder RPG Ultimate Intrigue* 64)

LE Medium humanoid (human)

Init +1; **Senses** Perception –1

Aura cowardice (10 ft.), despair (10 ft.), vengeance (10 ft.)

DEFENSE

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield); +2 deflection vs. good

hp 82 (12d10+12)

Fort +12, **Ref** +9, **Will** +11; +2 resistance vs. good

Immune disease

OFFENSE

Speed 20 ft.

Melee *+1 ranseur* +17/+12/+7 (2d4+8/19–20/×3)

Ranged mwk composite shortbow +14/+9/+4 (1d6+4/×3)

Special Attacks slavery/tyranny[UM] variant channeling 5/day (DC 20, 3d6 plus –3 channel penalty), smite good 4/day (+4 attack and AC, +12 damage)

Antipaladin Spell-Like Abilities (CL 12th; concentration +16)

At will—*detect good*

Antipaladin Spells Prepared (CL 9th; concentration +13)

3rd—*deeper darkness*, *vampiric touch*

2nd—*bull's strength*, *hold person* (DC 16), *silence* (DC 15)

1st—*bane* (DC 14), *murderous command*[UM] (DC 15), *protection from good*

TACTICS

Before Combat If she has time, the knight tyrant summons her fiendish servant and casts *bull's strength* and *protection from good* on herself.

STATISTICS

Str 20, **Dex** 12, **Con** 10, **Int** 14, **Wis** 9, **Cha** 18

Base Atk +12; **CMB** +17 (+21 dirty trick[APG]); **CMD** 28 (30 vs. dirty trick)

Feats Blind-Fight, Combat Expertise, Combat Reflexes, Greater Dirty Trick[APG], Improved Critical (ranseur), Improved Dirty Trick[APG], Power Attack

Skills Bluff +17, Diplomacy +11, Handle Animal +8, Intimidate +19, Knowledge (nobility) +6, Knowledge (planes, religion) +10, Ride +3, Sense Motive +10, Spellcraft +6

Languages Celestial, Common, Infernal

SQ cruelties (frightened, shaken, staggered, stunned), fiendish boon (fiendish servant [advanced erinyes], 3/day), touch of corruption 9/day (6d6)

Combat Gear alchemist's fire (2), unholy water (2); **Other Gear** *+1 spiked full plate*, *+1 buckler*, *+1 ranseur*, mwk composite shortbow (+4 Str), spiked gauntlets (2), *headband of alluring charisma +2*, *eyes of embersight**, unholy symbol, 65 gp

FIENDISH SERVANT **CR —**

Advanced erinyes (*Pathfinder RPG Bestiary* 294, 75)

hp 112

DARK DESTRIER **CR 11**

Cauchemar (*Pathfinder RPG Bestiary* 216)

hp 147

Grandiose, often unbelievable tales of the knight tyrant's feats of combat prowess, inspirational leadership, and deft ecclesiastical advancement spread among her soldiers like wildfire. Those who hear them often become unquestioningly loyal to her, sometimes to the point of self-sacrifice.

Grand Inquisitor

The head of the church's inquisition was once an assassin responsible for the elimination of those that dared stand against Asmodeus's infernal plan.

GRAND INQUISITOR **CR 11**

XP 12,800

Human inquisitor (sanctified slayer) of Asmodeus 12 (*Pathfinder RPG Advanced Player's Guide* 38, *Pathfinder RPG Advanced Class Guide* 99)

LE Medium humanoid (human)

Init +9; **Senses** Perception +11

DEFENSE

AC 23, touch 16, flat-footed 21 (+7 armor, +4 deflection, +2 Dex)

hp 81 (12d8+24)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities stalwart; **DR** 10/adamantine; **Resist** fire 30

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 heavy mace* +13/+8 (1d8+4)

Ranged *+1 repeating heavy crossbow* +12/+7 (1d10+1/17–20)

Special Attacks greater bane (12 rounds/day), hell's corruption (6 rounds, 6/day), scythe of evil (6 rounds, 2/day), sneak attack +3d6, studied target +3 (3rd, swift action)

Inquisitor Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect alignment*, *discern lies* (12 rounds/day)

Inquisitor Spells Known (CL 12th; concentration +15)

4th (3/day)—*divine power*, *greater invisibility*, *planeslayer's call*[ACG], *stoneskin*

3rd (5/day)—*deeper darkness*, *hunter's eye*[APG], *keen edge*, *righteous vigor*[APG] (DC 16)

2nd (6/day)—*cure moderate wounds*, *focused scrutiny*[ACG], *resist energy*, *see invisibility*, *silence* (DC 15)

1st (6/day)—*cure light wounds*, *disguise self*, *expeditious retreat*, *shield of faith*, *true strike*, *wrath*[APG]

0 (at will)—*bleed* (DC 13), *brand*[APG] (DC 13), *daze* (DC 13), *guidance*, *sift*[APG], *stabilize*

Domain Law (Devil[APG] subdomain)

TACTICS

Before Combat The grand inquisitor casts *keen edge* (on his crossbow bolts), *resist energy* (fire), *shield of faith*, and *stoneskin*.

During Combat The grand inquisitor first studies his targets and uses his bane and scythe of evil abilities to enhance his attacks. He employs ranged attacks for as long as possible, firing poisoned bolts to weaken his foes while remaining out of melee. When melee is necessary, the grand inquisitor activates his *eyes of embersight* and casts *deeper darkness* on his armor. He then feints his foes as often as he can.

Base Statistics Without his spells in effect, the grand inquisitor's statistics are **AC** 20 (touch 13, flat-footed 17); **Ranged** *+1 repeating heavy crossbow* +12/+7 (1d10+1/19–20); **CMD** 24.

STATISTICS

Str 16, **Dex** 14, **Con** 10, **Int** 13, **Wis** 16, **Cha** 8

Base Atk +9; **CMB** +12; **CMD** 28

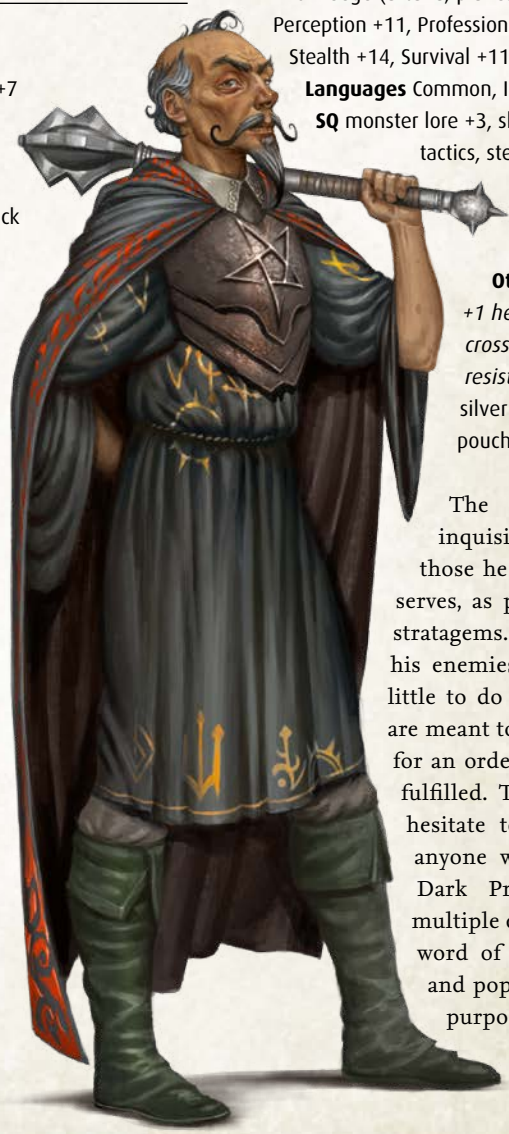
Feats Blind-Fight, Combat Expertise, Greater Feint, Improved Feint, Improved Initiative, Lookout[APG], Outflank[APG], Power Attack, Precise Strike[APG], Swap Places[APG], Toughness

Skills Bluff +14, Climb +11, Diplomacy +14, Intimidate +20, Knowledge (arcana, planes) +6, Knowledge (religion) +16, Perception +11, Profession (torturer) +18, Sense Motive +17, Stealth +14, Survival +11

Languages Common, Infernal

SQ monster lore +3, slayer talent (poison use[ACG]), solo tactics, stern gaze +6, track +6

Combat Gear *wand of darkness* (10 charges), blue whinnis (4), deathblade, unholy water (2); **Other Gear** *+1 agile breastplate*[APG], *+1 heavy mace*, *+1 repeating heavy crossbow* with 10 bolts, *cloak of resistance +1*, *eyes of embersight**, silver unholy symbol, spell component pouch, diamond dust (worth 500 gp)



The patient and cunning grand inquisitor sees others, including those he leads and those he supposedly serves, as pawns in his carefully planned stratagems. Contrary to the whispers of his enemies and rivals, his schemes have little to do with personal gain, but rather are meant to ensure that Asmodeus's desire for an ordered and controlled existence is fulfilled. Though egotistical, he will not hesitate to sacrifice himself to destroy anyone who hinders his duties to the Dark Prince. His informants infest multiple cities and nations, bringing him word of every shift in political trends and populist furor that might serve his purposes, and the grand inquisitor seizes on every opportunity and secret to further his patron's temporal power.

Hierarch

The wily and powerful hierarch is highly adept in his interreligious, legal, and political maneuvering.

HIERARCH **CR 12**

XP 19,200

Human cleric of Asmodeus 13

LE Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 30, touch 15, flat-footed 29 (+11 armor, +4 deflection, +1 Dex, +4 shield)

hp 88 (13d8+26)

Fort +10, **Ref** +5, **Will** +14

Resist fire 30

OFFENSE

Speed 20 ft.

Melee *+2 light mace* +13/+8 (1d6+4)

Special Attacks hell's corruption (6 rounds, 9/day), scythe of evil (6 rounds, 2/day), slavery/tyranny[UM] variant channeling 2/day (DC 17, 7d6 plus –3 channel penalty)

Cleric Spells Prepared (CL 13th; concentration +19)

7th—*blasphemy*[D] (DC 23), *destruction* (DC 23)

6th—*harm* (DC 22), *planar binding*[D] (devils only) (DC 22), *summon monster VI*, *word of recall*

5th—*greater command* (DC 23), *dispel good*[D], *flame strike* (DC 21), *greater forbid action*[UM] (DC 23), *true seeing*

4th—*cure critical wounds*, *lesser geas* (DC 22), *inflict critical wounds* (DC 20), *lesser planar ally*, *spell immunity*, *unholy blight*[D] (DC 20)

3rd—*bestow curse* (DC 19), *dispel magic*, *invisibility purge*, *prayer*, *protection from energy*, *suggestion*[D] (DC 21)

2nd—*align weapon*[D] (evil only), *bear's endurance*, *cure moderate wounds*, *enthrall* (DC 20), *hold person* (DC 20), *resist energy*, *sound burst* (DC 18)

1st—*bane* (DC 19), *command*[D] (DC 19), *forbid action*[UM] (DC 19), *murderous command*[UM] (DC 19), *protection from good*, *sanctuary* (DC 17), *shield of faith*

0 (at will)—*bleed* (DC 16), *guidance*, *spark*[APG] (DC 16), *stabilize*

D domain spell; **Domains** Conversion[UM] inquisition, Evil (Devil[APG] subdomain)

TACTICS

Before Combat The hierarch casts *bear's endurance*, *resist energy* (fire), *shield of faith*, *spell immunity* (*baleful polymorph*), and *true seeing*.

Base Statistics Without his spells in effect, the hierarch's statistics are **AC** 26 (touch 11, flat-footed 26); **hp** 62; **Fort** +8; **Con** 10.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 22, **Cha** 8

Base Atk +9; **CMB** +11; **CMD** 26

Feats Blind-Fight, Combat Casting, Extra Channel, Greater Spell Focus (enchantment), Heavy Armor Proficiency, Improved Channel, Persuasive, Spell Focus (enchantment)

Skills Bluff +19, Diplomacy +23, Intimidate +20, Knowledge (religion) +18, Profession (barrister) +15, Sense Motive +22, Spellcraft +18

Languages Common, Infernal

SQ swaying word

Combat Gear *potion of cure light wounds*, *wand of deeper darkness* (9 charges), unholy water (2); **Other Gear** *+2 full plate*, *+2 heavy steel shield*, *+2 light mace*, *headband of mental prowess +2* (Int, Wis), silver unholy symbol

The Hierarch was once merely a barrister of the faith, but was rewarded for his years of subterfuge and wily plots with his current lofty position. Though he rules his church with an iron fist, he knows his future is always uncertain. He spends much of his energy on ensuring those in his charge never garner enough power to challenge his authority. Thus are the wages and ways of Hell.

Encounters

The following encounters represent groups marshaled by the diabolical church to deal with significant and specific threats.

The Sudden Strike (CR 12)

This group guards the church's faithful and property.

DIABOLIST CR 6
XP 2,400
hp 41 (see page 94)

HELLGUARDS (2) CR 6
XP 2,400 each
hp 57 each (see page 94)

HELLPRIEST CR 8
XP 4,800
hp 80 (see page 96)

MARTINETS (2) CR 7
XP 3,200 each
hp 63 each (see page 95)

The Forked Tongue (CR 13)

This group evangelizes the word of Asmodeus.

FIREBRAND CR 9
XP 6,400
hp 48 (see page 96)

INFERNALIST CR 10
XP 9,600
hp 64 (see page 97)

INFILTRATORS (2) CR 7
XP 3,200 each
hp 47 each (see page 95)

MARTINETS (2) CR 7
XP 3,200 each
hp 63 each (see page 95)

The Harsh Truth (CR 16)

This group represents the hierarch's entourage. The hierarch almost always travels with a large coterie to flaunt his influence before both his enemies and his underlings within the church.

DIABOLISTS (2) CR 6
XP 2,400 each
hp 41 each (see page 94)

ELIMINATORS (2) CR 9
XP 6,400 each
hp 79 each (see page 97)

HELLPRIESTS (4) CR 8
XP 4,800 each
hp 80 each (see page 96)

HIERARCH CR 12
XP 19,200
hp 88 (see page 100)

INFERNALISTS (2) CR 10
XP 9,600 each
hp 64 each (see page 97)

Fang Monastery

"The ancient ones were the undisputed masters of this world in the age before ages. Even after thousands of years, the mark they left on the world refuses to wear away. If you wish to leave your own indelible legacy, you must learn from their triumphs and their mistakes, as we have. Though they perished in the shadows of history, the ancient ones left the teachings of the old ways on the walls of their temples, in the venom of serpents, in the daggers of assassins. Their wisdom is all around us, within us, in shadows unseen, and in blades unsheathed. We emulate the ancient ones in mind and body, abandoning our weaknesses for new strength. Not all of you will survive the shedding to come, but those who do will see the world anew, with wisdom unbound and minds opened. The blood of the ancient ones will flow in your veins, and thus they will live on through you until the day they return to walk the world again."

—The First Fang, speaking to new acolytes

Fang Monastery, an institute of discipline and self-improvement—but also great evil—bases its doctrines on the legacy of the serpentfolk who ruled the world when it was still young. This focus on the obscure knowledge of an ancient race arose from the teachings of a fanatic: a martial arts master now called the First Fang. He saw in these sinister and imperialistic creatures a model for a society based on order and authority. The serpentfolk spread far and wide during the millennia that they reigned supreme, leaving behind temples, monasteries, shrines, and cities that survived the fall of their empire. The First Fang wants to usher in such a grand empire again. He teaches that the ruins of these once-great places tell the fragmented story of the serpentfolk's rise and fall; each etched stone wall offers tantalizing insight into the nearly forgotten history they once housed. These monumental ruins inspire obsession with the ideals the serpentfolk embodied and the near limitless power they commanded. Yet Fang Monastery sees that these ruins teach cautionary lessons as well, serving as tombstones to mark the folly and hubris of a mighty empire.

The First Fang founded Fang Monastery in the village of his birth, increasing the size and influence of his insular organization over time to form a faction of fanatical worshipers dedicated to his cult of personality and the belief that they are playing a crucial role in the rebirth of a great empire. He eventually moved their headquarters from his hometown to their current citadel: an abandoned serpentfolk ruin in the nearby mountains.

Though the goals of Fang Monastery are imperialistic, the members move and act within the shadows, knowing that they do not yet possess the true strength of the ancients. The First Fang believes his monastery is just now becoming strong enough to start fulfilling its destiny of expansion, conquest, and the proliferation of his poisonous doctrine. Agents of Fang Monastery are encountered wherever traces of the serpentfolk linger. The First Fang sends scouts and spies out to scour the world for artifacts, magic, rumors, and writing dating back to the age before ages, when the serpentfolk were at the height of their power. Whenever possible, these agents silence anyone involved in the discovery of serpentfolk artifacts, hoarding these finds for themselves. These subtle operators pose as merchants, performers, and members of other innocuous professions until the time comes to strike.

Enemies of Fang Monastery who elude its spies for too long often then become targets of the First Fang's personal assassins, ruthless killers who pursue their prey to any length in order to uphold the goals of their master and who are not above destroying anyone between them and their quarry. Monks from the monastery sometimes venture to outlying villages and towns, spreading the word of the First Fang and seducing the weak, the poor, and the desperate to join them.

New acolytes face constant physical and mental training to prepare them for a rite of passage. In this ceremony, which occurs once they've spent 6 months in the monastery, they symbolically shed their old lives and travel through pain to a new beginning as kindred of the serpentfolk. The First Fang exposes them to a serpentfolk artifact that triggers a poisonous transformation. Many die gruesome deaths which, the First Fang claims, results from lack of faith in his teachings. Those who survive the anguish and sickness become full members of the monastery and continue their training. Most commonly, they become monks or guards, but some take the path of the assassin or learn to use magic in the serpentfolk tradition. A select few emerge from their torpor with serpentine features, which the students at the monastery regard as a great blessing.

Story Hooks

Most Fang Monastery operations are clandestine, with monks trying to quietly recruit acolytes or with assassins striking a few prime targets from the shadows. Most of their tasks involve serpentfolk artifacts or locations that were once serpentfolk strongholds, though monks can also be encountered on basic missions to swell their ranks or to steal food and raw materials.

Death in the Dark: Assassinations and attacks against the nobility of an established city drive the nobles into a state of terror. The violence began after a large auction of relics. It was clear the artifacts were ancient, and many had designs reminiscent of snakes or scales, but no one quite knew their true origins. The nobles try in vain to sell their remaining treasures. Is Fang Monastery behind these attacks? Can the bloodshed be ended? Are the treasures related, and what happens if they are united?

Rival Temples: A once-proud martial arts school is losing its students and its reputation at an alarming rate. Seeing an opportunity to grow quickly, Fang Monastery sends an envoy to offer the school another chance. The envoy proposes a tournament, with the winner absorbing the other school. The school agrees out of desperation, but the First Fang hardly intends to allow a fair fight. Operatives begin trying to convince students to change sides preemptively, and contingency plans to administer nonfatal poison to the competitors. Can anyone restore fairness to the tournament or prevent it from happening? Was Fang Monastery behind the school's decline in the first place?

Serpent's Bargain: A town in a mountain valley not far from Fang Monastery comes under attack by a demonic incursion. Fang Monastery offers its services in fighting off the monsters, but it also demands unfettered access to ruined serpentfolk catacombs under the city in exchange. What will become of the citizens if monastery agents are allowed in their midst? Can the adventurers offer a better deal, or can they even stave off the demons on their own?

New Rules

The following archetype, mystery, curse, and feats are common in Fang Monastery.

Ascetic (Oracle Mystery)

Deities: Gozreh, Irori

Class Skills: An oracle with the ascetic mystery adds Acrobatics (Dex), Climb (Str), Escape Artist (Dex), and Swim (Str) to her list of class skills.

Bonus Spells: *Stone fist*[APG] (2nd), *glide*[APG] (4th), *force punch*[UM] (6th), *ethereal fists*[OA] (8th), *contact other plane* (10th), *legend lore* (12th), *vision* (14th), *frightful aspect*[UC] (16th), *iron body* (18th).

Revelations: An oracle with the ascetic mystery can choose from any of the following revelations.

Absence of Body (Su): You require half as much food and water to survive as a normal member of your race. Additionally, each time you hold your breath, you can do so for an additional number of rounds equal to your oracle level. At 15th level, you no longer need to eat or drink and can hold your breath for 10 times as long (2 minutes per point of Constitution, plus 1 additional minute per oracle level).

Absence of Form (Sp): You gain *feather fall* as a spell-like ability, which you can use a number of rounds per day equal to your oracle level. The rounds do not need to be used consecutively. If you are in mid fall when this ability's duration expires, you take falling damage as if you fell from the altitude you were at when the spell ended. At 10th level, you can also apply your daily rounds of this ability to use *air walk*.

Ascetic Armor (Su): You can use meditative techniques that temporarily cause attacks to bounce off your skin, as long as you aren't wearing armor or carrying a medium or heavy load. These techniques grant you a +4 armor bonus to AC. At 7th level, and every 4 levels thereafter, this bonus increases by 2. At 13th level, the techniques also grant DR 5/unarmed strikes or natural attacks. You can gain the benefits of ascetic armor for 1 hour per day per oracle level. The hours do not need to be consecutive, but you must spend them in 1-hour increments.

Fleet (Ex): You gain a +10-foot enhancement bonus to your base land speed. You lose this extra speed if you wear any armor or carry a medium or heavy load. At 7th level, and every 6 levels thereafter, this bonus increases by 10 feet. Oracles with the lame oracle curse can't select this revelation.

Martial Disciple (Su): Through meditation and study of monastic forms of combat, you have learned a lethal form of unarmed combat. You gain Improved Unarmed Strike as a bonus feat, even if you do not meet the prerequisites. You gain the unarmed strike damage of a monk of your oracle level. If you also have monk levels, those levels stack for the purpose of determining your unarmed strike damage.

Oracular Spellstrike (Su): By harnessing a synergy of unarmed combat and spellcasting, you have uncovered a means of channeling spell energy quickly through your unarmed strikes. This resembles the magus spellstrike ability, except it works with unarmed strikes only, no matter what other abilities you have. Additionally, it uses spells from the cleric spell list, not the magus spell list. You must be at least 7th level before selecting this revelation.

Rapid Convalescence (Su): You reduce the number of consecutive successful saves needed to recover from a disease or poison by 1 (to a minimum of 1). Additionally, you can sacrifice one of your unused spell slots for the day to gain an enhancement bonus equal to that spell slot's level on your next save to resist the effects of poison or disease, provided the save is attempted within 1 minute per level of spell expended.

Spell Deflection (Su): You can use a readied action to counterspell any spell being cast on you or an adjacent ally that requires a ranged touch attack (such as a ray). In order to successfully counter the spell, you must make an unarmed attack roll. If the result of this attack roll is higher than 20 + the spell's caster level, the spell is negated with no effect. At 17th level, any spell you successfully negate is reflected back at the caster with the same ranged touch attack result. You must be at least 11th level before selecting this revelation.

Oracle Curse

The following oracle curse is most common among oracles of Fang Monastery.

Toxic Blood: Your body is ravaged by a potent, slow-acting poison that resists all treatment. Whenever you must attempt a Fortitude save to resist a poison effect, roll twice and take the lowest result. Additionally, you need one more consecutive successful save to end an ongoing poison. You lose any immunity to poison you have upon receiving this curse, and you become immune to *delay poison* and *neutralize poison*, as well as other attempts to suppress or remove the poison from which you are suffering. You gain the poison use ability. At 5th level, you are so envenomed that your touch becomes poisonous. Once per day for every 4 oracle levels you have, you can deliver a unique contact poison as a touch attack or via an unarmed strike or natural weapon. This poison deals 1d2 points of Dexterity damage per round for 5 rounds. Poisoned creatures can attempt a Fortitude save (DC = 10 + 1/2 your oracle level + your Charisma modifier) each round. Success negates the damage and ends the affliction. At 10th level, the poison deals 1d3 points of Dexterity damage per round for 7 rounds. At 15th level, you can expend a use of your poison touch to transfer any poison effect you are currently experiencing from yourself to another creature. The touched creature must immediately attempt a saving throw against the poison (using the poison's initial DC and duration for a single dose, regardless of how many doses are currently affecting you). If the creature fails its save, the poison ceases to act on you, as if you had succeeded at all the necessary saves (this bypasses your immunity to effects that remove poison).

Archetype

This archetype is available to ninjas from Fang Monastery.

Hunting Serpent (Ninja)

The order dispatches specially trained killers to hunt relentlessly and fight from the shadows.

Class Skills: A hunting serpent gains Survival as a class skill but loses Knowledge (nobility).

This ability alters the ninja's class skills.

Relentless Pursuit (Ex): At 3rd level, a hunting serpent gains a +1 bonus on Diplomacy checks to gather information and on Survival checks to identify or follow tracks. The bonus increases by 1 for every 3 ninja levels beyond 3rd.

This ability replaces no trace.

Death Mark (Ex): At 4th level, as a swift action once per day, a hunting serpent can mark an opponent damaged by her sneak attack for death. A hunting serpent gains a +1 competence bonus on attack and damage rolls against an opponent affected by death mark as well as on Survival checks to track the marked creature. The bonuses from death mark and its number of uses per day increase by 1 at 8th, 12th, and 16th levels. The effects of death mark last for 24 hours, until the marked creature is slain, or until the hunting serpent chooses to mark another creature, whichever comes first.

This ability replaces uncanny dodge, improved uncanny dodge, and the ninja tricks gained at 12th and 16th levels.

Certain Demise (Ex): At 10th level, the hunting serpent's sneak attack damage applies on the first attack she makes each round against the target of her death mark ability, even if it normally wouldn't. Other effects that trigger on a sneak attack do not apply with this ability.

This ability replaces the ninja trick gained at 10th level.

Feats

The Fang Monastery teaches its disciples the following feats.

Twin Fang Lunge (Combat)

You strike with the force of a serpent's lunge.

Prerequisites: Dex 15; Quick Draw; Twin Fang Strike*; Twin Fang Style*; Two-Weapon Fighting; Acrobatics 8 ranks; base attack bonus +8 or monk level 8th.

Benefit: While using Twin Fang Style, you can spend a full-round action to move up to twice your speed and then use Twin Fang Strike as if you were taking the attack action.

Twin Fang Strike (Combat)

You strike at your enemies with both weapons simultaneously.

Prerequisites: Dex 15; Quick Draw; Twin Fang Style*; Two-Weapon Fighting; Acrobatics 6 ranks; base attack bonus +6 or monk level 6th.

Benefit: While using Twin Fang Style, when you take an attack action while wielding two daggers or two kama, you can strike with both your primary and off-hand weapons. If you do so, both attacks take a –4 penalty and you apply precision damage and effects that occur when you hit only once, even if you hit with both attacks.

Twin Fang Style (Combat, Style)

Your paired blades rend through armor.

Prerequisites: Dex 15, Quick Draw, Two-Weapon Fighting, base attack bonus +1, Acrobatics 1 rank.

Benefit: Each time you make a full attack wielding a pair of daggers or a pair of kama and hit a creature with both weapons, you reduce its armor bonus to AC by 1 until the beginning of your next turn. This reduction stacks to a minimum armor bonus of +0. For example, if you hit a creature wearing a chain shirt with two primary attacks and two off-hand attacks, you would reduce its armor bonus to AC from +4 to +2.

Fang Monastery Bodyguards

These soldiers are constantly belittled by their superiors and manipulated into believing they could achieve greatness, were it not for their own weaknesses and failures.

Fang Monastery Enforcer — CR 6

XP 2,400

Human brawler (snakebite striker) 7 (*Pathfinder RPG Advanced Class Guide* 23, 88)

LE Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +1 deflection, +1 Dex, +1 dodge)

hp 71 (7d10+28)

Fort +8, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee unarmed strike +11/+6 (1d8+4) or unarmed strike flurry of blows +9/+9/+4 (1d8+4)

Ranged wushu dart +8/+3 (1d6+4) or dart flurry of blows +6/+6/+1 (1d6+4)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 17), sneak attack +2d6

TACTICS

During Combat Fang Monastery enforcers fight in tandem using Outflank and Precise Strike. If alone, an enforcer focuses on eliminating lightly armored targets using sneak attacks, feinting when necessary.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 23

Feats Combat Expertise, Greater Feint, Improved Feint, Improved Unarmed Strike, Outflank[APG], Power Attack, Precise Strike[APG], Toughness

Skills Acrobatics +10, Bluff +11, Perception +10, Stealth +10

Languages Common

SQ brawler's cunning, martial training, snake feint

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+1 chain shirt*, wushu darts[UE] (6), *boots of the cat*[UE], *cloak of resistance* +1, *ring of protection +1*, 149 gp

Fang Monastery enforcers are typically encountered in pairs acting as bodyguards for infiltrators or other important agents.

Fang Monastery Warden — CR 8

XP 4,800

Human fighter 9

LE Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

hp 72 (9d10+18)

Fort +7, **Ref** +6, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee *+1 dagger* +15/+10 (1d4+7/19–20), *+1 dagger* +15/+10 (1d4+5/19–20) or *+1 dagger* +17/+12 (1d4+7/19–20)

Ranged dagger +16/+11 (1d4+6/19–20)

Special Attacks weapon trainings (light blades +2, thrown +1)

TACTICS

During Combat A Fang Monastery warden fights with relentless savagery in defense of the monastery. A warden prefers to stay mobile and target heavily armored opponents, ripping away their armor with Twin Fang Style after disarming them.

Morale A Fang Monastery warden fights to the death to please the monastery's masters.

STATISTICS

Str 18, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +13 (+15 disarm); **CMD** 26 (28 vs. disarm)

Feats Combat Expertise, Disarming Strike[APG], Improved Disarm, Improved Two-Weapon Fighting, Power Attack, Quick Draw, Twin Fang Lunge*, Twin Fang Strike*, Twin Fang Style*, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Acrobatics +9, Climb +13, Perception +9, Sense Motive +9

Languages Common, Undercommon

SQ armor training 2

Combat Gear *potion of cure light wounds*; **Other Gear** *+1 banded mail*, *+1 daggers* (2), daggers (4), *belt of incredible dexterity +2*

Wardens are Fang Monastery's first line of defense. They strive to serve and protect the monastery at all costs, hoping to achieve recognition in the eyes of their unforgiving and brutal masters.

Fang Monastery Prowlers

Crafty acolytes are trained in stealth, betrayal, and murder.

Fang Monastery Infiltrator **CR 6**

XP 2,400

Human monk 7

LE Medium humanoid (human)

Init +5; **Senses** Perception +13

Defense

AC 20, touch 20, flat-footed 14 (+5 Dex, +1 dodge, +1 monk, +3 Wis)

hp 56 (7d8+21)

Fort +6, **Ref** +10, **Will** +8; +4 vs. being knocked prone, +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

Offense

Speed 50 ft.

Melee unarmed strike flurry of blows +11/+11/+6 (1d8+4) or unarmed strike +11 (1d8+4)

Ranged *+1 shuriken* flurry of blows +11/+11/+6 (1d2+4) or *+1 shuriken* +11 (1d2+4)

Special Attacks flurry of blows, stunning fist (7/day, DC 16)

Tactics

Before Combat A Fang Monastery infiltrator prepares for combat by drinking his *potions of bull's strength* and *cat's grace*, then enters Snake Style as a swift action.

Base Statistics Without *bull's strength* and *cat's grace*, the Fang Monastery infiltrator's statistics are **Init** +3; **AC** 18, touch 18; **Ref** +8; **Melee** unarmed strike flurry of blows +11/+11/+6 (1d8+4) or unarmed strike +11 (1d8+4); **Ranged** *+1 shuriken* flurry of blows +11/+11/+6 (1d2+4) or *+1 shuriken* +11 (1d2+4); **Str** 13, **Dex** 16; **CMB** +8; **CMD** 24 (28 vs. trip); **Skills** Acrobatics +13 (+17 to avoid being knocked prone, +28 when jumping), Stealth +13.

Statistics

Str 17, **Dex** 20, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** 28 (32 vs. trip)

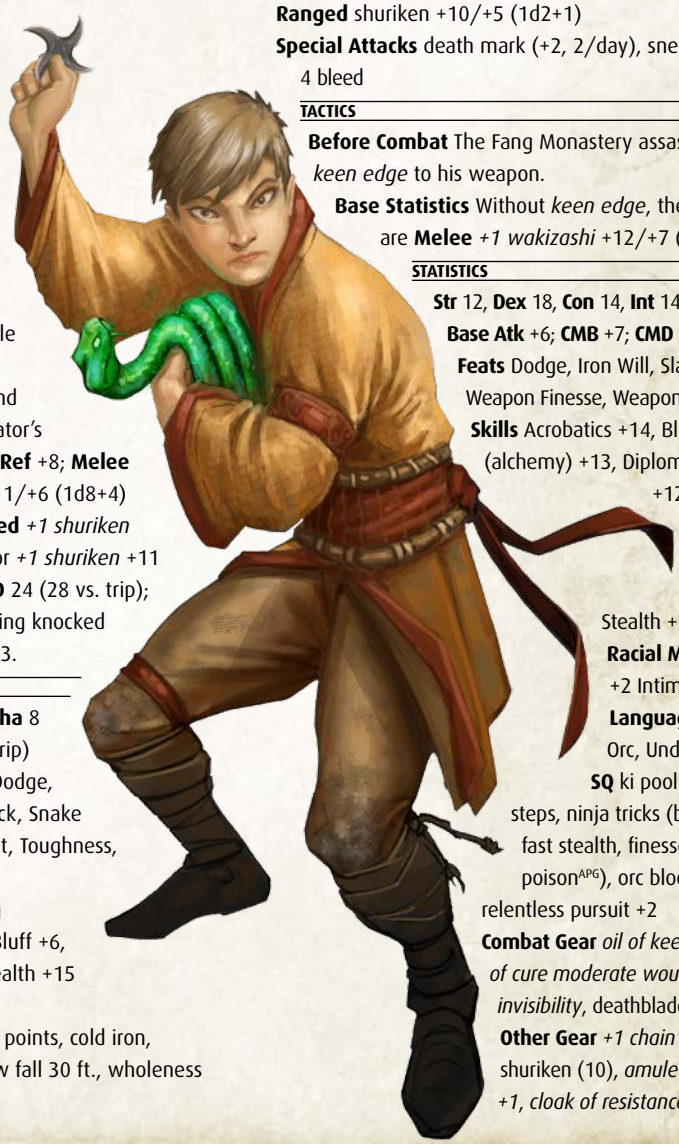
Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Unarmed Strike, Power Attack, Snake Sidewind[UC], Snake Style[UC], Stunning Fist, Toughness, Weapon Finesse

Skills Acrobatics +15 (+19 to avoid being knocked prone, +30 when jumping), Bluff +6, Perception +13, Sense Motive +15, Stealth +15

Languages Common

SQ fast movement, high jump, ki pool (6 points, cold iron, magic, silver), maneuver training, slow fall 30 ft., wholeness of body (7 hit points)

Combat Gear *potion of bull's strength*, *potion of cat's grace*, *potions of cure moderate wounds* (2), *potion of invisibility*; **Other Gear** *+1 shuriken* (10), *amulet of mighty fists +1*



Fang Monastery Assassin **CR 7**

XP 3,200

Half-orc ninja (hunting serpent*) 8 (*Ultimate Combat* 13)

LE Medium humanoid (human, orc)

Init +4; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 21, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 dodge, +1 natural)

hp 63 (8d8+24)

Fort +5, **Ref** +11, **Will** +5

Defensive Abilities orc ferocity

Offense

Speed 30 ft.

Melee *+1 wakizashi* +12/+7 (1d6+5/15–20)

Ranged shuriken +10/+5 (1d2+1)

Special Attacks death mark (+2, 2/day), sneak attack +4d6 plus 4 bleed

Tactics

Before Combat The Fang Monastery assassin applies an *oil of keen edge* to his weapon.

Base Statistics Without *keen edge*, the assassin's statistics are **Melee** *+1 wakizashi* +12/+7 (1d6+5/18–20).

Statistics

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 22

Feats Dodge, Iron Will, Slashing Grace[ACG], Weapon Finesse, Weapon Focus (wakizashi)

Skills Acrobatics +14, Bluff +6, Craft (alchemy) +13, Diplomacy +10, Disguise +12, Escape Artist +14, Intimidate +8, Perception +11, Sense Motive +11, Stealth +14, Survival +11; **Racial Modifiers** +2 Intimidate

Languages Aklo, Common, Orc, Undercommon

SQ ki pool (3 points), light steps, ninja tricks (bleeding attack +4, fast stealth, finesse rogue, lasting poison[APG]), orc blood, poison use, relentless pursuit +2

Combat Gear *oil of keen edge*, *potions of cure moderate wounds* (2), *potion of invisibility*, deathblade, shadow essence; **Other Gear** *+1 chain shirt*, *+1 wakizashi*[UC], shuriken (10), *amulet of natural armor +1*, *cloak of resistance +1*, climber's kit

Fang Monastery Raiders

The monastery often sends its warriors to carry out raids to recover serpentfolk relics.

Fang Monastery Sniper — CR 9

XP 6,400

Human monk (zen archer) 10 (*Pathfinder RPG Advanced Player's Guide* 115)

LE Medium humanoid (human)

Init +5; **Senses** Perception +17

DEFENSE

AC 20, touch 18, flat-footed 18 (+2 armor, +1 Dex, +1 dodge, +2 monk, +4 Wis)

hp 78 (10d8+30)

Fort +8, **Ref** +8, **Will** +11

OFFENSE

Speed 60 ft.

Melee unarmed strike +9/+4 (1d10+2)

Ranged *+2 longbow* flurry of blows +15/+15/+10/+10 (1d8+4/×3) or *+2 longbow* +14/+9 (1d8+4/×3)

Special Attacks flurry of blows, zen archery

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 27

Feats Deadly Aim, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Mobility, Parting Shot[APG], Perfect Strike[APG], Point-Blank Master[APG], Point-Blank Shot, Precise Shot, Shot on the Run, Toughness, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Acrobatics +14 (+36 when jumping), Climb +10, Escape Artist +14, Perception +17, Sense Motive +17, Stealth +9

Languages Common

SQ fast movement, high jump, ki archery, ki arrows, ki pool (9 points, cold iron, lawful, magic, silver), reflexive shot, slow fall 50 ft., wholeness of body (10 hit points)

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+2 longbow*, *bracers of armor +2*, 75 gp

Fang Monastery Shadow — CR 10

XP 9,600

Human ninja 11 (*Pathfinder RPG Ultimate Combat* 13)

LE Medium humanoid (human)

Init +4; **Senses** Perception +15

DEFENSE

AC 22, touch 16, flat-footed 17 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural)

hp 97 (11d8+44)

Fort +6, **Ref** +12, **Will** +7

Defensive Abilities improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 kusarigama* +10/+5 (1d3+4), *+1 kusarigama* +10/+5 (1d6+4) or *+1 kusarigama* +12/+7 (1d3+5)

Ranged mwk shuriken +13/+8 (1d2+3) or needle +12 touch (1 plus 1 bleed)

Special Attacks sneak attack +6d6

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +11; **CMD** 27

Feats Dodge, Double Slice, Improved Two-Weapon Fighting, Iron Will, Power Attack, Toughness, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +17, Bluff +13, Climb +10, Disguise +11, Escape Artist +17, Knowledge (local) +14, Perception +15, Sleight of Hand +17, Stealth +17

Languages Common

SQ ki pool (4 points), light steps, ninja tricks (distracting attack[APG], expert leaper[APG], feather fall[UC], finesse rogue, flurry of stars[UC]), no trace +3, poison use

Combat Gear *potion of invisibility*, *robe of needles*[UE]; **Other Gear** *+1 chain shirt*, *+1 kusarigama*[UE], mwk shuriken (50), *amulet of natural armor +1*, *belt of incredible dexterity +2*, *ring of protection +1*

Fang Monastery Mystic

Should their training ever lead them away from the physical world and into a spiritual space, certain acolytes who prove adept in manipulating supernatural energies can become mystics. Though they still possess many of the martial skills of the other students, they can also develop a form of magic fueled by the power of their ki and inspired by the magic of the serpentfolk.

Fang Monastery Mystic **CR 8**

XP 4,800

Human monk (qinggong monk) 9 (*Pathfinder RPG Ultimate Magic* 51)

LE Medium humanoid (human)

Init +6; **Senses** Perception +16

Defense

AC 23, touch 19, flat-footed 21 (+1 deflection, +2 Dex, +2 monk, +4 natural, +4 Wis)

hp 80 (9d8+36)

Fort +8, **Ref** +8, **Will** +10; +4 vs. being knocked prone, +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease

Offense

Speed 60 ft.

Melee unarmed strike flurry of blows +9/+9/+4/+4 (1d10+2) or unarmed strike +8/+3 (1d10+2)

Special Attacks flurry of blows, stunning fist (9/day, DC 18)

Qinggong Monk Spell-Like Abilities (CL 9th; concentration +8)

1 ki point—*barkskin* (self only)

2 ki points—*poison* (DC 18), *scorching ray*

Tactics

Before Combat A Fang Monastery mystic uses the *barkskin* ki power and enters Snake Style.

During Combat If fighting an opponent that can readily hit his AC, a Fang Monastery mystic quaffs a *potion of blur*.

Base Statistics Without *barkskin*, the mystic's statistics are **AC** 19, touch 19, flat-footed 17.

Statistics

Str 12, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 26 (30 vs. trip)

Feats Combat Reflexes, Crushing Blow[UC], Deflect Arrows, Improved Initiative, Improved Unarmed Strike, Mobility, Snake Fang[UC], Snake Sidewind[UC], Snake Style[UC], Stunning Fist, Toughness

Skills Acrobatics +14 (+18 to avoid being knocked prone, +26 when jumping), Knowledge (arcana) +9, Knowledge (history) +12, Perception +16, Sense Motive +18

Languages Common

SQ fast movement, ki pool (8 points, cold iron, magic, silver), maneuver training

Combat Gear *potion of blur*, *potions of cure serious wounds* (2); **Other Gear** *amulet of mighty fists +1*, *ring of feather falling*, *ring of protection +1*, 50 gp

Some disciples of Fang Monastery devote themselves body and soul to the ideal of resurrecting the serpentfolk and their empire. They believe the souls of the serpentfolk cling to the Ethereal Plane around the monastery. These ascetics have focused their training inward, unlocking supernatural powers within themselves that they feel enlarge their spirits and loosen the bonds tying the serpentfolk to the spirit world. These mystics hope that even their own deaths can help break down the boundaries between the material and spiritual worlds and allow the souls of long-dead serpentfolk to freely walk the world and guide the monastery. Fang Monastery mystics occasionally work as operatives for ascendants and other high-ranking members of the monastery.

Fang Monastery Ascendant

Though focused on combat and discipline, the Fang Monastery attracts students of the serpentfolk's magical prowess.

Fang Monastery Ascendant **CR 10**

XP 9,600

Human sorcerer 11

LE Medium humanoid (human)

Init +6; **Senses** Perception +9

Defense

AC 23, touch 13, flat-footed 21 (+4 armor, +1 deflection, +2 Dex, +2 natural, +4 shield)

hp 100 (11d6+59)

Fort +8, **Ref** +6, **Will** +13; +2 vs. poison

Resist snakeskin

Offense

Speed 30 ft.

Melee mwk spear +5 (1d8–1/×3)

Special Attacks serpent's fang

Bloodline Spell-Like Abilities (CL 11th; concentration +15)

At will—serpentfriend

Sorcerer Spells Known (CL 11th; concentration +15)

5th (4/day)—*cloudkill* (DC 19), *fire snake*[APG] (DC 19), *hold monster* (DC 19)

4th (7/day)—*dimension door*, *enervation*, *fear* (DC 18), *poison* (DC 18)

3rd (7/day)—*fireball* (DC 17), *fly*, *monstrous physique I*[UM], *slow* (DC 17), *summon monster III* (reptiles only)

2nd (7/day)—*accelerate poison*[APG] (DC 16), *delay poison*, *detect thoughts* (DC 16), *false life*, *skinsend*[UM], *spider climb*

1st (7/day)—*comprehend languages*, *corrosive touch*[UM], *enlarge person* (DC 15), *hypnotism* (DC 15), *mage armor*, *shield*

0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *ghost sound* (DC 14), *light*, *mage hand*, *mending*, *message*, *touch of fatigue* (DC 14)

Bloodline serpentine[APG]

Tactics

Before Combat The ascendant casts *false life*, *mage armor*, and *shield*.

During Combat The ascendant joins any nearby allies in melee if she's protected by *mage armor* and *shield*. She prefers to enhance her allies with *enlarge person* and weaken enemies with *slow*. If presented with heavily armored opponents, she focuses on them with *enervation*, and if pressed, she utilizes *dimension door* to escape.

Base Statistics Without *false life*, *mage armor* and *shield*, the ascendant's statistics are **AC** 15, touch 13, flat-footed 13; **hp** 85.

Statistics

Str 8, **Dex** 14, **Con** 14, **Int** 10, **Wis** 16, **Cha** 18

Base Atk +5; **CMB** +4; **CMD** 17

Feats Empower Spell, Eschew Materials, Extend Spell, Great Fortitude, Improved Initiative, Iron Will, Silent Spell, Still Spell, Toughness

Skills Bluff +12, Escape Artist +4, Knowledge (arcana) +14, Knowledge (history) +11, Perception +9

Languages Common

Combat Gear *potion of cure moderate wounds*, *scroll of greater invisibility*; **Other Gear** mwk spear, *amulet of natural armor +1*, *cloak of resistance +1*, *headband of mental prowess +2* (Wis, Cha), *ring of protection +1*, 48 gp

Spellcasters who claim to have blood ties to the serpentfolk of old willingly seek out Fang Monastery. Known as "ascendants," these spellcasters form the lower echelon of the monastery's leadership. They grow their power while simultaneously exploring the ascetic mysticism put forth by the monastery's higher leadership.

Fang Monastery Master

With vast experience in martial disciplines, masters teach the members of Fang Monastery in their deadly ways.

Fang Monastery Master **CR 10**

XP 9,600

Human monk (sensei) 11 (*Pathfinder RPG Ultimate Combat* 60)
LE Medium humanoid (human)
Init +3; **Senses** Perception +19

Defense

AC 24, touch 20, flat-footed 21 (+4 armor, +3 Dex, +2 monk, +5 Wis)
hp 75 (11d8+22)
Fort +8, **Ref** +10, **Will** +12; +2 vs. enchantments
Immune disease, poison

Offense

Speed 30 ft.
Melee *+1 ki focus kama* +13/+8 (1d6+2), mwk kama +13/+8 (1d6) or
+1 ki focus kama +15/+10 (1d6+2) or
unarmed strike +13/+8 (1d10+1)
Special Attacks stunning fist (11/day, DC 20)

Tactics

Before Combat The Fang Monastery master drinks his *potion of mage armor*.
Base Statistics Without *mage armor*, the Fang Monastery master's statistics are **AC** 20, touch 20, flat-footed 17.

Statistics

Str 13, **Dex** 17, **Con** 12, **Int** 10, **Wis** 20, **Cha** 8
Base Atk +8; **CMB** +12; **CMD** 29
Feats Deflect Arrows, Improved Two-Weapon Fighting, Improved Unarmed Strike, Quick Draw, Stunning Fist, Twin Fang Lunge*, Twin Fang Strike*, Twin Fang Style*, Two-Weapon Fighting, Weapon Focus (kama)
Skills Acrobatics +17 (+28 when jumping), Intimidate +13, Knowledge (arcana) +8, Knowledge (history) +9, Perception +19, Sense Motive +19
Languages Common
SQ advice 16 rounds/day (move action; inspire competence +4, inspire courage +3, inspire greatness), high jump, insightful strike, ki pool (10 points, cold iron, lawful, magic, silver), maneuver training, mystic wisdom, slow fall 50 ft., wholeness of body (11 hit points)
Combat Gear *potion of mage armor*; **Other Gear** *+1 ki focus kama*, mwk kama, *belt of incredible dexterity +2*, *headband of inspired wisdom +2*

The eldest monks of Fang Monastery are revered and feared masters, teaching newer acolytes the ways of the serpentfolk and administering cruel punishments to those unfit to train, conditioning them into wardens through tactical psychological and emotional abuse. By the time acolytes have completed their training, their former identities have been stripped away, and they have pledged themselves fully to obey to the whims of their teachers.

The masters of Fang Monastery use their considerable knowledge to research potential sites of interest for excavation and pillaging of serpentfolk artifacts. These shrewd and knowledgeable monks act as masterminds for entire groups of enforcers and infiltrators, and they use ascendants as field officers to report successes and failures. Fang Monastery masters are so vital to the operations of the monastery that they are afforded a retinue of personal guards, typically ones they personally select from the ranks of assassins, enforcers, and wardens. To serve directly under a Fang Monastery master is thus considered a great honor—yet it is also a duty that carries great risk, should a personal guard earn his master's displeasure.

Together, the masters serve as an advisory council to the First Fang. Since he prefers to focus on uncovering lost serpentfolk treasure and teachings, the masters are in essence the day-to-day rulers of the monastery. They adjudicate disputes, vet potential new recruits, dole out all discipline and rewards, set the training and work schedules for the other inhabitants of the monastery, and plan expeditions to sites of interest.

The masters of Fang Monastery are wary of the ascendants, whose spellcasting power is outside their expertise and therefore beyond their complete control. Many an ascendant has thought to rise to join the masters in their leadership, and many an overly ambitious ascendant has taken a mysterious and fatal fall in the still of the night, or found himself expelled in violation of some rule that no one at the monastery was aware existed prior to him falling afoul of it, only to be told it is an ancient serpentfolk custom.

The First Fang

Believing he was chosen to revive the serpentfolk legacy, the First Fang created Fang Monastery and leads it still.

THE FIRST FANG **CR 11**

XP 12,800

Human oracle 12 (*Pathfinder RPG Advanced Player's Guide* 42)

LE Medium humanoid (human)

Init +3; **Senses** Perception +12

DEFENSE

AC 15, touch 15, flat-footed 11 (+1 deflection, +3 Dex, +1 dodge)

hp 81 (12d8+24)

Fort +8, **Ref** +9, **Will** +11

OFFENSE

Speed 30 ft.

Melee unarmed strike +12/+7 (2d6+3)

Oracle Spells Known (CL 12th; concentration +16)

6th (3/day)—*heal*, *legend lore*, *mass inflict moderate wounds* (DC 21)

5th (5/day)—*contact other plane*, *mass inflict light wounds* (DC 20), *righteous might*, *slay living* (DC 20)

4th (7/day)—*divination*, *divine power*, *ethereal fists*[OA], *inflict critical wounds* (DC 19), *sending*

3rd (7/day)—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *force punch*[UM] (DC 17), *inflict serious wounds* (DC 18), *protection from energy*, *remove curse*

2nd (7/day)—*delay poison*, *disfiguring touch*[UM] (DC 16), *glide*[APG], *grace*[APG], *inflict moderate wounds* (DC 17), *oracle's burden*[APG] (DC 17), *silence* (DC 16)

1st (7/day)—*command* (DC 15), *detect chaos*, *detect law*, *divine favor*, *inflict light wounds* (DC 16), *remove fear*, *stone fist*[APG]

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *detect poison*, *light*, *mending*, *purify food and drink* (DC 14), *read magic*, *spark*[APG] (DC 14)

Mystery ascetic*

TACTICS

During Combat At the start of combat, the First Fang casts *righteous might* and, if he has time, *divine power*. If he outclasses enemies, he torments them with *bestow curse* and *disfiguring touch*, using the latter to force snakelike deformations. He uses his oracular spellstrike revelation to inflict spells through his unarmed strikes.

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +9; **CMB** +11; **CMD** 26

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Unarmed Strike, Mobility, Spell Focus (necromancy), Spring Attack, Toughness

Skills Acrobatics +18, Escape Artist +13, Knowledge (arcana) +10, Knowledge (history) +15, Linguistics +2, Perception +12, Sense Motive +10

Languages Aklo, Common, Undercommon

SQ oracle curse (toxic blood*), revelations (ascetic armor, martial discipline, oracular spellstrike, spell deflection)

Combat Gear *potions of cure serious wounds* (2), *scroll of word of recall*; **Other Gear** *amulet of mighty fists +1*, *belt of giant strength +2*, *cloak of resistance +2*, *headband of alluring charisma +2*, *ring of protection +1*, incense worth 250 gp, pieces of ivory worth 50 gp (4)

The First Fang's initial teachings were innocuous ones—ideals that helped solidify the bond uniting his community. By studying carvings and writings left behind by the serpentfolk, the First Fang learned their tongue and consumed their imperialistic ideals and their belief in rule by force. He transformed his monastery into a clan of assassins and thieves and now works to uncover the history of the serpentfolk in a misguided attempt to bring about their return.

Encounters

Agents of Fang Monastery can be found prowling far and wide in the shadows of the world.

Scouting Party (CR 10)

A Fang Monastery scouting party is usually sent to survey sites of interest that may contain serpentfolk ruins.

Fang Monastery Enforcers (2) CR 6
XP 2,400 each
hp 71 each (see page 106)

Harrying Brute CR 6
XP 2,400
hp 45 (*Pathfinder RPG NPC Codex* 99)

Serus (3) CR 3
XP 800 each
hp 22 each (*Pathfinder RPG Monster Codex* 208)

Strike Team (CR 12)

A strike team attacks anyone found carrying artifacts sought by the monastery.

Fang Monastery Assassins (2) CR 7
XP 3,200 each
hp 63 each (see page 107)

Fang Monastery Infiltrators (2) CR 6
XP 2,400 each
hp 56 each (see page 107)

Fang Monastery Sniper CR 9
XP 6,400
hp 78 (see page 108)

Teachers and Students (CR 14)

Groups of students study and practice together for several years, as long as they manage to survive their harsh lessons.

Cruel Instructor CR 8
XP 4,800
hp 44 (*Pathfinder RPG NPC Codex* 32)

Fang Monastery Enforcers (6) CR 6
XP 2,400 each
hp 71 each (see page 106)

Fang Monastery Masters (2) CR 10
XP 9,600 each
hp 75 each (see page 111)

Grandmaster Retinue (CR 15)

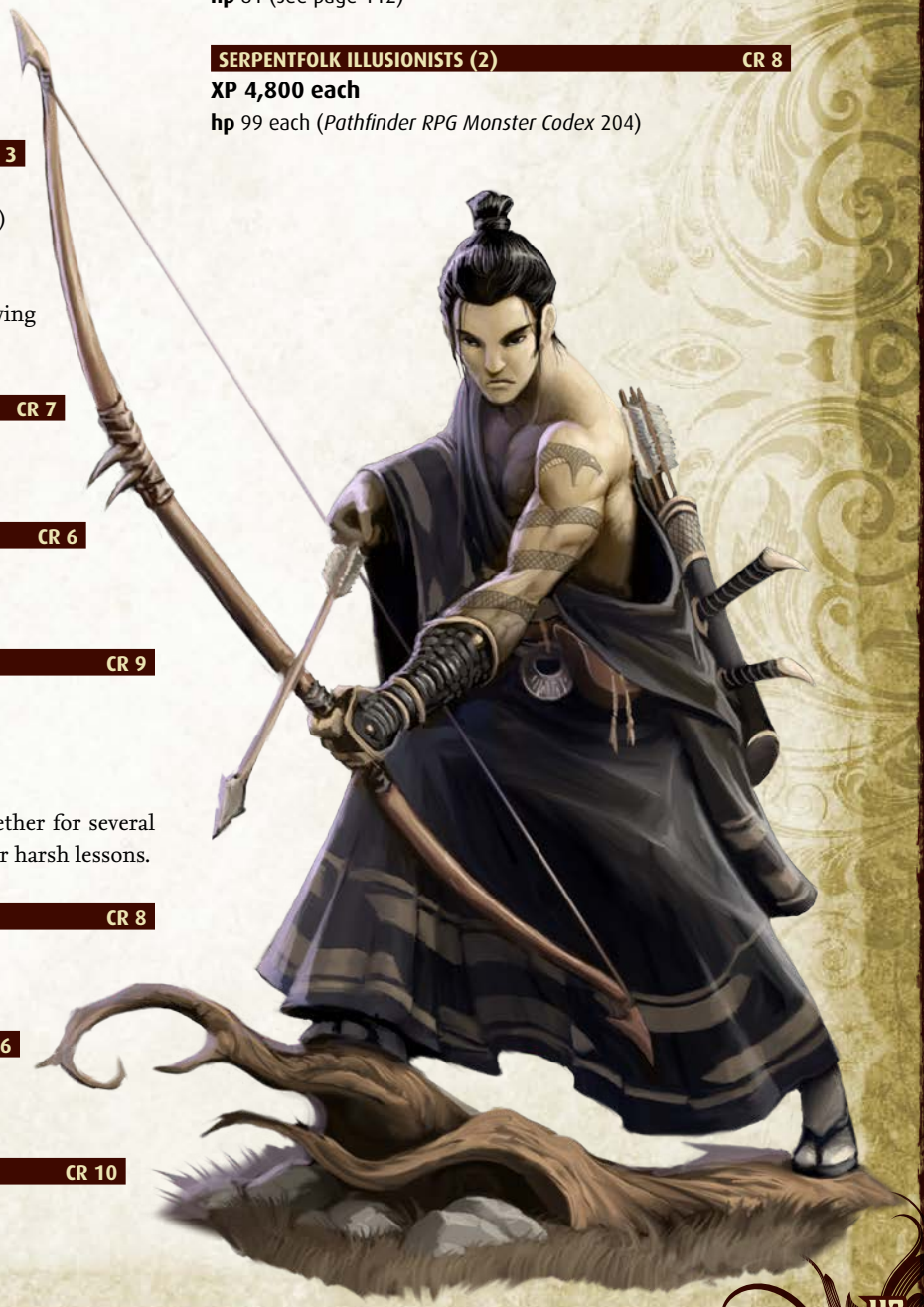
The First Fang rarely ventures out without his retinue.

Fang Monastery Mystics (2) CR 8
XP 4,800 each
hp 80 each (see page 109)

Fang Monastery Shadows (2) CR 10
XP 9,600 each
hp 97 each (see page 108)

The First Fang CR 11
XP 12,800
hp 81 (see page 112)

Serpentfolk Illusionists (2) CR 8
XP 4,800 each
hp 99 each (*Pathfinder RPG Monster Codex* 204)



Merchant Caravan

"Merchants? Bah! More like highway robbers. I tell you, the thieving scoundrels who travel with that caravan have caused me nothing but trouble. This is the third time I've ventured into a town they've just left, and it's the same story, every time. Everything they sell is either junk or has been stolen from somewhere else. And the people they've swindled are always looking to me to make it right. Like we're all part of the same guild, and it's my job to repay them for the trickery of my 'fellow merchants.' Just last month, a goodwife accosted me and insisted I replace the candles she'd bought from some shoddy peddler after they did nothing but smoke and sputter. I offered her the best deal I could manage on some higher-quality candles, but she just sniffed at me like I was stealing from her children's mouths! I tell you, it's enough to make an honest salesman retire.

"Now, can I interest you in some fine bolts of silk? I've got lots of new colors…"

—Sillvia Ferigos, traveling merchant

The merchant caravan is a traveling group of corrupt traders, smugglers, and artisans, along with their retinue of wagon drivers, guards, and other underhanded business associates. They wander from community to community, selling goods and fleecing customers. Led by a conniving merchant and his partners, the entire group travels together for safety and to intimidate any unsatisfied customers who are foolish enough to try demanding recompense for bargains gone wrong. The caravan's scoundrels fill a variety of roles and boast a range of talents, from shoddy artisans who manufacture substandard goods to slimy peddlers who play bait-and-switch games to smugglers who move stolen or illicit goods across the countryside.

The merchant caravan consists of three main groups: the caravan master and his immediate subordinates (who jointly own most of the transportation, collect fees from the other merchants, and pay the hired help); other merchants who pay the leaders for the privilege of traveling with the caravan and hawking their wares; and the sellswords, drivers, guards, and scouts who are hired to protect the whole group, sticking around only as long as they are well paid. Each group is dependent upon and benefits from the presence of the other two, and together, all three make for a successful business venture.

The caravan master is by far the wealthiest within the caravan, making his living both through trade and through the fees he collects to ensure that the other merchants receive adequate security. His attitude has always been: "Conduct business as you will, don't steal from me or one another, and the caravan will take care of you." Together with his team of leaders, the caravan master organizes logistics, provides security, and determines destinations. He sees himself as a paternal figure—he expects those of his troop to follow his orders if things get dangerous, though he is willing to listen to the suggestions of other members of the caravan when things are prosperous and taking risks doesn't seem too daunting.

The other merchants conduct the bulk of the trade, and because of their underhanded business practices, they turn a tidy profit, even after deducting the fees owed to the caravan master (a sum they consider more than worth it for the convenience and security the caravan provides). From time to time, when an unscrupulous trader pushes the law too far in a given community, the caravan master lets the constabulary make an arrest, but usually a few well-placed bribes solve the problem (followed by a single warning to be more careful, lest the offending merchant be expelled from the consortium). Merchants come and go by choice and by force, so the make-up of the caravan changes over time, and the caravan master is careful never to visit the same locale too frequently to prevent folks with long memories from making troubling accusations against the organization's merchants.

The merchant caravan might do business with the brutal slavers, and would certainly have a good working relationship with the corrupt guard. It might hire some of the ruthless brigands for protection, and would obviously have regular dealings with any local thieves' guild, swapping stolen goods and maintaining handshake agreements about what kind of business is off limits. Though no member of the secret society would be seen consorting with lowborn peddlers, they're not above paying people who are only passing through to carry out dirty work with which the society can't be associated, or slipping the caravan master a few extra coins to smuggle contraband in or out of the society's territory. On occasion, the merchant caravan might travel with a carnival troupe, setting up retail wagons on the outskirts of the carnival to benefit from the mutual customers. Of course, if any of those groups feel slighted by the merchants, they could instigate a conflict, potentially catching the PCs in the crossfire.

Story Hooks

Given its transitory presence in any one location, the merchant caravan might be willing to take risks that settled criminal operations would never dare consider. What follows is a series of potential hooks to draw the characters into contact with the corrupt merchants of the caravan.

Impostors: Soon after arriving in a new locale, one or more of the PCs are accused of being corrupt merchants and ripping off the populace. In the effort to clear their names, the confused heroes eventually discover that members of the merchant caravan have used disguises (both mundane and magical) to masquerade as the PCs while running con games.

Profiteers: The PCs are providing aid to a needy group during a crisis. Perhaps they are assisting refugees during a war, or perhaps a natural disaster such as an earthquake or an immense storm has displaced a large number of people. Badly needed supplies are en route to the unfortunate—maybe the characters are assigned the task of acquiring and delivering them, or they simply hear about the mishap after the fact—but somewhere along the way, the merchant caravan steals the supplies. The PCs must track down the supplies and get them back, which leads to a confrontation with members of the merchant caravan who stole the goods and are attempting to smuggle them elsewhere or sell them back at a higher price.

Smugglers: A local lord has a major smuggling problem in his territory and has no idea how the smugglers have managed to sneak past his inspections. He has exhausted his own resources in investigating the trail of contraband and must now seek outside help. He needs someone who can solve this mystery and put a stop to it. The PCs must figure out how the smugglers are slipping through the lord's security and halt their thievery.

New Rules

The following section includes new items and rules, all specially tailored for use by the merchant caravan.

Feat

The following feat is available to unscrupulous artisans, such as those in the merchant caravan.

Craft Shoddy Item

You can create poorly constructed items that appear to be just as sturdy and as of good quality as normal goods, saving on the cost of materials in the process.

Prerequisite: 1 rank in appropriate Craft skill.

Benefit: When you craft an item using your Craft skill, you can pay 1/5 of the item's price for the raw material cost and craft a shoddy item (see page 116). You must still succeed at the appropriate DC check, and the work takes the same amount of time as a normal item. If you fail the Craft check by 5 or more, you ruin all the raw materials and must begin again. If you attempt to craft an item of even lower quality, the item's poor quality is immediately apparent.

Normal: You pay 1/3 of the item's price for the raw material cost. If you fail the Craft check by 5 or more, you ruin half the raw materials and must pay half the original raw material cost again.

Equipment

The merchant caravan uses the following tricky items to assist its members in smuggling illicit goods and maximizing their profits.

Caravan Master's Wagon

Price 1,000 GP
Weight 2,000 lbs.

The caravan master's wagon is similar in most respects to a high-quality heavy smuggler's wagon (see below), but it additionally allows for a hidden *portable hole* (price not included above) secreted within in it. The *portable hole* rests upon the surface of the wagon bed, with a second layer of wooden planks laid atop it and fastened into place with nuts and bolts so they appear to be a normal part of the wagon. Thus the *portable hole* sits between the layers of wood like a thin cut of meat between two slices of bread. Those who know about the *portable hole* can fill it with illicit goods and then fasten the second layer of decking in place and load normal cargo atop it. The wagon weighs no more than it should. This setup allows for the transport of live cargo (rendered suitably silent or unconscious, if necessary), as the planks atop the opening of the portable hole are spaced just far enough apart to allow in breathable air, if the smugglers leave the hole open and attached. Unless someone knows what to look for, a successful DC 30 Perception check is necessary to discover the hidden second layer.

Shoddy Item

Price varies
Weight varies

A shoddy item is any mundane piece of equipment that has been cleverly but poorly crafted such that its materials and workmanship are worse than expected, but the flaws are concealed. Layers of material are thinner than normal, hasps and hinges are only loosely attached, metals are mixed improperly, resulting in softer alloys, and so forth. Shoddy items are sold for the same price as their well-made counterparts. Manufacturing a shoddy item requires the Craft Shoddy Item feat (see above) in order to successfully conceal the poor workmanship. Shoddy items are never masterwork or made of special materials (though they might appear to be made of a special material), and single-use items can never be made as shoddy items.

Any shoddy item has its hardness reduced by 2 and its hit points reduced by half. Any weapon or piece of armor constructed in a shoddy manner takes damage each time it is used; a weapon takes the same amount of damage it deals in an attack (minus its lower hardness rating), and a piece of armor takes damage identical to its wearer's loss in hit points from an enemy's successful attack (again, after taking the adjusted hardness into account). Items other than weapons and armor have a 10% chance to gain the broken condition with each day of use, and if they have a limited number of uses, they have half as many uses as normal. In either case, shoddy items that gain the broken condition can never have that condition removed (even by using magic or if they later recover hit points) without further successful Craft checks and gp expenditure to fix the initial flaws. Shoddy items that are destroyed cannot be recovered by any means, and are useless for anything more than salvaging some of the raw materials. A shoddy item typically costs the same as a normal item of its kind.

A character who succeeds at a DC 15 Appraise (or appropriate Craft) check notices the shoddy condition of an item, but the character must specifically inspect the item to do so.

Smuggler's Wagon

Price varies
Weight varies

A smuggler's wagon functions in most respects exactly like an ordinary wagon (*Pathfinder RPG Ultimate Equipment* 87), except it contains hidden compartments that allow for cargo to be transported in secret. The price of a smuggler's wagon depends on two factors—the size or type of the original wagon, and the skill with which the hidden compartments have been constructed.

The table below details the prices of such a vehicle (the numbers in parentheses indicate the DC for a Perception check to successfully locate the hidden compartments during a search of the wagon).

	Concealment Quality		
Size	**Low (15)**	**Med. (20)**	**High (25)**
Light	75 gp	100 gp	150 gp
Medium	115 gp	150 gp	225 gp
Heavy	150 gp	200 gp	300 gp

Compartments can be located throughout the wagon, in such places as a hollowed-out axle, beneath the seats, between panels

on the floor decking, and so forth. The total amount of weight the wagon and its draft animals can accommodate remains the same as the original variety of wagon.

SUCKER'S BARREL	PRICE 4 GP
	WEIGHT 35 lbs.

A sucker's barrel is constructed to appear to the casual eye exactly like a normal barrel. However, an inner barrier installed near one of the barrel's ends hides a cavity containing a bladder filled with water. This creates a false bottom such that, when the barrel is full, it weighs and feels the same as a barrel filled completely with more valuable liquid, such as alcohol or oil. In this way, a merchant can "fill" a barrel with a smaller quantity of a liquid (typically 75% of the barrel's total capacity) and then sell it as if it were a full barrel's worth.

Spell

The following spell serves corrupt merchants very well.

Fool's Gold

School illusion; **Level** bard 1, medium 1, mesmerist 1, psychic 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a copper piece or silver piece)
Range touch
Target objects touched
Duration 1 hour/level
Saving Throw none or Will disbelief (see text); **Spell Resistance** no

You can temporarily make copper or silver seem to be an equivalent amount of gold. The spell affects 1 gp/level worth of material (thus, at 3rd level, the spell affects up to 300 copper pieces, 30 silver pieces, or a copper or silver item worth no more than 3 gp). Coins increase in value as normal for the new type of coinage. For items other than coins, some of the value of the item comes from its craftsmanship, regardless of the metal used, so the value of the item seems to be 5 times (for silver items) or 50 times (for copper items) its true value. Thus, a copper candlestick originally worth 5 cp transformed by this spell appears to be worth 250 cp, or 2 gp and 5 sp. A successful DC 25 Appraise check automatically detects the true nature of the coins or items. Creatures inspecting or interacting with the coins or items can attempt a saving throw to disbelieve the illusion.

Magic Items

The merchant caravan employs the following magic items to transport goods and swindle customers.

CRATE OF PRESERVATION		PRICE 2,500 GP
SLOT none	**CL** 5th	**WEIGHT** 60 lbs.
AURA faint transmutation		

A *crate of preservation* stores and keeps fresh any perishable food and drink during transport. Cold items remain cold and hot items stay hot. The preservation effects function indefinitely, though foods already spoiled before being placed within the crate are not restored to health and vigor; they simply remain in their existing state of spoilage. The *crate of preservation* can hold up to 8 cubic feet of goods.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
Craft Wondrous Item, *endure elements, purify food and drink*	

UNBALANCED SCALES		PRICE 1,000 GP
SLOT none	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint illusion		

A set of *unbalanced scales* permits an unscrupulous merchant to conduct transactions with inaccurate weight results, but still pass inspections by commerce officials when necessary. The *unbalanced scales* normally provide an accurate measurement of weight, but by means of a command word, the user can cause the set of scales to provide a reading that is off (either lighter or heavier, as desired) by as much as 25%.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, *prestidigitation*	

Con Artists

Con artists make a living ripping people off, using fast talk and the occasional spell.

Common Swindler **CR 1**

XP 400

Human rogue 2

NE Medium humanoid (human)

Init +2; **Senses** Perception +6

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 12 (2d8)

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

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee *+1 dagger* +1 (1d4/19–20)

Special Attacks sneak attack +1d6

Tactics

Before Combat The common swindler drinks her *potion of mage armor* and applies her *oil of magic weapon* to her dagger.

Statistics

Str 8, **Dex** 14, **Con** 10, **Int** 17, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +0; **CMD** 12

Feats Deceitful, Extra Rogue Talent[APG]

Skills Appraise +8, Bluff +8, Climb +4, Diplomacy +6, Disable Device +8, Disguise +8, Escape Artist +7, Intimidate +6, Linguistics +8, Perception +6, Profession (merchant) +6, Sense Motive +6, Sleight of Hand +7

Languages Common, Dwarven, Elven, Gnome, Halfling, Orc

SQ rogue talents (convincing lie[UC], honeyed words[APG] 1/day), trapfinding +1

Combat Gear *oil of magic weapon*, *potion of cure light wounds*, *potion of invisibility*, *potion of mage armor*; **Other Gear** mwk dagger, thieves' tools

Snake-Oil Seller **CR 3**

XP 800

Human cleric of Calistria 3/rogue 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +10

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 21 (4d8)

Fort +3, **Ref** +4, **Will** +6

Offense

Speed 30 ft.

Melee mwk light mace +2 (1d6–1) or whip +2 (1d3–1 nonlethal)

Special Attacks channel positive energy 6/day (DC 14, 2d6), sneak attack +1d6

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day—copycat (3 rounds), dazing touch

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*calm emotions*[D] (DC 15), *eagle's splendor*, *enthrall* (DC 15)

1st—*charm person*[D] (DC 14), *command* (DC 14), *cure light wounds*, *remove sickness*[UM] (DC 14)

0 (at will)—*create water*, *detect magic*, *mending*, *virtue*

D domain spell; **Domains** Charm, Trickery

Statistics

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

Base Atk +2; **CMB** +2; **CMD** 13

Feats Brew Potion, Conceal Spell[UI], Deceitful

Skills Appraise +7, Bluff +12, Diplomacy +10, Disguise +9, Intimidate +7, Perception +10, Sense Motive +10, Sleight of Hand +8

Languages Common, Halfling

SQ trapfinding +1

Combat Gear *oils of magic weapon* (2), *potions of cure light wounds* (3); **Other Gear** mithral chain shirt, mwk light mace, whip, silver holy symbol of Calistria, 234 gp

Shady Merchants

Shady merchants are similar in many respects to con artists, though they devote more time to constructing or acquiring goods to be sold, rather than going through the elaborate process of duping potential customers. Shady merchants rely heavily upon a number of caravan guards and hired thugs to protect them from unhappy customers.

Shoddy Artisan **CR 1**

XP 400

Dwarf rogue 2

NE Large humanoid (dwarf)

Init –1; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 10, touch 8, flat-footed 10 (+2 armor, –1 Dex, –1 size)

hp 20 (2d8+8)

Fort +3, **Ref** +3, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, evasion

Offense

Speed 20 ft.

Melee mwk warhammer +3 (2d6+2/×3)

Ranged heavy crossbow –1 (1d10/19–20)

Special Attacks hatred, sneak attack +1d6

Tactics

Before Combat The shoddy artisan drinks his *potion of enlarge person.*

During Combat The shoddy artisan attempts to use his size to call attention to the fight, hoping to draw other caravan guards to his aid.

Base Statistics Without the *potion of enlarge person,* the shoddy artisan's statistics are Medium size; **Init** +0; **AC** 12, touch 10, flat-footed 12; **Melee** mwk warhammer +3 (1d8+1/×3); **Ranged** heavy crossbow +1 (1d10/19–20); **Str** 13, **Dex** 10; **CMB** +2; **CMD** 12 (16 vs. bull rush and trip).

Statistics

Str 15, **Dex** 8, **Con** 16, **Int** 8, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +3; **CMD** 13 (17 vs. bull rush and trip)

Feats Craft Shoddy Item*

Skills Appraise +4 (+6 to assess nonmagical metals or gemstones), Craft (armor) +6, Craft (carpentry) +6, Craft (locks) +6, Craft (weapons) +6, Diplomacy +6, Perception +2 (+4 to notice unusual stonework), Sense Motive +7; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven

SQ rogue talent (honeyed words[APG] 1/day), trapfinding +1

Combat Gear *potion of endure elements* (2), *potion of enlarge person*; **Other Gear** leather armor, heavy crossbow, mwk warhammer, blacksmith anvil[APG], various mwk artisan's tools, 33 gp

Shoddy artisans make an art of turning out substandard goods that look normal to the untrained eye.

Crooked Retailer **CR 3**

XP 800

Human fighter 4

CN Medium humanoid (human)

Init –1; **Senses** Perception +2

Defense

AC 15, touch 9, flat-footed 15 (+4 armor, –1 Dex, +2 shield)

hp 34 (4d10+8)

Fort +5, **Ref** +0, **Will** +1 (+1 vs. fear)

Offense

Speed 30 ft.

Melee mwk dagger +9 (1d4+4/19–20) or mwk heavy mace +9 (1d8+4)

Tactics

During Combat If a fight appears to be going poorly, the crooked retailer drinks her *potion of enlarge person* to enhance her Intimidate skill and tries to frighten off foes.

Statistics

Str 18, **Dex** 8, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 17

Feats Alertness, Bludgeoner[UC], Enforcer[APG], Intimidating Prowess, Persuasive, Power Attack

Skills Appraise +4 (+6 on items valued by weight when using scales), Bluff +5, Diplomacy +7, Intimidate +15, Perception +2, Sense Motive +5

Languages Common, Dwarven

SQ armor training 1

Combat Gear *potions of cure light wounds* (2), *potion of enlarge person*; **Other Gear** mwk chain shirt, *+1 light steel shield*, mwk dagger, mwk heavy mace, heavy wagon[UC], merchant's scale, sucker's barrel*, 125 gp

These crooked retailers adopt strict "sold as is" and "all sales final" policies. When disgruntled customers come looking for refunds, the crooked retailers use their imposing demeanors to discourage these requests.

Illicit Dealers

Illicit dealers reap lucrative profits in exchange for the risks they take.

PETTY FENCE **CR 2**

XP 600

Human rogue 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 14 (3d8–3)

Fort +0, **Ref** +5, **Will** +2; +2 vs. sleep and charm

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4/19–20)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The petty fence drinks one of her *potions of mage armor.*

Morale If wounded, the petty fence uses her *potion of gaseous form* to escape.

Base Statistics Without the *potion of mage armor,* the petty fence's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 14

Feats Alertness, Deceitful, Uncanny Alertness[UM]

Skills Appraise +7, Bluff +11, Climb +6, Diplomacy +9, Disable Device +11, Disguise +11, Linguistics +7, Perception +10, Sense Motive +10, Sleight of Hand +8, Stealth +8

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ rogue talent (black market connections[UC]), trapfinding +1

Combat Gear *potion of gaseous form*, *potions of mage armor* (2); **Other Gear** mwk dagger, mwk light crossbow, mwk thieves' tools, 63 gp

CONTRABAND SMUGGLER **CR 4**

XP 1,200

Halfling rogue 5

NE Small humanoid (halfling)

Init +2; **Senses** Perception +12

DEFENSE

AC 18, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 size)

hp 31 (5d8+5)

Fort +2, **Ref** +7, **Will** +4; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk dagger +3 (1d3–2/19–20)

Ranged mwk light crossbow +7 (1d6/19–20)

Special Attacks sneak attack +3d6

TACTICS

During Combat The contraband smuggler prefers to stay out of melee combat, letting his thugs handle foes at close range while he fires his crossbow at easy targets.

Morale The contraband smuggler abandons any smuggled merchandise and flees if in danger of dying or being caught, drinking his *potion of invisibility* and *potion of misdirection* to evade both mundane and magical detection.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 16, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +0; **CMD** 13

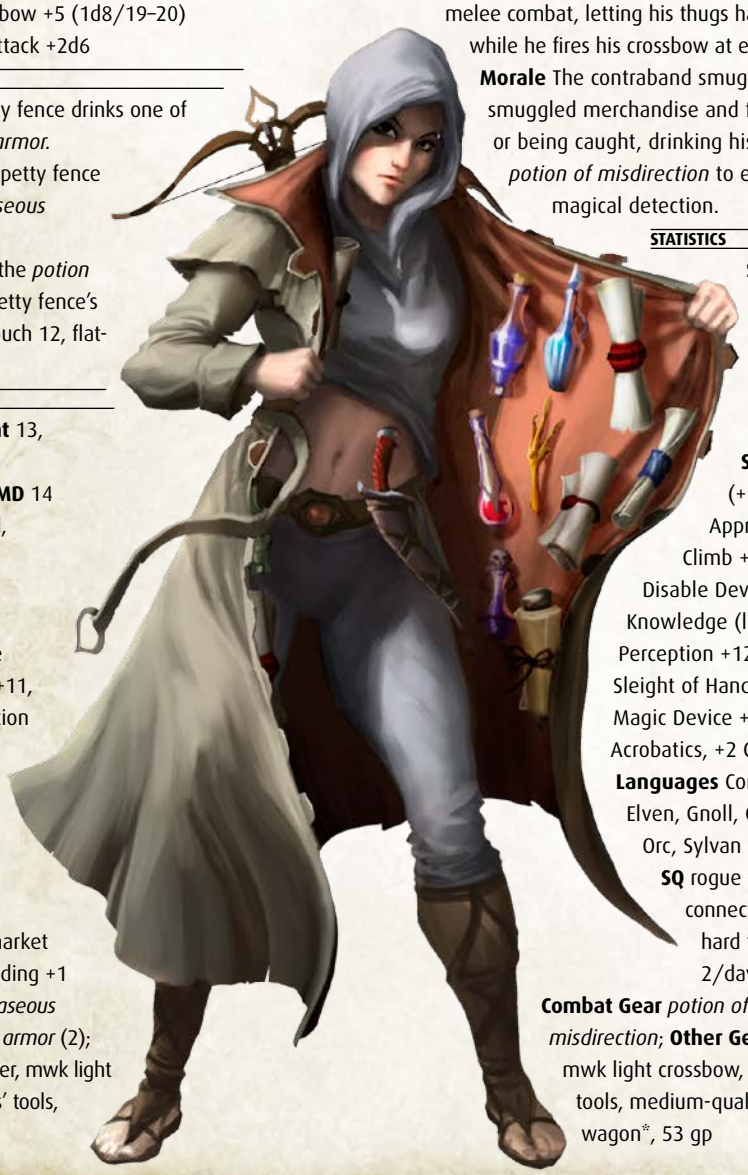
Feats Extra Rogue Talent[APG] (2), Toughness

Skills Acrobatics +4 (+0 when jumping), Appraise +11, Bluff +10, Climb +0, Diplomacy +10, Disable Device +10, Disguise +10, Knowledge (local) +11, Linguistics +11, Perception +12, Sense Motive +10, Sleight of Hand +10, Stealth +14, Use Magic Device +10; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Druidic, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Orc, Sylvan

SQ rogue talents (black market connections[UC], convincing lie[UC], hard to fool[APG], honeyed words[APG] 2/day), trapfinding +2

Combat Gear *potion of invisibility*, *potion of misdirection*; **Other Gear** *+1 mithral chain shirt*, mwk light crossbow, mwk dagger, mwk thieves' tools, medium-quality medium smuggler's wagon*, 53 gp



Unscrupulous Brokers

These clever swindlers prefer to slowly squeeze money from their marks rather than rob an individual just once.

Ruthless Moneylender **CR 2**

XP 600

Human illusionist 3

CN Medium humanoid (human)

Init +1; **Senses** Perception +4

Defense

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 16 (3d6+3)

Fort +1, **Ref** +2, **Will** +4

Offense

Speed 30 ft.

Melee club +0 (1d6–1) or
mwk dagger +1 (1d4–1/19–20)

Arcane School Spell-Like Abilities (CL 3rd; concentration +6)
6/day—*blinding ray*

Illusionist Spells Prepared (CL 3rd; concentration +6)
2nd—*disguise other*[UM], *minor image* (DC 15), *unnatural lust*[UM] (DC 15)
1st—*disguise self*, *fool's gold**, *magic aura*, *mount*
0 (at will)—*arcane mark*, *daze* (DC 13), *light*, *mending*

Opposition Schools divination, necromancy

Tactics

Before Combat The ruthless moneylender drinks her *potion of mage armor.*

During Combat The ruthless moneylender tries to avoid combat and relies on caravan guards and thugs to protect her from unhappy customers.

Morale The ruthless moneylender uses *blinding ray* to disorient foes and prevent attempts to escape. If she is in a setting with other passersby, she uses *disguise self* to change her appearance and tries to blend in with the crowd.

Base Statistics Without the *potion of mage armor,* the ruthless moneylender's statistics are **AC** 11, touch 11, flat-footed 10.

Statistics

Str 8, **Dex** 12, **Con** 10, **Int** 17, **Wis** 13, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 11

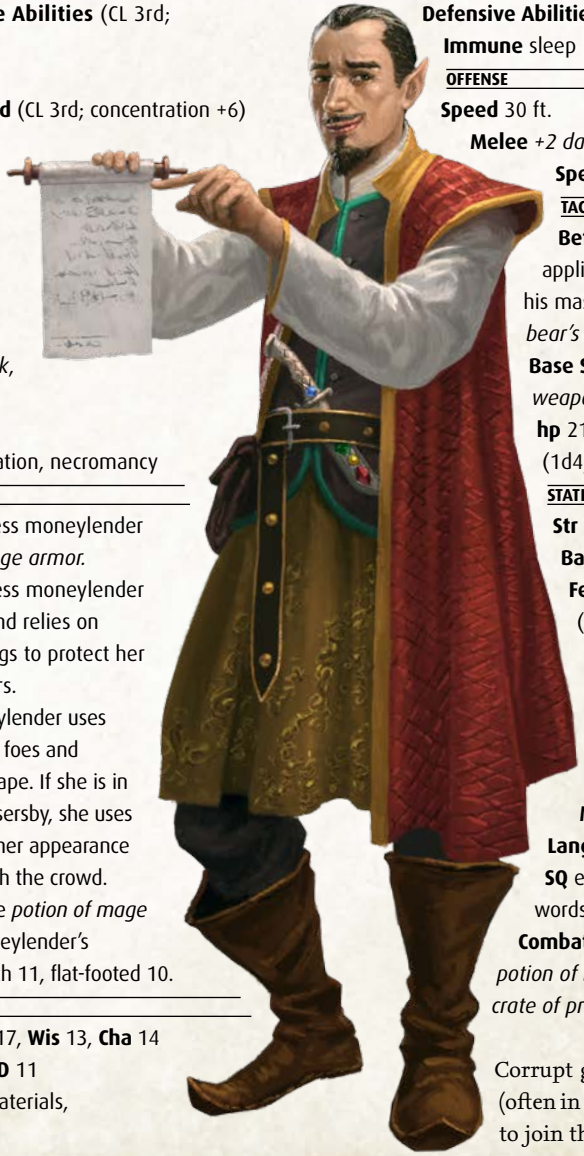
Feats Deceitful, Eschew Materials, Persuasive, Scribe Scroll

Skills Appraise +9, Bluff +4, Craft (gemcutting) +11, Diplomacy +7, Disguise +4, Intimidate +7, Perception +4, Sense Motive +4

Languages Common, Dwarven, Elven, Halfling

SQ arcane bond (mwk dagger), extended illusions (1 round)

Combat Gear *potion of mage armor*; **Other Gear** club, mwk dagger, mwk artisan's tools, *unbalanced scales**, 93 gp



Corrupt Guild Member **CR 4**

XP 1,200

Half-elf rogue 5

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +12

Defense

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 31 (5d8+5)

Fort +2, **Ref** +6, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.

Melee *+2 dagger* +5 (1d4+2/19–20)

Special Attacks sneak attack +3d6

Tactics

Before Combat The corrupt guild member applies his *oil of greater magic weapon* to his masterwork dagger and drinks his *potion of bear's endurance*.

Base Statistics Without the *oil of greater magic weapon,* the corrupt guild member's statistics are **hp** 21 (5d8–5); **Fort** +0; **Melee** mwk dagger +4 (1d4/19–20); **Con** 8.

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 15

Feats Deceitful, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Sense Motive)

Skills Appraise +9, Bluff +16, Diplomacy +14, Disguise +5, Intimidate +11, Knowledge (local) +9, Perception +12, Profession (merchant) +10, Sense Motive +13, Stealth +10, Use Magic Device +11; **Racial Modifiers** +2 Perception

Languages Common, Elven, Halfling

SQ elf blood, rogue talents (charmer[APG], honeyed words[APG] 2/day), trapfinding +2

Combat Gear *oil of greater magic weapon* (CL 8th), *potion of bear's endurance*; **Other Gear** mwk dagger, *crate of preservation**, *ring of protection +1,* 98 gp

Corrupt guild members claim to represent guilds (often in distant places), and coerce local merchants to join these organizations for steep fees.

SECURITY MANAGER

The security manager is responsible for the safety of the entire caravan.

SECURITY MANAGER **CR 5**

XP 1,600

Human fighter 6

NE Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 20, touch 10, flat-footed 20 (+6 armor, +4 shield)

hp 55 (6d10+18)

Fort +7, **Ref** +4, **Will** +5 (+2 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 battleaxe* +15/+10 (1d8+8/×3) or club +12/+7 (1d6+6) or heavy shield bash +12/+7 (1d4+6)

Special Attacks weapon training (axes +1)

TACTICS

Before Combat The security manager drinks his *potion of bull's strength.*

During Combat When fighting numerous weaker foes, the security manager wades into their midst and uses his defensive skills to hold his own while his rogue allies flank with him; against more powerful foes, he uses Power Attack to bring them down quickly.

Base Statistics Without the *potion of bull's strength,* the security manager's statistics are **Melee** *+1 battleaxe* +13/+8 (1d8+6/×3) or club +10/+5 (1d6+4) or heavy shield bash +10/+5 (1d4+4); **Str** 18; **CMB** +10; **CMD** 20.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +12; **CMD** 22

Feats Bludgeoner[UC], Enforcer[APG], Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Shield Focus, Weapon Focus (battleaxe)

Skills Acrobatics –4 (–8 when jumping), Diplomacy +5, Handle Animal +8, Intimidate +12, Survival +10

Languages Common, Elven

SQ armor training 1

Combat Gear *potion of bull's strength, potion of cure moderate wounds*; **Other Gear** mwk chainmail, *+1 heavy steel shield, +1 battleaxe*, club, 270 gp

The security manager handles every aspect of protection for the merchants who travel in the caravan. Answering only to the caravan master, he has great leeway in determining how to handle security. He hires and pays the caravan guards—mostly thugs, sellswords, and the occasional scout or guide—and organizes them into units efficient at dealing with potential threats both on the roads and within cities and towns.

When the caravan is traveling, the security manager keeps scouts and outriders working along the road, in front of and behind the main wagon train, as well as to either side. These lookouts ensure that no wilderness threats get too close to the merchants and their goods before the security manager has a chance to set up a perimeter defense. Whether those threats consist of random monstrous creatures, a roaming group of brigands, or a savage tribe of humanoids, the security manager's task is to make certain no harm comes to the caravan—or its potential profits.

When the caravan approaches a settlement, the security manager investigates it ahead of time, ensuring the merchants won't have any local troubles that could impede their trade. Together with the face of the caravan, he inspects the location where the wagons intend to park and makes sure he and his guards can provide sufficient protection. The security manager often hires additional guards from among the townsfolk to help watch over the wagons and chase away local thieves (at least, those local thieves who don't have an agreement with the merchants).

His most important job, however, is to ensure no one gets too close to the caravan master. After all, wagons and goods can be replaced and fortunes can be rebuilt, but none of that can happen if the caravan master doesn't survive to double-deal another day.

Face

The face of the organization is the front woman who wheels and deals on behalf of the caravan and its merchants.

FACE **CR 5**

XP 1,600

Elf bard 6

CN Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 36 (6d8+6)

Fort +3, **Ref** +7, **Will** +4; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4+1/19–20)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16])

Bard Spells Known (CL 6th; concentration +12)

2nd (4/day)—*detect thoughts* (DC 15), *honeyed tongue*[APG], *communal share language*[UC], *suggestion* (DC 15)

1st (5/day)—*adoration*[UC], *charm person* (DC 14), *comprehend languages*, *innocence*[APG]

0 (at will)—*daze* (DC 13), *detect magic*, *know direction*, *lullaby* (DC 13), *mending*, *message*

TACTICS

Before Combat The face uses magic to try to win over potential enemies and avoid combat.

Morale The face avoids direct clashes whenever possible, preferring to let brawnier allies go toe to toe against foes. If she cannot use her glib tongue to soothe enemies and halt the fight, she flees. She casts *innocence* if the authorities get involved.

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 17

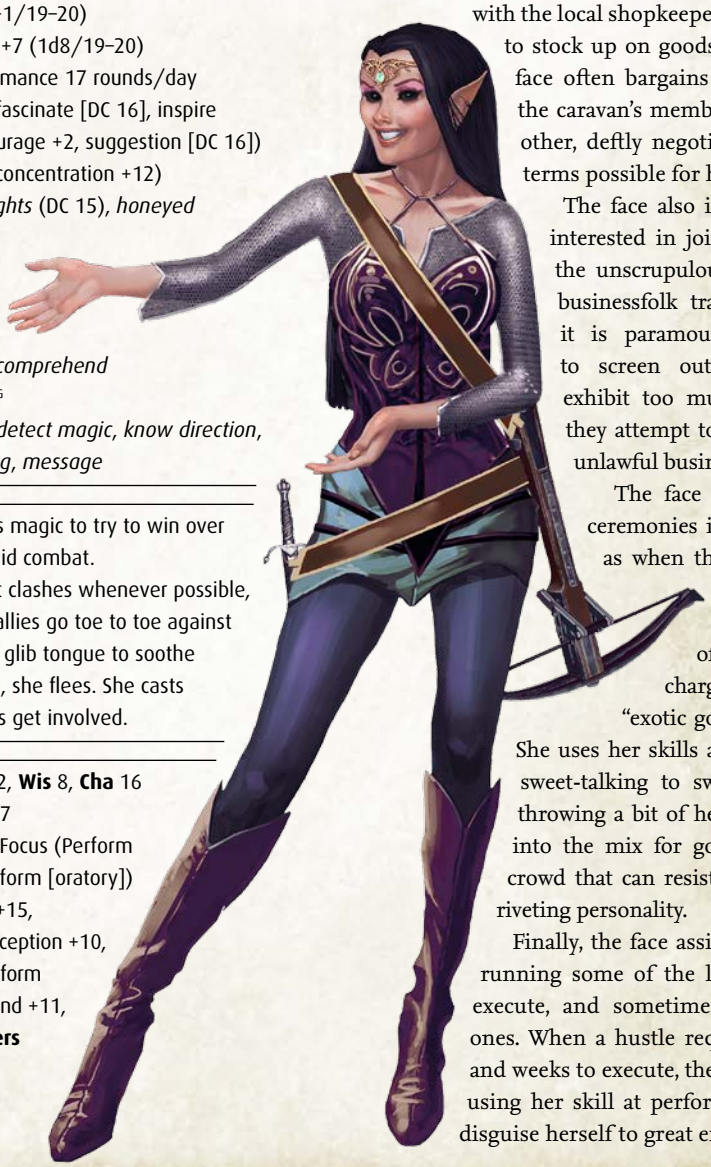
Feats Eschew Materials, Skill Focus (Perform [comedy]), Skill Focus (Perform [oratory])

Skills Appraise +12, Disguise +15, Knowledge (local) +13, Perception +10, Perform (comedy) +18, Perform (oratory) +18, Sleight of Hand +11, Stealth +11; **Racial Modifiers** +2 Perception

Languages Common, Elven, Gnome, Orc, Sylvan

SQ bardic knowledge +3, elven magic, lore master 1/day, versatile performance (comedy, oratory)

Other Gear mithral chain shirt, mwk dagger, mwk light crossbow, *circlet of persuasion*, 13 gp



The face of the organization is responsible for negotiating with all of the caravan's business partners and customers. She uses her smooth tongue and her skill at swaying emotions to drum up business in every manner imaginable. In many considerations, the face is the single individual most responsible for the financial success of the caravan.

When the caravan initially arrives in a new locale, the face negotiates with locals for space to set up shop, particularly in smaller communities. Together with the security manager, the face parleys with community leaders for the opportunity for some of the caravan's merchants to sell directly to the populace. Of course, there is also business to be conducted with the local shopkeepers, who undoubtedly want to stock up on goods for their stores, and the face often bargains with them on behalf of the caravan's members. She plays one off the other, deftly negotiating the most favorable terms possible for her companions.

The face also interviews new merchants interested in joining the caravan. Due to the unscrupulous nature of most of the businessfolk traveling with the caravan, it is paramount for the organization to screen out those merchants who exhibit too much moral character, lest they attempt to notify the authorities of unlawful business practices.

The face also acts as a master of ceremonies in certain situations (such as when the caravan works hand in hand with the carnival troupe), orating in front of crowds to get them charged up and eager to buy "exotic goods from faraway places." She uses her skills at charming, cajoling, and sweet-talking to sway emotions, sometimes throwing a bit of her bardic skills and magic into the mix for good measure. Rare is the crowd that can resist the face's clever wit and riveting personality.

Finally, the face assists the caravan master in running some of the longer cons he wishes to execute, and sometimes helps brainstorm new ones. When a hustle requires elaborate planning and weeks to execute, the face can play many roles, using her skill at performance and her ability to disguise herself to great effect.

Caravan Master

The caravan master is the owner of the caravan, its most experienced merchant and huckster, and the final word on caravan law.

CARAVAN MASTER **CR 6**

XP 2,400

Human rogue (charlatan) 7 (*Pathfinder RPG Ultimate Combat* 72)
NE Medium humanoid (human)
Init +1; **Senses** Perception +14

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 49 (7d8+14)
Fort +4, **Ref** +6, **Will** +4
Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.
Ranged *+1 hand crossbow* +7 (1d4+1/19–20)
Special Attacks sneak attack +4d6

TACTICS

Before Combat The caravan master uses his *oil of magic vestment* on his mithral chain shirt and drinks his *potion of bear's endurance*.
During Combat The caravan master stays out of the fray as much as possible.
Morale The caravan master values his life over any possessions, and he flees in the face of a real threat.
Base Statistics Without *bear's endurance* and *magic vestment*, the caravan master's statistics are **AC** 15, touch 11, flat-footed 14; **hp** 35 (7d8); **Fort** +2; **Con** 10.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 15, **Wis** 14, **Cha** 16
Base Atk +5; **CMB** +4; **CMD** 15
Feats Alertness, Deceitful, Leadership, Master Craftsman, Persuasive
Skills Appraise +12 (+14 on items valued by weight when using scales), Bluff +15, Diplomacy +15, Disguise +5, Intimidate +15, Knowledge (geography) +9, Knowledge (local) +12, Perception +14, Profession (merchant) +14, Sense Motive +14, Sleight of Hand +11, Stealth +11, Use Magic Device +13
Languages Common, Dwarven, Elven
SQ grand hoax, natural born liar, rogue talents (charmer[APG], hard to fool[APG], honeyed words[APG] 2/day)
Combat Gear *oil of magic vestment* (CL 8th), *potion of bear's endurance*, *wand of nondetection* (17 charges); **Other Gear** mithral chain shirt, *+1 hand crossbow*, caravan master's wagon* (with *portable hole*), merchant's scale

The caravan master, together with the security manager and the face, runs the caravan as a business. Though many merchants come and go as part of the caravan, the leadership remains the steadfast core of the enterprise. Those in charge keep everything operational and ensure business is booming with a minimum of mishaps. Without their cunning and business acumen, life would be perilous for a group of corrupt merchants wandering the roads from community to community. The caravan master makes countless decisions on myriad details every day, such as where to travel, how long to stay in a single location, who can join the caravan for the next leg of the journey, and so forth. Though he cares little for morals or ethical business practices, he expects those who enjoy his protection and leadership to keep their unscrupulous activities subtle and avoid notice. Typically, he will provide the force necessary to ensure peace, but he wastes no time booting repeat offenders from his service—or worse.

The caravan master has a sharp mind and has made his fortune both from collecting protection fees from those who travel with him and from the long confidence games he has mastered. Along with the face of the organization, the caravan master has made an art form of duping customers, often without them ever catching on to his exploits, so he can swindle them again and again. One of his favorite con games involves selling low-quality illegal goods under the pretense of them being much more valuable. He (or his agents) often explains away the bargain price he is asking for by pretending to reveal in confidence that his supplier accidentally shipped him an extra crate or wagon load of the product without realizing it, and that the kindly caravan master is simply cutting his favorite customer in on the benefits. Of course, once the customer is aware of the discrepancy, it's too late to confront the merchant, and the customer can't risk going to the authorities because of the illegal nature of the goods. The caravan master relies and thrives on implicitly involving his unknowing customers in his schemes.

Encounters

The following encounters consist of typical gatherings of various members of the merchant caravan.

Street-Corner Hustlers (CR 5)

A couple of shady merchants and their streetwise bodyguard hawk their wares downtown. If they experience trouble, the two merchants flee while the thug delays pursuit.

Shoddy Artisan CR 1
XP 400
hp 20 (see page 119)

Snake-Oil Seller CR 3
XP 800
hp 21 (see page 118)

Street Thug CR 1
XP 400
hp 16 (*Pathfinder RPG GameMastery Guide* 265)

Black-Market Deal (CR 8)

A smuggler and his guard conduct business in a back alley with a fence and her crew. If trouble arrives, they deal with it quickly and ruthlessly if they have the upper hand, or flee if it's clear they are overmatched.

Caravan Guards (3) CR 1
XP 400 each
hp 16 each (*Pathfinder RPG GameMastery Guide* 282)

Contraband Smuggler CR 4
XP 1,200
hp 31 (see page 120)

Petty Fence CR 2
XP 600
hp 14 (see page 120)

Street Thugs (4) CR 1
XP 400 each
hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

Leadership Meeting (CR 10)

The caravan master and his accomplices meet with a number of lesser merchants to plan strategy. This often takes place in a private dining room of a tavern or inn.

Caravan Guards (4) CR 1
XP 400 each
hp 16 each (*Pathfinder RPG GameMastery Guide* 282)

Caravan Master CR 6
XP 2,400
hp 49 (see page 124)

Contraband Smuggler CR 4
XP 1,200
hp 31 (see page 120)

Corrupt Guild Member CR 4
XP 1,200
hp 31 (see page 121)

Face CR 5
XP 1,600
hp 36 (see page 123)

Security Manager CR 5
XP 1,600
hp 55 (see page 122)

Merry Outlaws

"I swear I'm not lying—I saw it with me own eyes! I was driving the carriage along, spit-spot like always, when I saw this minted lordling just standing all prim and proper in the middle of the road! Now, I'm not the type to rile up nobles, so I stopped the wagon and offered him a lift. I asked where he was from. Turned out he lived just down the path, so I asked my wife whether we could spare the time, and she obliged. Couldn't have been half a mile later before the first arrow flew past me. Last thing I saw was that fop grinning at me, tearing off his fancy clothes before he stabbed me! I woke up in a pool of me own blood, and bare as a babe on its birthday. And my dear, sweet wife lay dead in the mud beside me. Now those scoundrels are all holed up in some tavern, boozing themselves silly on me and my wife's coin while singing about how we deserved what we got."

—Hatkins Dupont, former driver for House Rostel

Villagers far and wide sing countless songs and tell innumerable tales of the Merry Outlaws, a highly romanticized company of bandits best known for their charitable contributions to the citizens of their forest home. Staunchly opposed to aristocratic and oligarchical ideologies, the Merry Outlaws ambush those with an excess of wealth or privilege journeying through the woods and rob them of their gold, jewels, goods, and horses—taking even the clothes off their backs. Tales of the heroics of the Merry Outlaws light sparks of hope in the hearts of men, women, and children who live in oppression and poverty. But victims of the Merry Outlaws' heists have different stories to tell. They recount tales of cruel bandits who strike viciously and without warning, motivated solely by gold and willing to leave victims naked in a ditch just to raise a few extra copper pieces. Many traveling commoners claim to have been set upon by the outlaws, too, even though they were anything but wealthy. Even darker tales claim that the outlaws kill anyone who resists their depredations, even after they have taken what they want.

Locals decry these accusations, believing them to be slanderous tales spun by corrupt nobles seeking to discredit good men and women who stand up against inequality and oppression by actively helping people in desperate need of assistance. These fans of the Merry Outlaws shun naysayers and carefully guard information regarding the movements and whereabouts of the outlaws, much to the frustration of local law enforcement. Entire villages are willing to defend what they consider one of the most righteous organizations of their time. Unwary travelers who let wine or ale loosen their tongues and repeat criticisms they have heard are likely to get themselves into a bar brawl, with a tankard or two smashed over their heads by outraged townsfolk.

Whatever they say to gullible locals, the Merry Outlaws are far from noble, and the accounts of those they have robbed paint a much more accurate picture of the organization. In fact, the Merry Outlaws are little more than common thugs and thieves who buy off the hearts of entire towns and villages with sweet songs and full purses. Although their donations appear generous, the amount of money they donate is a pittance compared to the troves they take, and the outlaws' targets are often wicked by coincidence only; the Merry Outlaws would sooner rob a wealthy envoy of paladins than a truly corrupt aristocrat with only a few gold pieces in his coffers. Of course, the tales of the innocents whose lives are ruined or ended by these brigands seldom reach the public and those that do are quickly dismissed, for the outlaws constantly fill peasants' minds with propagandist verses that praise the outlaws' heroism and valor.

Lawful organizations are often reluctant to try to wipe out the Merry Outlaws, since doing so might turn the populace against them. They attempt to fight back with their own propaganda, but thus far, transparently state-sanctioned songs and tales have failed to capture the imagination of the people in the manner that the Merry Outlaws' own ballads and folktales have.

One of the few ways that the Merry Outlaws are true to their claims concerns their distaste for organized government. The outlaws have few formal guidelines or hierarchies, and the organization itself is run mostly by the Hood, an archer of reputable skill, and his close associates. Members choose their own targets, round up their own ambushing parties, and keep whatever they steal, so long as they donate a portion of their take to the locals in order to keep up their ruse. The Merry Outlaws are enemies of a number of different noble houses with affairs in the region as a result of the personal vendettas of the outlaws' leader. Despite the danger this may pose to them, few within the outlaws' organization have the clout or desire to contest a living legend.

Story Hooks

The Merry Outlaws are best suited for adventures themed around morality, as many members and townsfolk truly believe that their actions are just and righteous. The following scenarios involving the Merry Outlaws make particularly evocative adventuring hooks for PCs.

Bodyguards for Hire: After a string of bandit attacks in a local forest, few guards remain willing to escort Trade Queen Hakutar's wares to market, and her profits are plummeting. In desperation, she enlists the PCs to protect her merchandise on its journey through the forest. When they arrive within the wood, the locals inform them of the wrongs that Hakutar has committed in the pursuit of profit and urge them to turn over her merchandise to the Merry Outlaws, local bandits that the villagers praise as heroes. Whether or not the PCs decide to comply, the Merry Outlaws confront them, giving the PCs a chance to learn that the Merry Outlaws aren't quite what they seem.

Hiring New Bandits: When the PCs arrive in a small forest village, they are bombarded with tales promoting the heroics of the Merry Outlaws, a group of bandits who harry the rich and privileged and donate to the poor. After the organization comes to the PCs' rescue against a small group of mercenaries, the PCs join the Merry Outlaws to oppose a local noble's army. Yet as the conflict escalates, the PCs discover that the Merry Outlaws' goals and practices might be less righteous than they claim.

Shades of Gray: After the PCs arrive in a small village in the woods, they are serenaded with countless songs and stories praising the valor of a local bandit organization, the Merry Outlaws. After departing from the town, however, the PCs or allies of the PCs are robbed by that same group and left for dead. Having survived the engagement, they must convince the locals that the Merry Outlaws aren't what they seem and stop the bandits from perpetrating more crimes against other victims.

New Rules

These new rules assist the Merry Outlaws in robbing nobles.

Feats

The Merry Outlaws use the following feats.

Cunning

You are particularly devious, and can master more skills than others in the same amount of time.

Benefit: You gain 1 additional skill point per Hit Die. When you take this feat, you gain a number of skill points equal to your Hit Dice right away, and every time your Hit Dice increase in the future, you will gain an additional skill point as well.

Quick Stow (Combat)

You effortlessly stow items and sheathe weapons.

Prerequisites: Quick Draw, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when sheathing a weapon, and you can combine a move action to sheathe a weapon with a regular move action. (You can both stow and draw a weapon as part of the same move action in this way.) If you have the Two-Weapon Fighting feat, you can sheathe two light or one-handed weapons in the time it would normally take to sheathe one.

You can also quickly stow items in a backpack or other container that you are wearing or carrying. When you successfully use an action to pick up an item (including when you steal an item with a successful Sleight of Hand check or steal combat maneuver check), you can stow the item as part of the same action used to acquire it. You can try to hide this object by attempting a Sleight of Hand check with a –20 penalty, opposed by the Perception check results of all opponents.

Equipment

The Merry Outlaws favor the following new types of gear.

Breathing Tube	**Price** 1 GP
	Weight 1/10 lb.

This simple, hollow tube roughly as long as the user's forearm is typically made to resemble a specific type of aquatic foliage, so that its user remains inconspicuous while underwater. Using a breathing tube, an air-breathing creature can stay fully submerged under water indefinitely, as long as it remains near enough to the surface of the water for the tube to reach the air.

Zip-line Hook	**Price** varies
	Weight 1 lb.
Normal	**Price** 5 GP
Masterwork	**Price** 55 GP

This blunt iron hook secures to the user's forearm with a sturdy strap. When this item is hooked onto a rope or a similar object that has been fastened at a downward angle, the owner can use it to climb down the rope at a speed of 30 feet as a move action instead of climbing at her normal speed, but the user must take at least one move action doing so each round or she falls. Using a zip-line hook in this way requires a successful DC 5 Climb check for declinations of 90 degrees (straight down), increasing by 5 for every 15 degrees off that baseline in either direction, to a maximum DC of 30 at a 15- or 165-degree declination. It is impossible to utilize a zip-line hook on a rope without a slope, or to ascend an upward-sloping one.

Zip-line hooks are designed for use with two hands. A character can use a zip-line hook one-handed, but if she does so, she takes a –8 penalty on her Climb checks. Moving via a zip line is considered rigorous motion for the purpose of casting spells. If a zip line or its rope becomes broken while in use, the character using the zip line falls.

A zip-line hook can be improvised from cloth, leather, or any flexible hook-shaped object. Each time the character uses a move action to move with an improvised zip-line hook, the hook takes 1d6 points of damage from friction. A masterwork zip-line hook grants a +2 circumstance bonus on Climb checks to descend a rope.

Magic Items

The Merry Outlaws employ the following new magic items.

Arrow of Latching		**Price** 500 GP
Slot none	**CL** 10th	**Weight** 1/10 lb.
Aura moderate transmutation		

The shaft of this unassuming arrow appears tightly wrapped in 6-1/4 feet of twine from arrowhead to fletching. In reality, the twine actually consists of 100 feet of hemp rope, reduced to one-sixteenth its size. An *arrow of latching* functions as a mundane arrow when fired at a creature, but when fired at a Medium or larger object, it embeds itself if the attack roll hits an AC of 5 + the hardness of the target object.

While the arrow is so lodged, anyone within 200 feet of it can speak the appropriate command word to unfurl and lower the arrow's hemp rope, causing the rope to return to its true size and extend downward 100 feet. If the character who says the command word has a free hand and is within 100 feet of the *arrow of latching* when he utters the command, the rope swings directly into his hand. A character attempting to hit an object with an *arrow of latching* can make a single ranged attack with the arrow and speak the command word to extend the rope after attacking with the arrow as a full-round action. Once the arrow is fixed, the rope can be used for any purpose a rope could serve and can bear up to 1,000 pounds at a time. If this weight limit is exceeded, the *arrow of latching* snaps, and any creature or object supported by the rope falls.

The arrow remains embedded within the target object indefinitely, although the user can pull it free from the target object by speaking a second command word or by succeeding at a DC 15 Strength check. If removed, the *arrow of latching* loses its magic, reduced to a common arrow.

CONSTRUCTION REQUIREMENTS	COST 250 GP
Craft Wondrous Item, *animate rope, handy grapnel*[UI]*, shrink item*	

HOOD'S FLAIR

PRICE 2,500 GP

SLOT none | **CL** 5th | **WEIGHT** —

AURA faint enchantment

These garish tokens usually take the form of a colorful adornment for a weapon; attaching a token takes a full-round action and provokes attacks of opportunity. Once per day, when a token is tied to a ranged weapon or thrown melee weapon that the user is wielding, she can use that token's ability, as described below. If the bearer has a grit or panache pool, she can spend grit or panache points to gain one additional use per point spent. A character can benefit from only one token at a time; securing a second token to a weapon provides no additional effects. There are four types of tokens, each offering a different benefit.

Black Feather: As a swift action when she takes a 5-foot step, the user can move an additional 5 feet, for a total of 10 feet. This additional movement provokes attacks of opportunity as normal.

Brass Leaf: When the wielder user this token as a swift action, her allies don't provide cover against her ranged attacks until the end of her turn.

Silver Chime: When the user misses with a ranged attack because of concealment, as a swift action she can reroll her miss chance percentile roll to see whether she actually hits.

Teal Bead: While making a ranged attack, the user doesn't provoke attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 1,250 GP
Craft Wondrous Item, *haste*, creator must be able to use grit or panache	

HOOK OF ASCENSION

PRICE 12,500 GP

SLOT none | **CL** 3rd | **WEIGHT** 1/2 lb.

AURA faint transmutation

This mithral zip-line hook is attached to a black leather strap with a bronze buckle shaped like a spider. When the hook is attached to a rope, a cable, or a similar object, the user can move along the rope at a speed of 30 feet per move action, regardless of the rope's slope or inclination; a *hook of ascension* can even carry its user straight up vertical ropes in this manner. Furthermore, the user doesn't need to attempt Climb checks while using a *hook of ascension* to climb a rope, and this movement does not constitute vigorous motion for the purpose of casting spells. The hook can even be commanded to stop mid-travel, suspending its user in midair along the rope's path without risk of falling.

CONSTRUCTION REQUIREMENTS	COST 6,500 GP
Craft Wondrous Item, *levitate*, *spider climb*	

VAGRANT'S HOOD

PRICE 4,400 GP

SLOT head | **CL** 3rd | **WEIGHT** 1 lb.

AURA faint illusion

This linen hood is simply decorated with the colors of the forest and designed to cast a dramatic shadow upon the wearer's face, obscuring identifiable features. A *vagrant's hood* grants the wearer a +4 competence bonus on Disguise checks and makes the wearer's voice sound deep and throaty, as per *vocal alteration*.

CONSTRUCTION REQUIREMENTS	COST 2,200 GP
Craft Wondrous Item, *disguise self*, *vocal alteration*[UM]	

Merry Deceivers

Several members of the Merry Outlaws specialize in the art of deception, luring wealthy marks into ambushes.

MERRY MINSTREL **CR 1**

XP 400

Half-elf bard 2

N Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 13, touch 10, flat-footed 13 (+2 armor, +1 shield)

hp 12 (2d8)

Fort –1, **Ref** +3, **Will** +4; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6+2/18–20)

Ranged shortbow +1 (1d6/×3)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 14], inspire courage +1)

Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—*grease*, *hideous laughter* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *light*, *mage hand*, *message*, *sift*[APG]

STATISTICS

Str 14, **Dex** 10, **Con** 8, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +1; **CMB** +3; **CMD** 13

Feats Skill Focus (Perform [sing]), Weapon Focus (rapier)

Skills Acrobatics +4, Diplomacy +8, Disguise +8, Knowledge (history) +6, Knowledge (local, nobility) +7, Perception +8, Perform (sing) +11; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven

SQ bardic knowledge +1, elf blood, versatile performance (sing)

Combat Gear *scroll of cure light wounds*; **Other Gear** mwk leather armor, mwk buckler, mwk rapier, shortbow with 20 arrows, backpack, belt pouch, hemp rope (50 ft.), ink, inkpen, journal[UE], mirror, pot, 55 gp

True to their name, the Merry Outlaws are eager to recruit talented troubadours willing to gloss over their misdeeds.

HALFLING IMPOSTOR **CR 4**

XP 1,200

Halfling swashbuckler (daring infiltrator) 5 (*Pathfinder RPG Advanced Class Guide* 56, 124)

N Small humanoid (halfling)

Init +4; **Senses** Perception +6

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +1 shield, +1 size)

hp 49 (5d10+15)

Fort +5, **Ref** +10, **Will** +4; +2 vs. fear

Defensive Abilities nimble +1

OFFENSE

Speed 20 ft.

Melee mwk longsword +13 (1d6+5/17–20 plus precise strike)

Ranged mwk shortbow +11 (1d4–1/×3)

Special Attacks deeds (derring-do, kip-up, opportune parry and riposte, precise strike), panache (2), swashbuckler weapon training +1

STATISTICS

Str 8, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +3; **CMD** 18

Feats Childlike[APG], Iron Will, Slashing Grace[ACG], Weapon Focus (longsword)

Skills Acrobatics +13 (+9 when jumping), Bluff +11, Climb +0, Disguise +13 (+15 to pose as a human child), Escape Artist +10, Perception +6, Sense Motive +3, Stealth +16; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ deeds (clandestine expertise, silence is golden), swashbuckler finesse

Combat Gear *oil of greater magic weapon*, *potion of cat's grace*, *potion of cure light wounds*; **Other Gear** mwk chain shirt, mwk buckler, mwk longsword, mwk shortbow with 20 arrows, *cloak of resistance +1*, disguise kit, pocketed scarf[UE], tear-away clothing[UE], assortment of signet rings from several minor noble houses (worth 75 gp), 109 gp

Halfling impostors pose as fresh-faced innocents to trick unsuspecting victims.

Merry Outcasts

The Merry Outlaws recruit society's outcasts.

WOODSMAN OUTLAW **CR 2**

XP 600

Human hunter 3 (*Pathfinder RPG Advanced Class Guide* 26)
N Medium humanoid (human)
Init +3; **Senses** Perception +8

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
hp 23 (3d8+6)
Fort +4, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee mwk dagger +4 (1d4+1/19–20)
Ranged mwk composite longbow +7 (2d6+1/×3)
Hunter Spells Known (CL 3rd; concentration +5)
1st (4/day)—*bristle*[APG] (DC 13), *cure light wounds*, *gravity bow*[APG], *magic fang*, *summon nature's ally I*
0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *stabilize*

TACTICS

Before Combat The outlaw casts *gravity bow.*

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 8, **Wis** 15, **Cha** 10
Base Atk +2; **CMB** +3; **CMD** 16
Feats Coordinated Shot[ACG], Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Skills Acrobatics +3 (–1 when jumping), Climb +2, Handle Animal +5, Heal +6, Knowledge (geography, nature) +3, Perception +8, Stealth +5, Survival +8, Swim +2
Languages Common
SQ animal companion (hawk), animal focus (3 minutes/day), hunter tactics, nature training, track +1, wild empathy +3
Combat Gear *oil of magic weapon*, *potion of barkskin*, *potion of cure light wounds*; **Other Gear** mwk breastplate, mwk composite longbow (+1 Str) with 20 arrows, mwk dagger, backpack, basic maps, flint and steel, mess kit[UE], silk rope (50 ft.), waterskin (2), 253 gp

HAWK **CR —**

N Small animal
Init +7; **Senses** low-light vision; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
hp 16 (3d8+3)
Fort +4, **Ref** +6, **Will** +3
Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)
Melee bite +6 (1d4), 2 talons +6 (1d4)
Special Attacks hunter's tricks (3/day; hobbling attack, rattling strike, tangling attack, uncanny senses)

STATISTICS

Str 11, **Dex** 16, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +2; **CMB** +1; **CMD** 14
Feats Coordinated Shot[ACG], Improved Initiative, Weapon Finesse
Skills Acrobatics +3 (–5 when jumping), Fly +9, Perception +6, Stealth +11
SQ animal focus, tricks (attack, down, fighting, seek, stay)

DESERTER **CR 3**

XP 800

Human fighter 4
N Medium humanoid (human)
Init +2; **Senses** Perception +5

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)
hp 38 (4d10+12)
Fort +6, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.
Melee mwk light shield bash +6 (1d3+3), mwk longsword +6 (1d8+3/19–20) or mwk longsword +8 1d8+3/19–20)
Ranged mwk composite longbow +7 (1d8+3/×3)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +7; **CMD** 19
Feats Combat Reflexes, Cunning*, Double Slice, Improved Shield Bash, Power Attack, Two-Weapon Fighting
Skills Climb +5, Diplomacy +0, Intimidate +3, Perception +5, Profession (soldier) +6, Ride +5, Stealth +6, Swim +5
Languages Common
SQ armor training 1
Combat Gear *oil of magic weapon*, *potion of barkskin*, *potion of cure moderate wounds*; **Other Gear** mwk breastplate, mwk light steel shield, mwk composite longbow (+3 Str) with 20 arrows, mwk longsword, grappling hook, silk rope (50 ft.), 582 gp

Merry Vagabonds

An outcast group such as the Merry Outlaws often attracts unsavory individuals who've abandoned their former homes.

AMBUSHING BRIGAND **CR 1**

XP 400

Human rogue 2

N Medium humanoid (human)

Init +2; **Senses** Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 16 (2d8+4)

Fort +2, **Ref** +5, **Will** +0

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4+2/19–20), mwk short sword +2 (1d6+2/19–20) or mwk short sword +4 (1d6+2/19–20)

Ranged shortbow +3 (1d6/×3)

Special Attacks sneak attack +1d6

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 15

Feats Double Slice, Two-Weapon Fighting

Skills Acrobatics +7, Bluff +3, Diplomacy +4, Disable Device +8, Disguise +4, Escape Artist +7, Intimidate +4, Knowledge (local) +5, Perception +5, Sense Motive +5, Stealth +7

Languages Common, Elven

SQ rogue talent (surprise attacks), trapfinding +1

Combat Gear *potion of shield of faith*, *potion of vanish*[APG]; **Other Gear** mwk studded leather armor, dagger, mwk short sword, shortbow with 50 arrows, breathing tube, grappling hook, silk rope (50 ft.), thieves' tools, 133 gp

Ambushing brigands make up the rank-and-file members of the Merry Outlaws. These inexperienced rogues rely on ambushes and opportunistic strikes to down foes before melding back into the forest. Many brigands were poor farmers or runaway children before joining, and quickly learned the value of the Merry Outlaws' principles.

OUTLAW ARCHER **CR 2**

XP 600

Human fighter 3

N Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 27 (3d10+6)

Fort +5, **Ref** +4, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+1/19–20) or spiked gauntlet +4 (1d4+1)

Ranged mwk composite longbow +8 (1d8+1/×3) or mwk composite longbow +6/+6 (1d8+1/×3)

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17

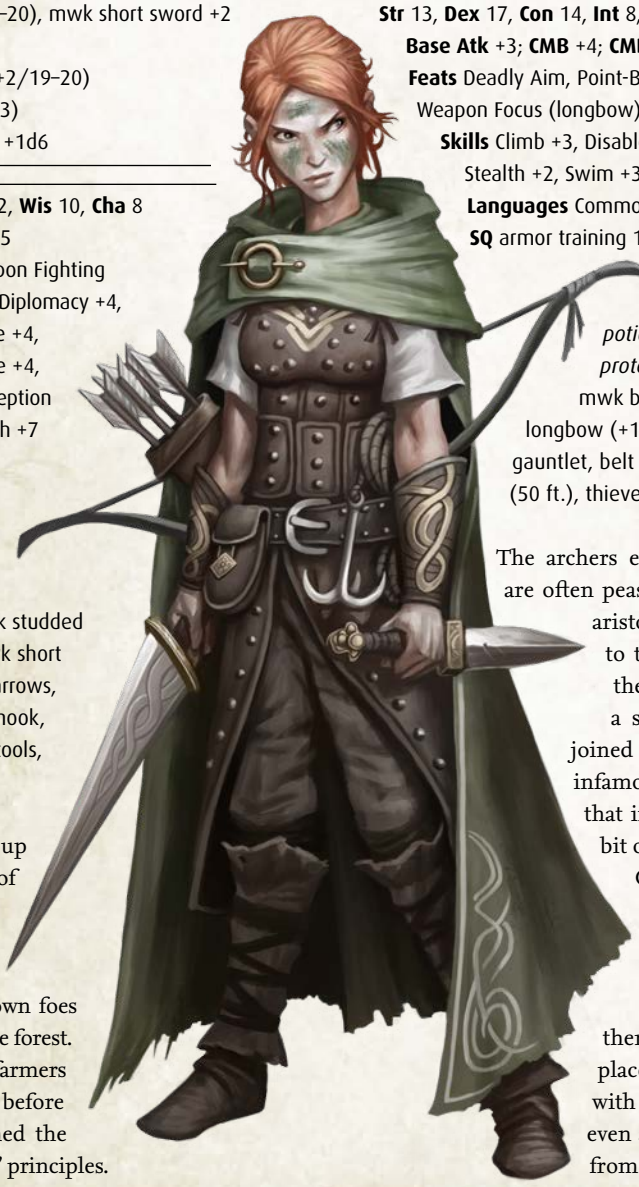
Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Climb +3, Disable Device +3, Perception +2, Stealth +2, Swim +3

Languages Common

SQ armor training 1

Combat Gear *oil of magic weapon*, *potion of barkskin*, *potion of cure light wounds*, *potion of protection from arrows*; **Other Gear** mwk breastplate, dagger, mwk composite longbow (+1 Str) with 20 arrows, spiked gauntlet, belt pouch, grappling hook, silk rope (50 ft.), thieves' tools



The archers employed by the Merry Outlaws are often peasants who have turned upon the aristocracy. Though most defected to the organization to work against the government or resolve grudges, a small number of outlaw archers joined as an act of reverence toward its infamous leader, the Hood, in hopes that in doing so they would capture a bit of his legend.

Outlaw archers are steadfastly loyal to the Merry Outlaws. Even those who ultimately become disillusioned with the organization's ideals (or lack thereof) know they have few other places to turn, as mere association with the Merry Outlaws can brand even a first-time offender as a fugitive from the law.

Merry Elites

Elite members often organize raids and lead small bands.

HALFLING FILCHER **CR 3**

XP 800

Halfling rogue (filcher) 4 (*Pathfinder RPG Advanced Race Guide* 64)
N Small humanoid (halfling)
Init +3; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 shield, +1 size)
hp 29 (4d8+8)
Fort +4, **Ref** +9, **Will** +5; +2 vs. fear

OFFENSE

Speed 20 ft.
Melee mwk short sword +8 (1d4+1/19–20) or sap +7 (1d4+1 nonlethal)
Ranged shortbow +7 (1d4/×3)
Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 8, **Wis** 14, **Cha** 12
Base Atk +3; **CMB** +5 (+7 steal); **CMD** 16 (18 vs. steal)
Feats Agile Maneuvers, Combat Reflexes, Improved Steal, Low Profile[APG], Weapon Finesse
Skills Acrobatics +12 (+8 when jumping), Appraise +0, Bluff +6, Climb +3, Disable Device +11, Disguise +6, Escape Artist +10, Knowledge (local) +3, Perception +11, Sleight of Hand +10, Stealth +14; **Racial Modifiers** +2 Acrobatics, Climb, Perception
Languages Common, Halfling
SQ filch, quicker than the eye, rogue talents (combat trick, finesse rogue), rummage, trapfinding +2
Combat Gear *potion of cure light wounds*, *potion of vanish*[APG], caltrops; **Other Gear** mithral chain shirt, mwk buckler, mwk short sword, sap, shortbow with 20 arrows, *cloak of resistance +1*, backpack, bedroll, belt pouch, grappling hook, hemp rope (50 ft.), mirror, piton, pot, soap, mwk thieves' tools, torch, trail rations (5), waterskin, 64 gp

ELITE MARAUDER **CR 4**

XP 1,200

Human ranger 5
N Medium humanoid (human)
Init +7; **Senses** Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
hp 42 (5d10+10)
Fort +7, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee mwk greatsword +8 (2d6+3/19–20)
Ranged mwk composite longbow +7 (1d8+2/×3)
Special Attacks combat style (archery), favored enemy (animals +2, humans +4)
Ranger Spells Prepared (CL 2nd; concentration +3)
1st—*gravity bow*[APG], *resist energy*

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +7; **CMD** 20
Feats Endurance, Improved Initiative, Power Attack, Precise Shot, Quick Draw, Quick Stow*
Skills Acrobatics +5 (+1 when jumping), Climb +6, Disable Device +3, Handle Animal +6, Knowledge (geography, nature) +6, Perception +9, Ride +7, Stealth +8, Survival +7, Swim +3
Languages Common
SQ favored terrain (forest +2), hunter's bond (horse), track +2, wild empathy +4
Combat Gear *potion of barkskin*, *potion of cure moderate wounds*; **Other Gear** mwk agile breastplate[APG], mwk composite longbow (+3 Str) with 20 arrows, mwk greatsword, *cloak of resistance +1*, basic maps, flint and steel, grappling hook, mwk backpack[APG], silk rope (50 ft.), mwk thieves' tools, waterskin, 103 gp

HORSE **CR —**

N Large animal
Init +1; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)
hp 19 (3d8+6)
Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 50 ft.
Melee bite +4 (1d4+3), 2 hooves –1 (1d6+1)
Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +2; **CMB** +6 (+8 overrun); **CMD** 17 (19 vs. overrun, 21 vs. trip)
Feats Improved Overrun, Power Attack
Skills Acrobatics +5 (+13 when jumping), Climb +7, Perception +5
SQ tricks (attack, combat riding, come, defend, down, guard, heel, stay)

Outlaw Lieutenant

Given complete authority by their leader to manage the affairs of the Merry Outlaws, the outlaw lieutenant directs and inspires her subordinates with her conviction and terrible ferocity.

OUTLAW LIEUTENANT **CR 5**

XP 1,600

Human ranger 6

N Medium humanoid (human)

Init +6; **Senses** Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 49 (6d10+12)

Fort +8, **Ref** +8, **Will** +4

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 quarterstaff* +11/+6 (1d6+5) or *+1 quarterstaff* +9/+4 (1d6+4), mwk quarterstaff +9/+4 (1d6+3)

Ranged sling +8 (1d4+3)

Special Attacks combat style (two-weapon combat), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*lead blades*[APG], *longstrider*

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 21

Feats Double Slice, Endurance, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (quarterstaff)

Skills Climb +6, Heal +7, Knowledge (geography) +5, Knowledge (nature) +5, Perception +10, Stealth +6, Survival +8 (+10 to avoid becoming lost), Swim +6

Languages Common

SQ favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +6

Combat Gear *scroll of barkskin, scroll of bull's strength*; **Other Gear** *+1 chainmail*, *+1 quarterstaff*, sling with 20 bullets, *cloak of resistance +1*, basic maps, compass[APG], mwk backpack[APG], mess kit[UE], silk rope (50 ft.), thieves' tools, waterskins (2), 35 gp

Although the organization has many senior officers, the Merry Outlaws have but one lieutenant, a human warrior strong of arm and fierce of spirit. A child of the woods, the outlaw lieutenant was once a warrior in the local militia until she was left for dead in a political coup staged by one of her commanding officers. Rescued and nursed back to health by the man who would one day assemble the Merry Outlaws, the outlaw lieutenant swore herself to his service and became his second-in-command. Due to her close ties to the organization's leader as well as her imposing physique, few others within the Merry Outlaws can muster the respect and support that the outlaw lieutenant commands, and her role in the organization is pivotal to its success.

If the Hood represents the Merry Outlaws' heart and the rebel friar its soul, then the outlaw lieutenant is its brain. She manages everything from planning missions to training recruits and acquiring supplies. In all cases, the outlaw lieutenant's word carries as much weight as the Hood's, and even more in situations under her direct purview. Hers is one of the few voices that the Hood truly respects ever since she handily bested him in single combat years ago. As the Hood himself learned, the outlaw lieutenant's immense strength becomes her greatest weapon on the battlefield; every strike of her quarterstaff hits her mark with bone-crushing force. The outlaw lieutenant has an uncanny understanding of the happenings within the forest, and both her survival skills and nature magic prove invaluable to the organization.

The outlaw lieutenant takes no insults lying down. Even the Hood watches his words around her.

Rebel Friar

The Merry Outlaws turn to an enigmatic cleric, known only as the rebel friar, for his mysticism and divine support.

REBEL FRIAR **CR 5**

XP 1,600

Half-orc cleric (separatist) of Norgorber 6 (*Ultimate Magic* 32)
N Medium humanoid (human, orc)
Init –1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 9, flat-footed 16 (+5 armor, –1 Dex, +2 shield)
hp 42 (6d8+12)
Fort +8, **Ref** +2, **Will** +9
Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.
Melee mwk morningstar +8 (1d8+2) or mwk dagger +7 (1d8+2) or spiked gauntlet +6 (1d4+2)
Ranged javelin +3 (1d6+2)
Special Attacks channel negative energy 6/day (DC 14, 3d6)
Domain Spell-Like Abilities (CL 6th; concentration +9)
6/day—copycat (6 rounds)
5/day—calming touch
Cleric Spells Prepared (CL 6th; concentration +9)
3rd—*bestow curse* (DC 16), *locate object*, *prayer*[D], *summon monster III*
2nd—*bull's strength*, *hold person* (DC 15), *invisibility*[D], *pilfering hand*[UC], *sound burst* (DC 15)
1st—*bless*[D], *command* (DC 14), *cure light wounds*, *divine favor*, *shield of faith*
0 (at will)—*create water*, *detect magic*, *guidance*, *stabilize*
D domain spell; **Domains** Community, Trickery

STATISTICS

Str 15, **Dex** 8, **Con** 14, **Int** 10, **Wis** 16, **Cha** 12
Base Atk +4; **CMB** +6; **CMD** 15
Feats Channel Smite, Extra Channel, Weapon Focus (morningstar)
Skills Bluff +5, Heal +7, Intimidate +3, Knowledge (religion) +6, Perception +4, Sense Motive +8, Spellcraft +5, Stealth +3; **Racial Modifiers** +2 Intimidate
Languages Common, Orc
SQ orc blood
Combat Gear *potion of cure light wounds*, *scroll of invisibility*, *scroll of magic weapon*, *scroll of summon monster II*, *wand of cure light wounds* (10 charges); **Other Gear** *+1 chain shirt*, *+1 light wooden shield,* javelin, mwk dagger, mwk morningstar, spiked gauntlet, *cloak of resistance +1*, backpack, belt pouch, hemp rope (50 ft.), holy text[UE], silver unholy symbol of Norgorber, spell component pouch, torches (10), trail rations (5), waterskin

Few are closer to the leader of the Merry Outlaws than the rebel friar, a mysterious half-orc who is one of the Merry Outlaws' prime supporters and founding members. Devotees to the teachings of Norgorber, god of murder and secrets, consider the rebel friar a heretic for eschewing all of the Reaper of Reputation's teachings that involve selfish theft and assassination. Instead, the rebel friar steals only illegitimately gained goods. Recognizing that his beliefs defy orthodoxy, the rebel friar protects himself from those who would accuse him of heresy by keeping his identity a secret. As a result, none within the organization know the friar's true name save for the organization's leader himself.

Despite his secrecy, the rebel friar is a welcome member of the Merry Outlaws. He has saved the outlaws more times than they care to count with his curative spells and defensive abilities. He is also a capable warrior in his own right. Additionally, the rebel friar plays an essential part in the planning of all of the Merry Outlaws' operations, as he uses Norgorber's many secrets to divine information essential to each mission's success.

Although he truly trusts only the Merry Outlaws' leader, the rebel friar keeps on good terms with all of the organization's proven members and offers them assistance as he can. In many ways, the Merry Outlaws make up the rebel friar's flock, and although the organization has no patron religion, many of its more superstitious members offer quick prayers to the Reaper of Reputation when they witness Norgorber's miracles wrought upon the battlefield firsthand. Most of the Merry Outlaws don't think twice about indulging the cleric's wishes, as many see the rebel friar's second share as payment for miracles rendered.

The Hood

The Merry Outlaws' famous leader keeps his true identity hidden behind the forest-green cowl that inspired his nickname, "the Hood."

THE HOOD **CR 6**

XP 2,400

Human ranger (hooded champion, skirmisher) 7 (*Pathfinder RPG Advanced Class Guide* 108, *Pathfinder RPG Advanced Player's Guide* 128)

CN Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 50 (7d10+7)

Fort +6, **Ref** +9, **Will** +2

OFFENSE

Speed 30 ft., kip-up

Melee mwk rapier +9/+4 (1d6+1/18–20)

Ranged mwk composite longbow +13/+8 (1d8+1/×3) or mwk composite longbow +11/+11/+6 (1d8+1/×3)

Special Attacks combat style (archery), deeds (dead aim), favored enemy (humans +2), panache (2), hunter's tricks (3/day; chameleon step, tangling attack)

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +8; **CMD** 22

Feats Deadly Aim, Manyshot, Point-Blank Master[APG], Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +6 (+2 when jumping), Bluff +4, Climb +6, Disguise +4, Heal +4, Knowledge (geography) +7, Knowledge (local) +1, Knowledge (nature) +5, Knowledge (nobility) +1, Perception +7, Stealth +9, Survival +8, Swim +2

Languages Common

SQ deeds (derring-do, hooded champion's initiative, kip-up), favored terrain (forest +2), hunter's bond (companions), track +3, woodland stride

Combat Gear *potion of bear's endurance*, *potion of fly*, *potion of invisibility*, caltrops; **Other Gear** *+1 darkleaf cloth leather lamellar armor*[UE], mwk composite longbow (+1 Str), mwk rapier, *arrow of latching**, *hood's flair** (black feather), backpack, belt pouch, grappling hook, hemp rope (50 ft.), torch (10), 18 gp

The true name of the mastermind behind the Merry Outlaws' operations is known only to proven members of the organization. To all others, he is simply called "the Hood," a living legend among those the Merry Outlaws exploit and protect alike. Folklore surrounds the Hood's skills and deeds, including claims that he is capable of pinning the wings of a fly to a house a hundred feet away without killing it, or that he once saved an elderly peasant couple from a cruel beating at the hands of seven ruffians sent by their greedy noble landlord—by putting seven arrows through them with one shot from his bow.

Many romanticize the Hood as a rebel or freedom fighter, but his true motivations aren't as grand as the legends claim. He is a shrewd tactician, and above all else he values his own continued survival, as well as that of his followers and the innocents under his protection. Rather than burden the Merry Outlaws with the whims of a designated leader, the Hood allows all within the organization to plan their own raids and mind their own business, so long as no member's activities tarnish the organization's reputation or trespass upon its cardinal principals. Regardless, the Hood's daring and skill ensure that others lend great weight to his voice, and few within the Merry Outlaws would dare to question his motivations or impede his machinations.

Encounters

Usually, PCs encounter the Merry Outlaws when the bandits make a move against a mark during one of the PCs' missions.

Expert Party (CR 7)

This balanced group consists of combat-hardened warriors and is intended for use against seasoned veterans rather than scared merchants or half-drunk bodyguards.

Deserter CR 3
800 XP
hp 38 (see page 131)

Elite Marauder and Horse CR 4
1,200 XP
hp 42 (see page 133) and 19 (see page 133)

Woodsman Outlaws (2) and Hawks (2) CR 2
600 XP each
hp 23 each (see page 131) and 16 each (see page 131)

Friar's Guard (CR 9)

Accompanied by elite bodyguards and others faithful to Norgorber, the rebel friar comes quickly to the defense of the heretical flock that he has cultivated within the Merry Outlaws.

Elite Marauders (3) and Horses (3) CR 4
1,200 XP each
hp 42 each (see page 133) and 19 (see page 133)

Halfling Impostor CR 4
1,200 XP
hp 49 (see page 130)

Rebel Friar CR 5
1,600 XP
hp 42 (see page 135)

Leader's Entourage (CR 10)

The Merry Outlaws' leader is seldom encountered alone. His followers constantly seek opportunities to flank with him, and his faithful lieutenant never leaves his side.

Deserters (2) CR 3
800 XP each
hp 38 each (see page 131)

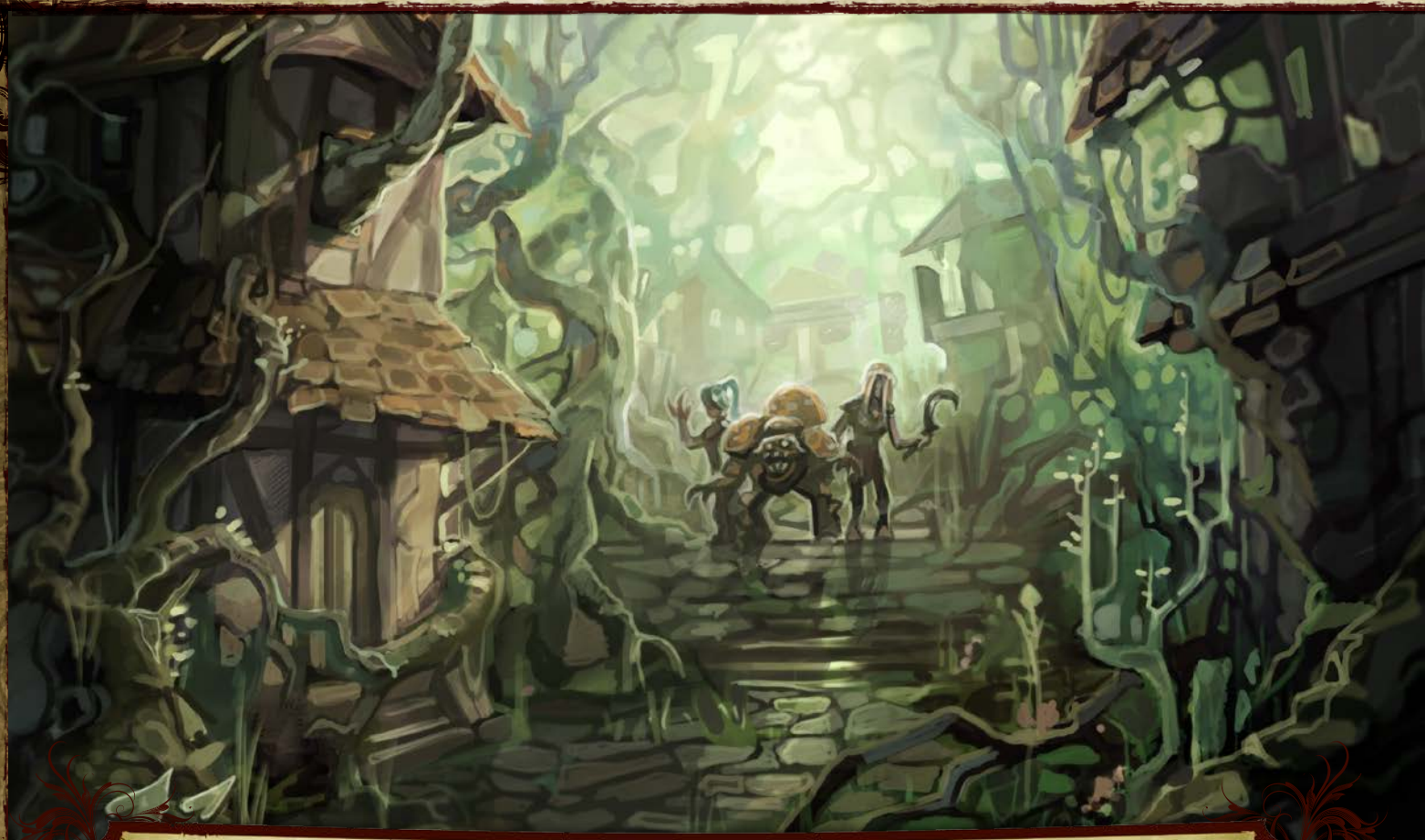
Elite Marauders (2) and Horses (2) CR 4
1,200 XP each
hp 42 each (see page 133) and 19 each (see page 133)

Halfling Filcher CR 3
800 XP
hp 29 (see page 133)

The Hood CR 6
2,400 XP
hp 50 (see page 136)

Outlaw Lieutenant CR 5
1,600 XP
hp 49 (see page 134)

Woodsman Outlaw and Hawk CR 2
XP 600
hp 23 (see page 131) and 19 (see page 131)



Nature's Scourge

"Civilization claims to value progress, but it always seeks stagnation. Its people go to the market and buy what they have no incentive to learn how to provide for themselves. Farmers and hunters rely the least on civilization, but they enable others to survive who would starve if left to their own devices. Artisans churn out hundreds of similar items, ready for those who could never replicate their work to acquire in seconds. Worst of all are the ones who wield the most power in civilization. I cannot imagine more pathetic creatures than nobles, swaddled in silk and gold, forcing others to attend to their every need like grotesquely oversized babies. Stagnation is not natural. If civilization insists upon clinging to its detritus, then we will be the fire, and we will nurture new seeds in our wake. Always seek to learn, grow, and move forward. We are not immune to stagnation, and we will cleanse it from our own ranks when we must."

—The Renewer, addressing new recruits

The members of Nature's Scourge take their respect for the power and beauty of nature to an extreme. Some of them believe that living things reach the peak of their existence when they embrace their primal instincts. These members may see themselves as teachers or guides for those weakened by the taint of civilization, or they may embrace more selfish motives.

Other members take a broader philosophical approach, convinced that civilization has overstepped its bounds and needs to be partially or completely destroyed before nature can rebuild itself. While their methods vary, these followers believe themselves to be the living incarnations of natural disasters, with as little need to concern themselves with questions of morality as a flood or a wildfire might.

Below its leader, Nature's Scourge does not maintain an official hierarchy. When its members cannot solve an argument with words, they solve it with violent conflict or deadly magic. As a result, weaker members of the organization typically defer to stronger ones, rather than risking their own safety to prove a point. A druid known only as the Blight Caller stands at the top of the organization. He founded Nature's Scourge, and he accepts only those members who prove their devotion to his cause. Prospective applicants must survive for 1 month without the comforts of civilization before he deigns to consider them for admission. The Blight Caller reacts violently to even the slightest hint of insubordination; he brutally maimed the last person to criticize him openly before casting her out into the wilderness to die. The closest the Blight Caller has to a second-in-command is a sadistic bog nixie, Bog's Embrace, who skillfully manipulates people for amusement and personal gain. Still, the druid is particularly fond of the Wrathbringer, a fungus leshy he created by merging a nature spirit with a small portion of his fury.

As an organization, Nature's Scourge is mostly indifferent toward others who live in the wilderness, as long as those beings do not create competition for necessary resources. However, Nature's Scourge is not averse to forming temporary alliances. Of all the organizations in this book, Nature's Scourge is most likely to collaborate with the savage marauders. It may also ally with members of the sinister cult to strike populated areas.

Nature's Scourge comes most readily into conflict with groups that represent civilization, such as the corrupt guard, the diabolical church, or the secret society. It prefers using guerrilla tactics and striking the weakest of its foes first in the hope of convincing its strongest opponents to join its cause. It most vehemently opposes people at the top of civilization's hierarchy, such as members of the nobility. For the most part, it believes that people who cannot look after themselves in the wild are degenerate and worthless, and that the world would be better off without them. As a result, any interaction between Nature's Scourge and members or associates of the regal court will almost inevitably end in violence.

Story Hooks

The following adventure hooks provide ways to introduce Nature's Scourge into your campaign.

Deaths in the Fields: During their travels, the PCs stop overnight in a small town they haven't visited before. As they leave the local inn, stern-faced guards confront them and demand to know exactly what they were doing the previous evening. Members of Nature's Scourge killed several farmers that night, and the town guard is certain that the outsiders who just came into town must be somehow responsible. Whether the PCs convince the guards of their innocence or another murder occurs while the PCs are in custody, the guards eventually allow the PCs to investigate and promise a substantial reward for ending the threat to their town. As the PCs draw closer to discovering the truth, Nature's Scourge attempts to make the heroes its next victims.

Lost in the Swamp: The PCs accidentally pass through a section of swamp that the nixie known as Bog's Embrace considers part of her domain. This trespass is met with an immediate attack by those under the fey's mental sway. The heroes must survive the onslaught and escape the area before their resources are depleted.

Return to Nature: Nature's Scourge has been threatening an isolated frontier town for months. It has destroyed buildings, killed livestock, and kidnapped hunters who ventured too far into the woods. Shortly after the PCs arrive to investigate, the PCs and everyone around them begin to take on animalistic features. The source of the transformation is the atavistic reversion occult ritual that the leaders of Nature's Scourge are performing a few miles outside of town. The PCs have only a few hours to investigate, find the site of the ritual, and stop the participants before the transformations become permanent. Fortunately, Nature's Scourge has left behind clues at several of the sites of its previous crimes. If the PCs manage to calm the agitated townsfolk, the latter offer whatever assistance they can to aid the investigation.

Town on Fire: The PCs have established themselves as local heroes. After adventures outside of town, they have returned to celebrate a major festival. While almost everyone is celebrating in the town square, smoke is seen rising from the east and the west. Several people sprint toward the festivities calling for help in putting out a raging fire. It quickly becomes clear that fires have started in multiple places at once. The PCs must stop the blazes before the entire town is consumed, a task that likely requires the PCs to coordinate panicking townsfolk and then to track down whoever was responsible before the saboteurs return with even deadlier force.

New Rules

Nature's Scourge relies on the following to achieve its goals.

Rage Powers

The atavism totem regresses back to a primal ancestor.

Atavism Totem (Su): The barbarian gains ferocity. A barbarian must be at least 6th level to select this rage power.

Atavism Totem, Lesser (Su): The barbarian gains a bite attack; if she already has a bite attack, it deals damage as if the barbarian were one size larger.

Atavism Totem, Greater (Su): The barbarian gains trample. She must be at least 10th level to select this rage power.

Feat

The Blight Caller developed the following feat.

Nature's Wrath

Though a plant creature, you are infused with the Blight Caller's primal rage against civilization.

Prerequisites: Int 1, any nongood alignment, plant type.

Benefit: You are no longer immune to effects that cause morale bonuses or effects with the emotion descriptor, and you take a –1 penalty on saves against anger or rage emotion effects. You gain a +1 bonus on attack rolls against humanoid creatures.

Spell

The following spell is popular in Nature's Scourge.

Burning Entanglement

School evocation **Level** druid 3, ranger 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, DF
Range long (400 ft. + 40 ft./level)
Area 40-ft.-radius spread
Duration 1 round/level
Saving Throw Reflex negates or partial (see text); **Spell Resistance** no

This spell functions as per *entangle*, except it sets the foliage on fire. A creature that begins its turn entangled by the spell takes 4d6 points of fire damage (Reflex half), and a creature that begins its turn in the area but is not entangled takes 2d6 points of fire damage (Reflex negates). Smoke rising from the vines partially obscures visibility. Creatures can see things in the smoke within 5 feet clearly, but attacks against anything farther away in the smoke must contend with concealment (20% miss chance). When the spell's duration expires, the vines burn away entirely.

Occult Rituals

Nature's Scourge uses the following occult rituals (*Pathfinder RPG Occult Adventures* 208).

Atavistic Reversion

School transmutation; **Level** 5
Casting Time 5 hours
Components V, S, M (musky incense worth 500 gp), F (crown made of claws and fangs), SC (up to 8)
Skill Checks Bluff DC 33, 1 check; Knowledge (nature) DC 33, 1 check; Handle Animal DC 33, 1 check; Intimidate DC 33, 1 check; Survival DC 33, 1 check
Range touch
Area 1-mile radius/character level of the primary caster
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes
Backlash All casters suffer 1 temporary negative level and become exhausted.
Failure The primary caster gains the mind and body of a Tiny animal, as if she failed both saves against *baleful polymorph*.

Effect

The primary caster lights a bonfire surrounded with incense, steps into the fire, places the crown upon his brow, and lets forth a primal howl. Ghostly images of beasts swirl through the air as the casters join in a spectral hunt. As the ritual progresses, all humanoids in the ritual's area of effect, including the casters, regress in appearance to resemble their primal animalistic ancestors. Initially, these features have no mechanical effects, and they disappear if the ritual fails. If the ritual succeeds, the casters and those who succeed at a Fortitude save return to normal, while all other humanoids regress further. They gain a +4 size bonus to Strength, a +4 natural armor bonus to AC, and a bite attack (if they already had one, it counts as if they were one size larger). If their Intelligence is greater than 2, it becomes 2, and they can't cast spells, use other special abilities that require Intelligence, speak, and wield manufactured weapons. The only skill checks they can attempt are Acrobatics, Climb, Fly, Perception, Stealth, and Swim. The effects on a creature can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. Removing the penalties also removes the benefits.

Natural Reclamation

School conjuration; **Level** 5
Casting Time 50 minutes
Components V, S, M (a small model of the settlement worth 500 gp and the sacrifice of one sentient creature that lives in the ritual's area), F (magically treated ivy), SC (up to 8)
Skill Checks Knowledge (nature) DC 29, 2 successes; Spellcraft DC 29, 1 success; Survival DC 29, 2 successes
Range touch
Area 1,000-ft. radius/character level of the primary caster
Duration 1 hour/character level of the primary caster
Saving Throw Fortitude negates (object); **Spell Resistance** no
Backlash All casters take 4d6 points of damage.
Failure All nonmagical plants within a 100-foot radius of the primary caster wither and die, and casters suffer *horrid wilting* (no save), using the character level of the primary caster as the caster level.

Effect

This ritual can be cast only during the vernal equinox. The primary caster binds the person to be sacrificed in magically treated ivy and then places the settlement model on top of the person's body. Next, the primary caster slits the sacrifice's throat with a knife and then smears the blood all over the ivy. As the casters chant, the ivy grows and destroys the model of the settlement. If the ritual succeeds, tendrils of the ivy lash out at all of the casters before diving into the ground and reemerging throughout the ritual's area of effect. Vines and other plants appropriate to the region grow over all buildings and structures in the area, dealing damage to them at a rate of 3 hit points every 10 minutes, ignoring their hardness. A typical wooden building can withstand 100 points of damage before being wrecked, while a typical stone building can withstand 150 points of damage before its complete destruction. The plants do not deal damage to creatures directly, though creatures that remain in a building may be injured if it collapses. Heavily fortified stone structures, such as castles and city walls, are sturdy enough to withstand this ritual. Any magical building or room receives a Fortitude save to repel the plants.

Magic Items

Members of Nature's Scourge own the following magic items.

Fungal Slippers		**Price** 2,000 GP
Slot feet	**CL** 3rd	**Weight** 1 lb.
Aura faint conjuration		

As a swift action up to three times per day, the wearer can create fungi in every square through which she walks during her turn. The fungi in these squares count as difficult terrain. After 1 minute, most of the fungi disappear; those that remain provide no impediment.

Construction Requirements	**Cost** 1,000 GP
Craft Wondrous Item, *entangle*	

Necklace of Stolen Breath		**Price** 3,500 GP
Slot neck	**CL** 11th	**Weight** 1 lb.
Aura moderate necromancy		

This necklace is a string of intricately carved bones that hold fragments of drowned souls. The wearer can mimic the voice of anyone whose spirit is stored in the necklace as if using sound mimicry. Additionally, the wearer can destroy a bone as a standard action to summon a drowned shade, which has the stats of a water elemental with the following changes. A drowned shade gains undead immunities and is treated as undead, and it projects a 20-foot-radius drowning aura, which imposes a –5 penalty on Swim checks to creatures without the aquatic or water subtype and negates magical means of breathing underwater. Each round a creature holds its breath within the aura counts as 2 rounds for the purpose of drowning.

Once per day, if the wearer falls below 0 hit points, she can destroy a bone to heal herself (this is not an action).

A minor soul bone summons a Small water elemental drowned shade or heals 1d8+11 hit points; a lesser soul bone summons a Medium water elemental drowned shade or heals 3d8+11 hit points; a standard soul bone summons a Large water elemental drowned shade or heals 5d8+11 hit points; and a greater soul bone summons a Huge water elemental drowned shade or heals 7d8+11 hit points.

The necklace's listed price does not include the price of bones. The wearer can add a new soul bone to the necklace by ritually drowning a sentient creature and paying the additional cost. The requirements are as follows: minor (300 gp, 2-HD sacrifice), lesser (1,400 gp, 4-HD sacrifice), standard (2,250 gp, 8-HD sacrifice), and greater (3,300 gp, 10-HD sacrifice).

Construction Requirements	**Cost** 1,750 GP
Augment Summoning, Craft Wondrous Item, *summon monster VI* or *summon nature's ally V*	

Muscle

Nature's Scourge respects physical strength.

HUMAN HUNTER **CR 5**

XP 1,600

Human ranger 6

LE Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 55 (6d10+18)

Fort +7, **Ref** +6, **Will** +5

OFFENSE

Speed 30 ft.

Melee *+1 dagger* +10/+5 (1d4+5/19–20) and mwk dagger +10/+5 (1d4+2/19–20)

Ranged mwk composite longbow +8/+3 (1d8+4/×3)

Special Attacks combat style (two-weapon combat), favored enemy (humans +4, native outsiders +2)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*feather step*[APG], *hunter's howl*[APG] (DC 12)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21

Feats Blind-Fight, Endurance, Favored Defense (humans)[APG], Improved Two-Weapon Fighting, Iron Will, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Climb +12, Handle Animal +9, Intimidate +9, Perception +10, Stealth +9, Survival +10

Languages Common

SQ favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +6

Combat Gear *potion of cure light wounds*; **Other Gear** *+1 chain shirt*, *+1 dagger*, mwk composite longbow (Str +4) with 40 arrows, mwk dagger

WILD RAGER **CR 6**

XP 2,400

Half-orc barbarian 7

CE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 10, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +2 natural, –2 rage)

hp 93 (7d12+35)

Fort +10, **Ref** +4, **Will** +5; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Defensive Abilities improved uncanny dodge, orc ferocity, trap sense +2; **DR** 1/—

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee *+1 greatsword* +13/+8 (2d6+8/19–20), bite +7 (1d4+2)

Special Attacks rage (18 rounds/day), rage powers (intimidating glare, no escape, superstition +3)

TACTICS

Before Combat A wild rager rages and, if there is time, drinks a *potion of barkskin*.

STATISTICS

Str 20, **Dex** 14, **Con** 21, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +12; **CMD** 24

Feats Intimidating Prowess, Power Attack, Raging Vitality[APG], Razortusk[APG]

Skills Acrobatics +9, Intimidate +17, Perception +11, Survival +5; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ fast movement, orc blood

Combat Gear *potions of cure light wounds* (2), *potion of barkskin*; **Other Gear** *+1 hide armor*, *+1 greatsword*, *ring of protection +1*, 35 gp

Firestarters

Firestarters admire the power and beauty of open flames.

WILDFIRE **CR 4**

XP 1,200

Human druid (nature fang) 5 (*Advanced Class Guide* 92)
NE Medium humanoid (human)
Init +5; **Senses** Perception +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)
hp 41 (5d8+15)
Fort +6, **Ref** +3, **Will** +8

OFFENSE

Speed 40 ft. (30 ft. in armor)
Melee *+1 quarterstaff* +7 (2d6+6) and *+1 quarterstaff* +7 (2d6+3) or *+1 quarterstaff* +9 (1d6+8)
Ranged spear +4 (1d6+5)
Special Attacks sneak attack +1d6, studied target +2 (2nd, move)
Spell-Like Abilities (CL 5th; conc. +8)
6/day—*fire bolt* (1d6+2 fire)
Spells Prepared (CL 5th; conc. +8)
3rd—*burn. entangle.** (DC 18), *fireball*[D] (DC 18)
2nd—*bull's strength*, *flaming sphere* (2), *produce flame*[D]
1st—*burning hands*[D], *cure light wounds*, *longstrider*, *produce flame*, *shillelagh*
0 (at will)—*create water*, *d. magic*, *light*, *spark*[APG]
D domain; **Domain** Fire

TACTICS

Before Combat He casts *bull's strength*, *longstrider*, and *shillelagh*.

STATISTICS

Str 20, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +3; **CMB** +8; **CMD** 19
Feats Greater Spell Focus (evoc.), Imp. Initiative, Spell Focus (evoc.), Toughness, Two-Weapon Fighting
Skills Acrobatics +4, Perception +11, Sense Motive +8, Spellcraft +8, Survival +11
Languages Common, Druidic
SQ combat style (two-weapon), slayer talent (ranger combat style), trackless step
Combat Gear *potion of cure moderate wounds*, *wand of faerie fire* (12 charges), *wand of produce flame* (13 charges); **Other Gear** *+1 hide armor*, mwk quarterstaff, spear (5), *cloak of res. +1*, 5 gp

IMMOLATOR **CR 5**

XP 1,600

Human witch 6 (*Pathfinder RPG Advanced Player's Guide* 65)
CE Medium humanoid (human)
Init +5; **Senses** Perception +2

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)
hp 58 (6d6+35)
Fort +5, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.; fly 60 ft. (good)
Melee dagger +2 (1d4–1/19–20)
Special Atks hexes (blight, cackle, evil eye, flight, slumber)
Witch Spell-Like Abilities (CL 6th; concentration +10)
At will—*feather fall* (self only), *fly* (self only)
1/day—*levitate* (self only)
Spells Prepared (CL 6th; concentration +10)
3rd—*burning entanglement** (DC 18), *fireball* (DC 18)
2nd—*burning gaze*[APG] (2, DC 17), *false life*, *flaming sphere* (DC 17)
1st—*ill omen*[APG] (2), *mage armor*, *obscuring mist*
0 (at will)—*bleed*, *dancing lights*, *detect magic*, *spark*[APG]
Patron elements

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 18, **Wis** 10, **Cha** 12
Base Atk +3; **CMB** +2; **CMD** 14
Feats Alertness, Combat Casting, Extra Hex[APG], Spell Focus (evoc.), Toughness
Skills Fly +17, Intimidate +10, Knowledge (arcana, nature) +13, Perception +2, Sense Motive +2, Spellcraft +13, Survival +6, Swim +3, Use Magic Device +10
Languages Abyssal, Common, Elven, Ignan, Sylvan
SQ witch's familiar (greensting scorpion)
Combat Gear *flame arrows* (3), *wand of cure light wounds* (30 charges); **Other Gear** dagger, *cloak of resistance +1*, *ring of protection +1*, 448 gp

Renewer

While most members of Nature's Scourge focus their efforts on destroying civilization, a few prefer to focus on rebuilding natural environments in civilization's wake. The Renewer is the most influential proponent of this approach.

RENEWER **CR 7**

XP 3,200

Human shaman 8 (*Pathfinder RPG Advanced Class Guide* 35)
NE Medium humanoid (human)
Init +1; **Senses** Perception +13

DEFENSE

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +3 natural)
hp 84 (8d8+45)
Fort +5, **Ref** +4, **Will** +12

OFFENSE

Speed 30 ft.; fly 60 ft. (good)
Melee sickle +5/+0 (1d6–1)
Special Attacks channel positive energy 3/day (DC 16, 4d6), hexes (chant, friend to the animals [30 ft.], misfortune[APG], ward[APG]), wandering hex (life sight)
Shaman Spells Prepared (CL 8th; concentration +13)
4th—*ball lightning*[APG] (DC 19), *summon nature's ally IV* (2); *grove of respite*[S, APG] or *restoration*[S]
3rd—*burning entanglement*[*] (DC 18), *fly*, *remove disease*, *summon monster III*; *neutralize poison*[S] or *speak with plants*[S]
2nd—*barkskin*, *false life*, *life pact*[ACG], *spiritual weapon*; *barkskin*[S] or *lesser restoration*[S]
1st—*burning hands* (DC 16), *charm person* (DC 16), *entangle* (DC 16), *goodberry*, *remove fear*, *shield of faith*; *charm animal*[S] (DC 16) or *detect undead*[S]
0 (at will)—*create water*, *detect poison*, *guidance*, *stabilize*
S spirit magic spell; **Spirit** nature; **Wandering Spirit** life

TACTICS

Before Combat The Renewer usually selects life as her wandering spirit. When she expects combat, she casts *barkskin* and *false life* on herself. She then casts *life pact* on herself and all of her allies and applies her ward hex to an ally, preferably one who is acting as a sentry. Finally, she casts *fly* on herself.
During Combat If the Renewer is alone, she focuses on hampering effects that target a wide area, such as *burning entanglement*. With allies, she prefers to use her summoning spells and focus her efforts on keeping her most effective allies in the fight, using her Flexible Hex feat to switch her life sight hex to the life link hex. If her allies prove ineffective against her foes, she does not waste her efforts on saving them and instead uses her offensive abilities.
Base Statistics Without *barkskin*, *false life*, and *fly*, the Renewer's statistics are **AC** 16, touch 11, flat-footed 15; **hp** 69; **Speed** no fly speed; **Skills** Fly +5.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 10, **Wis** 20, **Cha** 14
Base Atk +6; **CMB** +5; **CMD** 16
Feats Augment Summoning, Extra Hex[APG], Flexible Hex[ACG], Spell Focus (conjuration), Toughness
Skills Diplomacy +11, Fly +13, Handle Animal +13, Knowledge (nature) +11, Perception +13, Spellcraft +11, Survival +9
Languages Common
SQ spirit animal (hawk), spirit of nature, storm burst
Combat Gear *potion of invisibility*, *wand of cure light wounds* (26 charges); **Other Gear** *+1 mithral chain shirt*, sickle, *cloak of resistance +1*, *headband of inspired wisdom +2*, 4 gp

The Renewer serves as the recruitment officer for Nature's Scourge. She recognizes that her relatively moderate philosophy provides a less jarring transition for those leaving civilized life than the destruction-centered philosophies of many other members of the organization. She sends potential new recruits into the wilderness to fend for themselves for a month before considering them for membership. Even after new members join, she believes it is her responsibility to help them grow, and she provides them with grueling challenges designed to make them stronger. She believes that knowing when to run is just as important as knowing how to fight. To test her recruits' survival instincts, she occasionally provides them with suicidally dangerous tasks.

Tracker

Trackers specialize in hunting sentient quarries.

Tracker **CR 6**

XP 2,400

Elf hunter 7 (*Pathfinder RPG Advanced Class Guide* 26)

NE Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +13

Defense

AC 21, touch 14, flat-footed 17 (+4 armor, +4 Dex, +3 natural)

hp 56 (7d8+21)

Fort +6, **Ref** +9, **Will** +3; +2 vs. enchantments

Immune sleep

Offense

Speed 30 ft.

Melee mwk elven curve blade +7 (1d10+1/18–20)

Ranged *+1 composite longbow* +11 (2d6+2/19–20×3)

Hunter Spells Known (CL 7th; concentration +8)

3rd (1/day)—*greater chameleon stride*[ACG], *strong jaw*[APG], *summon nature's ally III*

2nd (3/day)—*barkskin*, *hunter's eye*[APG], *stone call*[APG], *summon nature's ally II*, *versatile weapon*[APG]

1st (5/day)—*aspect of the falcon*[APG], *gravity bow*[APG], *residual tracking*[APG] (2), *resist energy*, *tireless pursuit*[APG]

0 (at will)—*create water*, *flare* (DC 11), *know direction*, *light*, *purify food and drink*, *stabilize*

Tactics

Before Combat A tracker casts *aspect of the falcon*, *barkskin*, and *gravity bow* on himself and *strong jaw* on his tiger.

Statistics

Str 12, **Dex** 18, **Con** 12, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 20

Feats Coordinated Shot[ACG], Deadly Aim, Lookout[APG], Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Acrobatics +10, Escape Artist +10, Handle Animal +9, Perception +13, Ride +13, Stealth +18, Survival +11; **Racial Modifiers** +2 Perception

Languages Common, Elven, Sylvan

SQ animal companion (tiger), animal focus (7 minutes/day), elven magic, hunter tactics, improved empathic link, nature training, track +3, wild empathy +6, woodland stride

Combat Gear *wand of cure light wounds* (20 charges); **Other Gear** mwk chain shirt, *+1 composite longbow* (+1 Str), mwk elven curve blade, *cloak of elvenkind*, 30 gp

Tiger **CR —**

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +6

Defense

AC 21, touch 12, flat-footed 18 (+2 armor, +3 Dex, +7 natural, –1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +8, **Will** +4 (+4 morale bonus vs. enchantments)

Defensive Abilities evasion

Offense

Speed 40 ft.

Melee bite +10 (3d6+7 plus grab), 2 claws +11 (3d6+7 plus grab)

Space 10 ft.; **Reach** 5 ft.

Special Attacks pounce, rake (2 claws +11, 3d6+7 plus grab)

Statistics

Str 24, **Dex** 17, **Con** 17, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** 25 (29 vs. trip)

Feats Coordinated Shot[ACG], Improved Initiative, Improved Natural Attack (claw), Lookout[APG], Weapon Focus (claw)

Skills Acrobatics +9 (+13 when jumping), Perception +6, Stealth +3, Swim +11

SQ animal focus, devotion, tricks (attack [any], come, defend, down, heel, seek, stay, surprise shift[APG], track), woodland stride

Gear leather barding

WRATHBRINGER

The Blight Caller channeled a dying nature spirit into a patch of mushrooms to bring this fungus leshy to life.

WRATHBRINGER **CR 8**

XP 4,800

Fungus leshy skald 7 (*Pathfinder RPG Bestiary 3* 177, *Pathfinder RPG Advanced Class Guide* 49)

NE Small plant (leshy, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex, –1 rage, +1 size)

hp 110 (9d8+70); fast healing 2

Fort +15, **Ref** +6, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic, –1 vs. anger or rage

Defensive Abilities ferocity, uncanny dodge; **Immune** electricity, sonic, plant traits

OFFENSE

Speed 50 ft. (45 ft. in armor)

Melee bite +14 (2d6+7), 2 claws +14 (1d3+7)

Ranged puffball +10 (1 plus spores)

Special Attacks rage powers (atavism totem*, lesser atavism totem*), raging song 17 rounds/day (inspired rage, song of marching, song of strength), spell kenning 1/day, spores

Spell-Like Abilities (CL 4th; concentration +8)

Constant—*pass without trace*

Skald Spells Known (CL 7th; concentration +11)

3rd (2/day)—*good hope*, *haste*

2nd (4/day)—*cure moderate wounds*, *gallant inspiration*[APG] (DC 16), *glitterdust* (DC 16), *heroism*

1st (5/day)—*comprehend languages*, *expeditious retreat*, *hideous laughter* (DC 15), *remove fear*, *saving finale*[APG]

0 (at will)—*dancing lights*, *know direction*, *mage hand*, *message*, *prestidigitation*, *summon instrument*

TACTICS

Before Combat The Wrathbringer casts *good hope* and *expeditious retreat*.

During Combat The Wrathbringer casts *haste*, uses raging song to inspire an atavistic fury in his allies, and then enters melee. He uses *gallant inspiration* and *saving finale* when his allies need assistance.

Base Statistics When the Wrathbringer is not using his inspired rage and isn't under the effects of *expeditious retreat* and *good hope*, his statistics are **AC** 20, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 size); **hp** 101 (8d8+61); no fast healing; **Fort** +12, **Ref** +4, **Will** +8; **Speed** 15 ft.; **Melee** bite +11 (1d8+4), 2 claws +11 (1d3+4); **Str** 18, **Con** 20; **CMB** +9; **Skills** Acrobatics +5 (+1 when jumping), other skills all 2 lower.

STATISTICS

Str 20, **Dex** 15, **Con** 22, **Int** 9, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +10; **CMD** 21

Feats Blind-Fight, Improved Natural Attack (bite), Nature's Wrath*, Scribe Scroll, Skald's Vigor[ACG], Toughness

Skills Acrobatics +7 (+11 when jumping), Perception +13, Perform (oratory) +12, Perform (percussion) +19, Stealth +9 (+13 in swamps and underground), Survival +4 (+8 in swamps and underground); **Racial Modifiers** +4 Stealth and Survival in swamps and underground

Languages Druidic, Sylvan; plantspeech (fungi)

SQ bardic knowledge +3, change shape (Small fungus; *tree shape*), lore master 1/day, rage powers, verdant burst, versatile performances (oratory, percussion)

Gear *+1 black dragonhide breastplate*, *belt of giant strength +2*, *fungal slippers**, mwk drums

The Blight Caller created the Wrathbringer—once a fungus leshy imbued with emotions—several years ago, when the druid discovered that the delicate fungi of the leshy's grove were being poisoned by the waste of nearby settlements. The Blight Caller gave the leshy a new body, but doing so required him to give a small piece of his own spirit as well. This sacrifice formed a connection between the druid and the leshy and imbued the leshy with the rage against civilization that burned so strongly in the druid's heart.

Bog's Embrace

This nixie believes she is inherently superior to most other beings and delights in tormenting anyone who would dare to encroach upon her swamp.

Bog's Embrace **CR 10**

XP 9,600

Bog nixie sorcerer 8 (*Pathfinder RPG Bestiary 3* 201)

NE Small fey (aquatic)

Init +10; **Senses** low-light vision; Perception +18

Defense

AC 23, touch 17, flat-footed 17 (+4 armor, +6 Dex, +2 natural, +1 size)

hp 136 (10d6+101)

Fort +10, **Ref** +12, **Will** +15

DR 5/cold iron; **SR** 12

Offense

Speed 20 ft., swim 30 ft.

Melee mwk dagger +12 (1d3–1/19–20)

Spell-Like Abilities (CL 6th; concentration +16)

3/day—*charm person* (DC 22)

1/day—*water breathing*

Bloodline Spell-Like Abilities (CL 8th; concentration +18)

13/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +18)

4th (5/day)—*confusion* (DC 27)

3rd (7/day)—*deep slumber* (DC 26), *heroism*, *suggestion* (DC 26)

2nd (9/day)—*false life*, *glitterdust* (DC 22), *hideous laughter* (DC 25), *scorching ray*

1st (9/day)—*color spray* (DC 21), *entangle* (DC 21), *grease*, *hydraulic push*[APG], *mage armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 20), *light*, *mage hand*, *mending*, *message*, *touch of fatigue* (DC 20)

Bloodline fey

Tactics

Before Combat The nixie casts *false life* and *mage armor*.

During Combat The nixie uses her spells to befuddle her foes, starting with *confusion*. She casts persistent *hideous laughter* on enemies that resist *confusion*.

Base Statistics Without *false life* and *mage armor*, the nixie's statistics are **AC** 19, touch 17, flat-footed 13; **hp** 123 (10d6+88).

Statistics

Str 9, **Dex** 22, **Con** 24, **Int** 16, **Wis** 20, **Cha** 30

Base Atk +5; **CMB** +10; **CMD** 20

Feats Agile Maneuvers, Craft Wondrous Item, Eschew Materials, Improved Initiative, Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Acrobatics +10 (+6 when jumping), Bluff +23, Craft (bonework) +12, Diplomacy +23, Escape Artist +11, Handle Animal +11, Intimidate +14, Knowledge (nature) +16, Perception +18, Perform (sing) +14, Sense Motive +9, Stealth +15, Swim +12, Use Magic Device +16

Languages Aquan, Common, Elven, Sylvan

SQ amphibious, captivating song, change shape (Small or Medium aquatic animal or humanoid, *polymorph*), minor wish, wild empathy +17, woodland stride

Combat Gear *potions of cure light wounds* (4), *potion of touch of the sea*[APG]**; Other Gear** mwk dagger, *belt of mighty constitution +2*, *cloak of resistance +1*, *headband of alluring charisma +2*, *necklace of stolen breath*[*] (2 minor soul bones and 1 soul bone), mwk boneworking tools, 36 gp

The nixie who calls herself Bog's Embrace recently joined Nature's Scourge. She doesn't plan for the alliance to be a long-term arrangement, as she sees people as tools to be manipulated. However, she is skilled at feigning empathy and friendship to further her goals.

The relationship between Bog's Embrace and the Blight Caller is amicable, as she has made it clear that she has no interest in the responsibilities of leadership. She is skilled at suggesting plans to him while convincing him that those plans were his ideas all along.

While her loyalties are capricious, her spite is steadfast. When someone crosses her, she pursues vengeance to the best of her ability. In her mind, the only suitable fate for her enemies is for her to drown them personally. She removes a portion of bone from each person she drowns, carves it with scrimshaw decorations, and strings it around her neck as a memento.

Blight Caller

The leader of Nature's Scourge rarely deigns to appear in human form, taking on the guise of an enormous hippopotamus with eyes of glowing amber.

BLIGHT CALLER **CR 10**

XP 9,600

Human druid (blight druid) 11 (*Pathfinder RPG Advanced Player's Guide* 98)

NE Huge humanoid (human)

Init –2; **Senses** Perception +18

Aura destructive aura (30 ft., +5, 11 rounds/day), miasma (DC 19)

DEFENSE

AC 24, touch 7, flat-footed 24 (+7 armor, +1 deflection, –2 Dex, +10 natural, –2 size)

hp 119 (11d8+66)

Fort +12, **Ref** +4, **Will** +12

DR 10/adamantine (110 points)

OFFENSE

Speed 40 ft. (30 ft. in armor); *air walk*

Melee bite +16 (8d8+12 plus grab)

Space 15 ft.; **Reach** 10 ft.

Special Attacks destructive smite (+5, 7/day), trample (2d6+10, DC 22), wild shape 4/day

Druid Spells Prepared (CL 11th; concentration +15)

6th—*harm*[D] (DC 20), *sirocco*[APG] (DC 20)

5th—*insect plague*, *shout*[D], *stoneskin*

4th—*air walk*, *inflict critical wounds*[D] (DC 18), *moonstruck*[APG] (DC 18), *strong jaw*[APG] (2)

3rd—*call lightning* (DC 17), *daylight*, *greater magic fang*, *greater thunderstomp*[ACG], *nauseating trail*[ACG] (DC 17), *rage*[D]

2nd—*barkskin* (2), *bear's endurance*, *beastspeak*[ACG], *resist energy*, *shatter*[D] (DC 16)

1st—*faerie fire*, *feather step*[APG] (DC 15), *longstrider*, *pass without trace*, *shillelagh* (DC 15), *true strike*[D]

0 (at will)—*create water*, *flare* (DC 14), *spark*[APG] (DC 14), *stabilize*

D domain spell; **Domain** Destruction

TACTICS

Before Combat He used *spellstaff* (*heal*) on a previous day. He wild shaped into a behemoth hippopotamus. When he expects a fight, he casts *air walk*, *barkskin*, *bear's endurance*, *beastspeak*, *greater magic fang*, *longstrider*, *stoneskin*, and *strong jaw*.

Base Statistics Without *barkskin*, *bear's endurance*, *greater magic fang*, *longstrider*, *stoneskin*, and *strongjaw*, the Blight Caller's statistics are **AC** 20, touch 7, flat-footed 20; **hp** 97; **Fort** +10; **DR** none; **Speed** 20 ft.; no *air walk*; **Melee** bite +14 (4d8+10 plus grab); **Con** 14; **Languages** no *beastspeak*.

STATISTICS

Str 24, **Dex** 6, **Con** 18, **Int** 8, **Wis** 18, **Cha** 12

Base Atk +8; **CMB** +17 (+21 grapple); **CMD** 26 (30 vs. trip)

Feats Furious Focus[APG], Lightning Reflexes, Natural Spell, Power Attack, Toughness, Vital Strike, Weapon Focus (bite)

Skills Handle Animal +10, Intimidate +12, Knowledge (nature) +9, Perception +18, Survival +20

Languages Common, Druidic; *beastspeak*

SQ nature bond (Destruction domain), nature sense, vermin empathy, woodland stride

Gear *+1 black dragonhide breastplate barding*, quarterstaff, *belt of giant strength +2*, *cloak of resistance +1*, *headband of inspired wisdom +2*, *ring of protection +1*, 500 gp worth of diamond dust (for *stoneskin*), 150 gp

The Blight Caller believes destroying civilization is his sacred duty. He spends most of his time in the form of a behemoth hippopotamus, and he even had valuable armor commissioned to fit that form. He favors the hippopotamus for its size, its infamous temper, and its devastating bite; killing his enemies in a single blow is more terrifying than making a flurry of attacks. He prefers to lead through action, leaving speeches to his subordinates, but he can communicate when necessary. He spent years collecting knowledge of rituals. The first ritual he learned allowed him to create the Wrathbringer, and the leshy has served him loyally ever since.

Encounters

The PCs might encounter members of Nature's Scourge in the wilderness or near a settlement that has raised their ire.

Ambush Predators (CR 8)

Those who seek the Scourge are likely to encounter an ambush.

DEINONYCHUS **CR 3**

XP 800

hp 34 (*Pathfinder RPG Bestiary* 84)

HUMAN HUNTER **CR 5**

XP 1,600

hp 55 (see page 142)

TRACKER AND TIGER **CR 6**

XP 2,400

hp 56 (see page 145) and 45 (see page 145)

Renewal by Destruction (CR 12)

A team might include members with more persuasive skill.

BOG'S EMBRACE **CR 10**

XP 9,600

hp 136 (see page 147)

RENEWER **CR 7**

XP 3,200

hp 84 (see page 144)

WILD RAGERS (2) **CR 6**

XP 2,400 each

hp 93 each (see page 142)

WILDFIRES (3) **CR 4**

XP 1,200 each

hp 41 each (see page 143)

Wrath of the Plants (CR 12)

The Wrathbringer is not the only plant the Blight Caller infused with fury—he also converted a few treants.

TREANTS (3) **CR 8**

XP 4,800 each

NE Huge plant (*Pathfinder RPG Bestiary* 266)

hp 114 each

Feats Replace Improved Sunder with Nature's Wrath*.

WRATHBRINGER **CR 8**

XP 4,800

hp 110 (see page 146)

Nature's Vengeance (CR 13)

Seeing himself as being above most matters, the Blight Caller involves himself in only the most significant tasks. However, if the PCs prove too much of a nuisance, he may personally hunt them down.

BLIGHT CALLER **CR 10**

XP 9,600

hp 119 (see page 148)

BOG'S EMBRACE **CR 10**

XP 9,600

hp 136 (see page 147)

GIANT TARANTULAS (2) **CR 8**

XP 4,800 each

hp 115 each (*Pathfinder RPG Bestiary 2* 256)

Regal Court

"A marriage is much like an empire, my friend. I've come to understand this intimately ever since I spoke my own vows. In the beginning, it is full of promise, hope, and bounty. Love is its decree. Children and prosperity are its crop. Power and vitality are its commerce. Life is brimming with adventure and endless possibility, and the borders of the lands seem boundless—limited only by one's ambition and ability to grasp all within reach. And in those heady days, you think these things will last forever, but they never do. The decrees become rote. Most of the crop has been reaped and consumed; the last of it lies rotting in the ditch. Time robs vitality from us all, especially those who do nothing to defend themselves against the inevitable. The empire crumbles, and all that is left is to rid the empire of its dissidents, to try to survive, despite the subversive elements that have latched on and will not let go."

—The queen to her champion

Behind the facade of guard drills and perfectly timed rituals, the regal court writhes like a viper's nest with secrets, intrigue, and petty jealousies, all agleam with jeweled fans and forced smiles. The king and queen were married after a brief but intense courtship, and they were like a storm rolling across the land. They adventured together. They rode at the head of the army and danced at royal balls. Both were keen strategists, opportunistic negotiators, and vicious tyrants. But as with all dream romances—even those built on a shared passion for dominance and crushing the wills of any who would rebel—the bloom eventually faded. After all, when you and your partner have forced everyone in your vicinity to submit, the only thing left to conquer is that partner. The king turned their children against his wife and killed her favorite before he locked her in the great tower. As the storm subsided, the court collapsed in on itself.

It is true that the queen led an insurrection. She did attempt to murder her husband. But such are the games of politics and the tools of nation-building. It wasn't the queen's fault that her husband grew soft. It wasn't her fault that her children cared more about their outrageous costumes than politics. She was simply attempting to remove the disease festering within the kingdom.

What's most puzzling is why the king didn't execute the queen after her uprising. Those who dare ask the king receive contradictory answers. Sometimes, the king insists that he still loves her and that she is powerless in her tower. But she is far from ineffectual. At other times, the king insists the legal documents signed during their great marriage all those years ago, when they first united their territories, forbid the execution of a member of the royal family. But he executed his youngest son merely for being a fool. It is more likely the king knows if the queen were executed, the southern provinces, led by the former queen's musketeers, would rebel.

Outside the court, the kingdom carries on. The earlier wars and expansion brought great prosperity that has only recently started to erode. The court still rules, but it does so in a less active way. In their younger days, the monarchs would walk the city streets together, hold court, command the guard with ruthless efficiency, and bring order to the slums and warrens. The court's voice is now the vizier, who some say poisons the king's mind with lies and drugs. The court's fists are the Royal Guard, who are mostly left to their own devices and often misuse their power for personal gain.

The regal court is a place of intrigue and danger. The queen has more power than the king or the vizier suppose and is making plans to restore her position and depose her husband. Behind the scenes, she corrupts some members of the Royal Guard to this purpose, and using her magic, she reaches out to her allies beyond the walls of her supposed prison, calling them to aid in what might be her last royal gambit. In the middle is her surviving son, the prince. While he supports the king and follows his father's lead, the young man loves his mother, and it's not clear what side he will take when war breaks out between his parents again. The courtiers, however, whisper behind his back that he is too weak to be of much aid to either side. His shallow obsession with elven culture makes him a laughingstock, and while elves avoid him with fastidious distaste, he has acquired a circle of half-elven courtiers, many of whom appear to outside observers to be con artists with no legitimate claims to nobility. These hangers-on distract the prince with self-indulgent leisure activities that consume most of his days, or lure him out of the safety of the palace to explore "ancient elven ruins." Gossip holds that the prince won't survive the year, that he'll fall victim either to an accident during one of his archaeological expeditions or to a plot by hostile factions at court.

More steadfast are the other players. The captain of the guard hates the queen for her betrayal and is firmly on the king's side. The captain works tirelessly to purge traitors from the ranks of the guard and the bureaucracy, but it is exhausting and time-consuming work. Courtiers who support the queen bring in an endless supply of prospective replacements, well paid to undermine the captain's efforts and inform on her activities. Though the captain manages to catch some of them and deny their applications to join the guard, she knows she can't identify all of them, and even bribes a few to provide false information to their patrons. The vizier supports the king only as long as it is in his best interest. He grows wealthy, but will likely attempt to flee the moment the battle begins. Lastly, the queen's champion serves her mistress until the end; her devotion to her monarch is unquestioning.

Story Hooks

Below are some suggestions for using the regal court in your game.

Guard Corruption: Within the city of the capital, the PCs find members of the Royal Guard bullying a local merchant. The merchant begs the heroes for help, telling them she has done nothing wrong and the guards are pillaging her shop and stealing her gold. The PCs must decide whether to help the merchant and make an enemy of the regal court.

Petitioner's Request: The PCs run into the petitioning paladin on the road toward the capital. He has a request for the king involving land rights in his northern hold, but he has heard rumors that the court is full of intrigue and danger. He asks the PCs to come to court as his retinue and aid in his endeavor.

The Queen's Call: The queen's champion approaches the PCs and makes her case that the queen is the true ruler of the kingdom. The queen is about to make her move to place herself back on the throne and needs a group of capable adventurers to aid in her plan.

New Rules

The following new rules are featured in the regal court.

Archetype

After being locked away and denied her former familiar, the queen learned to talk to her patron via mirror magic.

Mirror Witch (Witch Archetype)

Many mirrors hold a sliver of magical potential. Some witches learn the secrets of drawing upon that power, using it as a conduit to patrons who dwell in strange dimensions.

Patron Mirror (Su): At 1st level, a mirror witch creates a direct link to the power of her patron. She chooses a patron as normal, but instead of gaining a familiar that serves as the conduit to her patron, she uses a mirror (worth at least 10 gp) to speak to a fragment of her patron's power. This fragment teaches her magic and acts as a counselor.

The mirror is essentially an immobile familiar. The mirror witch can activate it with a minute-long ritual that calls the patron fragment to manifest itself through the mirror. While this connection is open, she can prepare spells, add new spells to the mirror, and use the mirror's special abilities. In place of the boost granted by an ordinary familiar, the mirror grants the mirror witch a +2 bonus on Diplomacy checks regardless of whether the mirror is nearby. The mirror can't be used for abilities that require the presence of a familiar, such as the blight hex.

If the patron mirror is destroyed, the mirror witch can replace it 1 day later through a special ritual, attuning a new mirror to a different fragment of her patron. The mirror witch must purchase or procure a new, suitable mirror and spend 500 gp per witch level she has. The ritual takes 8 hours to complete, and when it is finished, the mirror witch establishes a connection with a new fragment of her patron and loses access to spells stored in the previous mirror, as normal for a lost witch's familiar.

As the mirror witch progresses in level, the mirror's defenses increase, and the connection between it and the mirror witch becomes stronger, allowing the patron to manifest more of its personality—see the Patron Mirror section below.

This ability replaces the witch's familiar.

Patron Mirror

Instead of using the familiar abilities table on page 83 of the *Pathfinder RPG Core Rulebook*, use the table below to determine the strength of a mirror witch's patron mirror.

Hardness: As the connection between the witch and her patron mirror becomes more powerful, so does the hardness of the mirror, making it more difficult to damage. This value is the hardness of the patron mirror.

Hit Points: The base hit points of a mirror witch's patron mirror are based on what kind of mirror she chooses. A steel mirror has 4 hit points and a glass mirror has 1 hit point. The patron mirror gains the listed hit points in addition to the mirror's normal hit points, and the hit points increase as the link between the witch and her patron mirror strengthens.

Intelligence: A patron is a powerful and unknowable entity, able to see great distances and offer sage council, but the power of the fragment it manifests through a patron mirror is proportional to the link the fragment has with the mirror witch. This column indicates the effective Intelligence score of the patron mirror as the witch progresses in level. The patron mirror is not a creature, and nothing can increase its Intelligence above the listed value.

Special: As a mirror witch increases in level, her patron mirror grants her additional powers as indicated on the table.

Cryptic Omens (Ex): Each day, when a mirror witch consults with her patron mirror, the patron fragment can speak a few words of cryptic advice about the witch's future. While the words are often obscure when the fragment utters them, they nearly always make sense to the witch at just the right moment aid her in dealing with the threats of the day. Once per day, after the witch receives this advice, she can gain one of the following benefits without taking an action: gain a +2 insight bonus on a saving throw she is about to attempt; gain a +2 insight bonus on a Bluff, Diplomacy, or Sense Motive check she is about to attempt; or instead of rolling initiative, treat her initiative as if she rolled a 12 on the die. She can't use this last option if she can't act during a surprise round.

Witch Class Level	Hardness	Hit Points	Int	Special
1st–2nd	5	2	12	Cryptic omens, seek guidance
3rd–4th	10	5	13	Greater omens
5th–6th	15	5	14	Specialized knowledge
7th–8th	20	5	15	Clairvoyance/clairaudience
9th–10th	20	5	16	—
11th–12th	25	10	17	Scrying
13th–14th	25	10	18	Mirror casting
15th–16th	25	10	19	—
17th–18th	30	10	20	—
19th–20th	30	15	21	—

She doesn't choose which benefit she gains while consulting the mirror; instead, she does so when she would be about to roll a saving throw, initiative check, or appropriate skill check.

Seek Guidance (Ex): Whenever the mirror witch consults with her patron fragment, she can spend 10 minutes instead of the usual 1 minute and attempt a single Knowledge check. She gains a +2 insight bonus on any Knowledge check she attempts during such a consultation.

Greater Omens (Ex): The number of times per day that the mirror witch can use cryptic omens increases by an amount equal to the Intelligence modifier of the patron mirror. Furthermore, after consulting with her patron for 1 minute, she can expend a use of cryptic omens to gain the effects of *augury* instead of one of the usual three benefits.

Specialized Knowledge (Ex): The mirror witch chooses a number of Knowledge skills equal to the patron mirror's Intelligence modifier (and chooses more as the mirror's Intelligence modifier increases). When the witch consults her patron fragment with seek guidance for a Knowledge skill of one of the chosen types, the insight bonus increases by an amount equal to the mirror's Intelligence modifier. For example, at 5th and 6th levels, she gains a +4 insight bonus on a chosen Knowledge skill instead of the normal +2.

Clairvoyance/Clairaudience (Sp): By consulting her patron fragment for 10 minutes, the mirror witch can expend a single use of cryptic omens to cast *clairvoyance/clairaudience* as a spell-like ability with a caster level equal to her witch level.

Scrying (Sp): By consulting with her patron fragment for 1 hour, the mirror witch can expend a single use of cryptic omens to use *scrying* as a spell-like ability with a caster level equal to her witch level, using the patron mirror as the focus.

Mirror Casting (Su): When using the mirror's scrying ability, *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues* all function reliably through the sensor. Also, if the mirror witch is at least 15th level, there is a 5% chance each of the following spells operates successfully through the sensor: *cause fear*, *charm person*, *command*, *crushing despair*, *deep slumber*, *enthrall*, *fear*, *hold person*, *moonstruck*[APG], *seek thoughts*, and *sleep*; a creature that succeeds at its saving throw against one of these linked spells is forever immune to that particular mirror witch's attempts to cast that spell on that creature through her mirror.

Magic Item

The queen retains her *ring of rulership*, unbeknownst to the king.

RING OF RULERSHIP		PRICE 14,000 GP
SLOT ring	**CL** 12th	**WEIGHT** —
AURA strong enchantment		

This garish signet ring is worth 1,500 gp for its materials and workmanship alone. Like the user of a *rod of rulership*, the ring's wearer can command the fealty of creatures, but only if she is a member by blood of the family whose symbol is displayed on the ring and only if those creatures are citizens or vassals of the family's holdings (though it works on disaffected, disloyal, and even traitorous subjects). On command, the wearer can use the ring to target a single humanoid creature within 50 feet that meets those qualifications. This effect is automatically successful if the creature has an Intelligence of 9 or lower. A creature with a higher Intelligence must succeed a DC 14 Will save or obey the ring's wearer's commands as if she were its absolute sovereign; a successful save renders that creature immune to that ring's effects for 24 hours. This is a mind-affecting enchantment (compulsion) effect and counts as 3rd-level spell for the purpose of *break enchantment*. If the ring's wielder gives a command that is contrary to the nature of a ruled creature, that creature receives another saving throw to shake off the effect. Even if the ruled creature fails the saving throw and remains ruled, it can still refuse that particular command. The GM is the final arbiter of what constitutes a command that is contrary to the nature of a ruled creature, and for most creatures, if the ring's wearer co-opts their every moment, the creature can attempt a save every day.

A creature is ruled until one of the following happens: it shakes off the effect after being given a command against its nature, an outside source (such as *break enchantment*) removes the compulsion, the wearer removes the *ring of rulership*, the wearer commands the ring to release the creature (a standard action that need not take place in the creature's presence), or another member of the ruler's family rules the creature using a different *ring of rulership*, whichever comes first. The power of the ring can rule no more than three creatures at a time; to rule a new creature, the ring's wearer must first release one of the three ruled creatures.

CONSTRUCTION REQUIREMENTS	COST 7,750 GP
Forge Ring, *mass suggestion*	

Minor Players

Though they don't command much personal power, snooping courtiers can cause a lot of trouble, while the Royal Guard is often tasked with cleaning up the mess.

CRAFTY COURTIER **CR 7**

XP 3,200

Half-elf bard 8

CN Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +17

DEFENSE

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)

hp 63 (8d8+24)

Fort +5, **Ref** +9, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +8/+3 (1d6+1/18–20)

Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 18], inspire competence +3, inspire courage +2, suggestion [DC 18])

Bard Spells Known (CL 8th; concentration +12)

3rd (3/day)—*mad monkeys*[UM], *seek thoughts*[APG] (DC 17), *triggered suggestion*[ACG] (DC 17)

2nd (5/day)—*focused scrutiny*[ACG], *glitterdust* (DC 16), *honeyed tongue*[APG], *invisibility*

1st (5/day)—*adoration*[UC], *charm person* (DC 15), *cure light wounds*, *fumbletongue*[UM] (DC 15), *memory lapse*[APG] (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *mage hand*, *prestidigitation*, *read magic*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +6; **CMB** +6; **CMD** 18

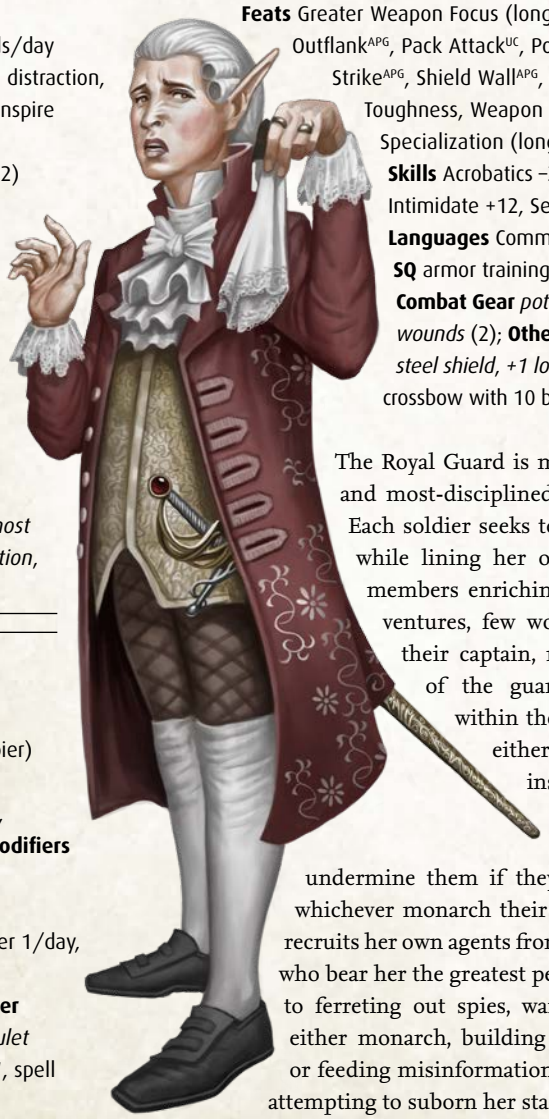
Feats Alertness, Exile's Path[ARG], Skill Focus (Perception), Still Spell, Weapon Focus (rapier)

Skills Acrobatics +13, Escape Artist +13, Perception +17, Perform (act, oratory) +15, Sleight of Hand +13, Stealth +13; **Racial Modifiers** +2 Perception

Languages Common, Draconic, Elven

SQ bardic knowledge +4, elf blood, lore master 1/day, versatile performances (act, oratory)

Combat Gear *potion of eagle's splendor*; **Other Gear** *+1 mithral chain shirt*, *+1 rapier*, *amulet of natural armor +1*, *cloak of resistance +1*, spell component pouch, 80 gp



ROYAL GUARD **CR 8**

XP 4,800

Human fighter 9

N Medium humanoid (human)

Init +2; **Senses** Perception +1

DEFENSE

AC 24, touch 12, flat-footed 22 (+9 armor, +2 Dex, +3 shield)

hp 90 (9d10+36)

Fort +10, **Ref** +7, **Will** +6 (+2 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 longsword* +17/+12 (1d8+9/19–20)

Melee mwk heavy crossbow +13 (1d10+1/19–20)

Special Attacks weapon training (crossbows +1, heavy blades +2)

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 25

Feats Greater Weapon Focus (longsword), Intercept Charge[ACG], Outflank[APG], Pack Attack[UC], Power Attack, Precise Strike[APG], Shield Wall[APG], Surge of Success[ARG], Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics –3 (–7 when jumping), Intimidate +12, Sense Motive +10

Languages Common

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2); **Other Gear** *+1 half-plate*, *+1 heavy steel shield*, *+1 longsword*, mwk heavy crossbow with 10 bolts, *cloak of resistance +2*

The Royal Guard is made up of the best-trained and most-disciplined warriors of the kingdom. Each soldier seeks to serve the king and queen while lining her own pockets. Despite most members enriching themselves through side ventures, few would ever cross or disobey their captain, no matter the price. Some of the guards, however, are planted within the force by courtiers loyal to either the king or the queen, with instructions to report to their patrons about the captain's plans and activities, and undermine them if they threaten the interests of whichever monarch their patrons serve. The captain recruits her own agents from the members of the guard who bear her the greatest personal loyalty, setting them to ferreting out spies, warning her of plots against either monarch, building loyalty among her troops, or feeding misinformation to those courtiers who are attempting to suborn her staff.

Captain of the Royal Guard

Outside of the royal family and the king's powerful vizier, the power behind the throne is the captain of the Royal Guard. Supported by legions of bureaucrats who comb the kingdom's budgets to ensure that she gets the soldiers and supplies she needs, she maintains iron discipline within the palace and beyond its walls.

CAPTAIN OF THE ROYAL GUARD **CR 10**

XP 9,600

Half-orc ranger (skirmisher) 11 (*Pathfinder RPG Advanced Player's Guide* 128)

LE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 24, touch 12, flat-footed 22 (+7 armor, +2 Dex, +5 shield)

hp 109 (11d10+44)

Fort +11, **Ref** +11, **Will** +6

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 20 ft.

Melee *+3 heavy spiked steel shield* +18/+13/+8 (1d8+7), mwk scimitar +12/+7 (1d6+2/18–20) or *+3 heavy spiked steel shield* +18/+13/+8 (1d8+7) or mwk scimitar +16/+11/+6 (1d6+4/18–20)

Ranged mwk composite longbow 14/+9/+4 (1d8+4/×3)

Special Attacks combat style (two-weapon combat), favored enemy (dwarves +2, elves +2, humans +6), quarry

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 27

Feats Endurance, Improved Shield Bash, Improved Two-Weapon Fighting, Outflank[APG], Shield Master, Shield Slam, Shield Wall[APG], Toughness, Two-Weapon Fighting, Two-Weapon Rend

Skills Acrobatics +8 (+4 when jumping), Climb +13, Heal +7, Intimidate +14, Perception +15, Sense Motive +12, Survival +15; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ favored terrain (forest +2, urban +4), hunter's bond (companions), hunter's tricks, hunter's tricks (aiding attack, distracting attack, hateful attack, vengeance strike), orc blood, swift tracker, track +5, wild empathy +10, woodland stride

Combat Gear *potion of bear's endurance*, *potion of enlarge person*; **Other Gear** *+1 breastplate*, *+3 heavy spiked steel shield*, mwk composite longbow (Str +3) with 20 arrows, mwk scimitar, *cloak of resistance +2*

An orphan of one of the king and queen's early wars, the young recruit who would grow up to become the captain of the guard showed incredible promise, so the old captain trained her personally. When the old captain fell during the queen's uprising, the new captain took his place, and she has since earned the respect and fear of every member of the Royal Guard.

Though she claims to be neutral in the struggle between the king and the queen, proudly asserting that her only interest is in maintaining order and supporting the lawful ruler of the kingdom, she spends much of her time counseling the king and seems to confide in those courtiers who are loyal to him. These courtiers' minions get off without more than a reprimand when they commit crimes within the city, and the guard looks the other way when arguments between courtiers turn into brawls—as long as the winners of any such melees are courtiers who support the king. Meanwhile, the queen's supporters complain they are subject to continual harassment from the guard on the flimsiest of pretexts. The queen's champion has come to blows over this treatment several times.

Wild Cards

The court has numerous interlopers, including enemy spies and righteous border lords in search of the king's justice.

PETITIONING PALADIN **CR 9**

XP 6,400

Human paladin (divine defender) 10 (*Pathfinder RPG Advanced Player's Guide* 116)

LG Medium humanoid (human)

Init +0; **Senses** Perception +1

Aura courage (10 ft.), resolve (10 ft.), shared defense (10 ft.)

DEFENSE

AC 21, touch 10, flat-footed 21 (+10 armor, +1 natural)

hp 99 (10d10+40)

Fort +13, **Ref** +7, **Will** +12

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee *+1 greatsword* +16/+11 (2d6+7/19–20)

Ranged mwk composite longbow +11/+6 (1d8+4/×3)

Special Attacks channel positive energy (DC 17, 5d6), smite evil 4/day

Paladin Spell-Like Abilities (CL 10th; concentration +12)

At will—*detect evil*

Paladin Spells Prepared (CL 7th; concentration +10)

2nd—*litany of righteousness*[UC] (DC 15), *righteous vigor*[APG] (DC 15)

1st—*divine favor*, *grace*[APG], *protection from evil*

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 24

Feats Combat Reflexes, Furious Focus[APG], Power Attack, Surge of Success[ARG], Toughness, Weapon Focus (greatsword)

Skills Acrobatics –5 (–9 when jumping), Diplomacy +16, Sense Motive +14

Languages Common

SQ divine bond (armor +2, 2/day), lay on hands 8/day (5d6)

Combat Gear *oil of bless weapon* (2), *potion of cure serious wounds*; **Other Gear** *+1 full plate*, *+1 greatsword*, *amulet of natural armor +1*, *headband of alluring charisma +2*, *cloak of resistance +1*, mwk composite longbow (Str +3), silver holy symbol of Iomedae

ELVEN SPY **CR 10**

XP 9,600

Elf ninja 11 (*Pathfinder RPG Ultimate Combat* 13)

CG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +22

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 86 (11d8+33)

Fort +6, **Ref** +11, **Will** +7; +2 vs. enchantments

Defensive Abilities improved uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee *+1 keen rapier* +14/+9 (1d6+2/15–20)

Special Attacks sneak attack +6d6

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +8; **CMD** 23

Feats Alertness, Dodge, Great Fortitude, Iron Will, Toughness, Weapon Finesse

Skills Acrobatics +23, Bluff +15, Climb +14, Disguise +28, Escape Artist +18, Perception +22, Sense Motive +20, Stealth +23;

Racial Modifiers +2 Perception

Languages Common, Elven, Orc

SQ elven magic, ki pool (6 points), light steps, ninja tricks (assassinate[UC] [DC 16], master of disguise[APG], sudden disguise[UC], undetected sabotage[UC], wall scramble[UC]), no trace +3, poison use

Combat Gear *potion of heroism*; **Other Gear** *+1 mithral chain shirt*, *+1 keen rapier*, *boots of elvenkind*, *cloak of elvenkind*, *hat of disguise*, disguise kit

Adopting the guise of a lovely and elegant courtier by day, the elven spy seeks critical intelligence during the night to aid in the growing conflict between the regal court and the elven holds. Despite the prince's increasingly lavish overtures, the elven spy remains aloof, spurning the prince's desperate advances and brushing off his attempts at conversation with barely concealed contempt.

Yet while she doesn't hide her disinterest in the prince's company, the elven spy has readily used her glib tongue and charm to convince each of the other courtiers that she is their trusted friend, and regularly invites them to upscale drinking spots in order to bare their souls and "convince" her to join their conspiracies.

Major Players

Both the king and the queen have their champions in court. The queen's is a dwarven champion sworn to protect her, while the king's is his son, the prince, who in times of weakness is divided about his choice to serve his father.

PRINCE **CR 10**

XP 9,600

Human fighter 7/rogue 4

LE Medium humanoid (human)

Init +5; **Senses** Perception +12

DEFENSE

AC 22, touch 11, flat-footed 21 (+11 armor, +1 Dex)

hp 68 (11 HD; 7d10+4d8+7)

Fort +7, **Ref** +10, **Will** +8 (+3 vs. mind-affecting)

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +18/+13 (1d8+11/19–20)

Special Attacks sneak attack +2d6, weapon training (light blades +1)

STATISTICS

Str 20, **Dex** 12, **Con** 10, **Int** 8, **Wis** 14, **Cha** 14

Base Atk +10; **CMB** +15; **CMD** 26

Feats Alertness, Improved Bravery[UI], Improved Initiative, Inspiring Bravery[UI], Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Ready for Anything[UI], Social Bravery[UI], Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +16, Diplomacy +14, Intimidate +16, Linguistics +3, Perception +12, Sense Motive +14, Stealth +3

Languages Common, Elven

SQ armor training 3, rogue talents (hard to fool[APG], weapon training), trapfinding +2

Combat Gear *potion of invisibility*; **Other Gear** *+2 glamered full plate, +1 longsword, cloak of resistance +1, sash of the war champion[UE], belt of giant strength +2*

Spoiled, arrogant, and a bit of a dolt, the prince has sided with his father, but his allegiance is somewhat torn, and most at court believe it is still in play. He performs small favors for his mother, sometimes willingly and other times because of her enchantments. He is fascinated with elven culture, though most elves don't reciprocate his interest.

QUEEN'S CHAMPION **CR 11**

XP 12,800

Dwarf fighter (unbreakable) 12 (*Pathfinder RPG Ultimate Combat* 49)

LN Medium humanoid (dwarf)

Init +5; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 24, touch 12, flat-footed 23 (+7 armor, +1 deflection, +1 Dex, +2 natural, +3 shield)

hp 118 (12d10+48)

Fort +13, **Ref** +9, **Will** +8 (+3 vs. mind-affecting effects); +4 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training, unflinching +3

OFFENSE

Speed 20 ft.

Melee *+1 corrosive warhammer* +20/+15/+10 (1d8+10/19–20/×3 plus 1d6 acid)

Special Attacks hatred

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +12; **CMB** +17; **CMD** 29 (33 vs. bull rush and trip)

Feats Cleave, Cleaving Finish[UC], Diehard, Endurance, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Heroic Defiance[APG], Heroic Recovery[APG], Improved Critical (warhammer), Improved Initiative, Ironhide[APG], Lightning Reflexes, Power Attack, Steel Soul[APG], Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Perception +14 (+16 for stonework), Sense Motive +14; **Racial Modifiers** +2 Appraise for metals or gemstones, +2 Perception for stonework

Languages Common, Dwarven

SQ armor training 2, quick recovery

Gear *+2 chainmail, +1 heavy steel shield, +1 corrosive[UE] warhammer, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +2, ring of protection +1*

This faithful dwarven warrior has sworn to die before seeing any harm done to her queen.

Vizier

Always lurking in the shadows behind the throne, the vizier started serving the king just before the queen's rebellion. The vizier is a sly and treacherous fellow, and those who side with the queen see him as both the true power of the kingdom and the architect behind the court's strife.

VIZIER **CR 12**

XP 19,200

Human mesmerist (vizier) 13 (*Pathfinder RPG Occult Adventures* 38, *Pathfinder RPG Ultimate Intrigue* 38)

NE Medium humanoid (human)

Init +3; **Senses** Perception +16

DEFENSE

AC 21, touch 14, flat-footed 18 (+6 armor, +1 deflection, +3 Dex, +1 natural)

hp 101 (13d8+39)

Fort +9, **Ref** +13, **Will** +10

OFFENSE

Speed 30 ft.

Melee mwk dagger +9/+4 (1d4–1/19–20)

Special Attacks bold stares (disorientation, sapped magic, susceptibility), hypnotic stare (–3), manifold tricks (4 tricks), mesmerist tricks 12/day (astounding avoidance, faked death, gift of will, meek facade, mesmeric mirror, misdirection, spectral smoke), painful stare (+6 or +4d6+6)

Mesmerist Spells Known (CL 13th; concentration +22)

5th (2/day)—*foster hatred*[OA] (DC 23), *possession*[OA] (DC 21)

4th (4/day)—*dimension door*, *dominate person* (DC 22), *modify memory* (DC 22), *phantasmal killer* (DC 20)

3rd (5/day)—*confusion* (DC 21), *glibness*, *scrying* (DC 19), *synaptic pulse*[OA] (DC 21), *witness*[UM]

2nd (7/day)—*deflect blame*[UI] (DC 20), *detect thoughts* (DC 18), *mirror image*, *rumormonger*[UI], *suggestion* (DC 20)

1st (7/day)—*beguiling gift*[APG] (DC 19), *charm person* (DC 19), *deja vu*[OA], *expeditious retreat*, *memory lapse*[APG] (DC 19), *mental block*[OA] (DC 17)

0 (at will)—*daze* (DC 18), *detect magic*, *detect poison*, *ghost sound* (DC 16), *mage hand*, *message*

TACTICS

During Combat The vizier uses his power behind the throne ability to make it seem like his allies are the true threats. He prefers to disable enemies before handing them over to the king's justice, but if in dire need, he will use *phantasmal killer* to make short work of his foes.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 22

Base Atk +9; **CMB** +8; **CMD** 22

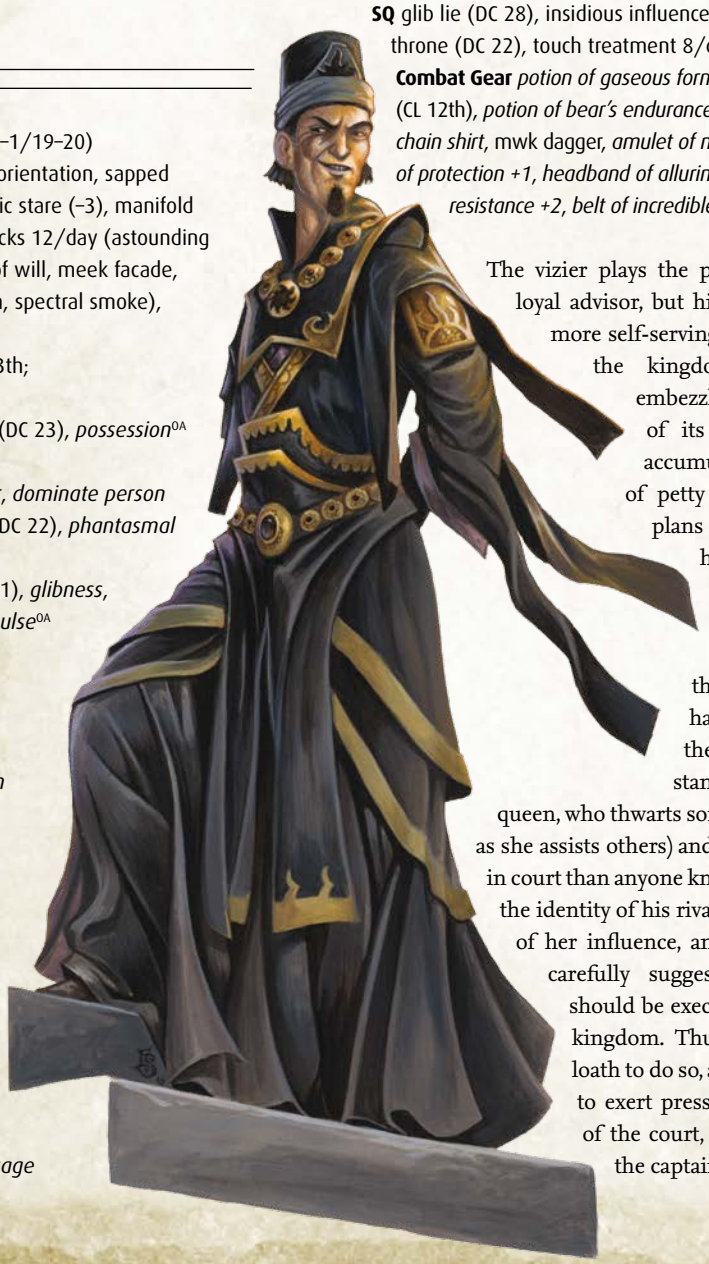
Feats Deceitful, Great Fortitude, Greater Spell Focus (enchantment), Persistent Spell, Spell Focus (enchantment), Subtle Enchantments[UI], Third Eye[OA], Toughness

Skills Bluff +29, Diplomacy +25, Disguise +11, Intimidate +25, Knowledge (nobility) +17, Perception +16, Sense Motive +16, Spellcraft +17, Stealth +17, Use Magic Device +13

Languages Common, Elven

SQ glib lie (DC 28), insidious influence, power behind the throne (DC 22), touch treatment 8/day (greater)

Combat Gear *potion of gaseous form*, *potion of shield of faith* (CL 12th), *potion of bear's endurance*; **Other Gear** *+2 mithral chain shirt*, mwk dagger, *amulet of natural armor +1*, *ring of protection +1*, *headband of alluring charisma +2*, *cloak of resistance +2*, *belt of incredible dexterity +2*



The vizier plays the part of the king's most loyal advisor, but his true demeanor is far more self-serving. He is slowly draining the kingdom's coffers through embezzlement, manipulation of its bureaucracy, and the accumulation of a patchwork of petty titles of land that he plans to parlay into a large holding that will one day be independent from the kingdom. His manipulation of both the king and the prince has been masterful, and the only person who stands in his way is the queen, who thwarts some of his schemes (even as she assists others) and has much more power in court than anyone knows. The vizier suspects the identity of his rival, though not the extent of her influence, and has been subtly and carefully suggesting that the queen should be executed for the sake of the kingdom. Thus far, the king is still loath to do so, and the vizier has begun to exert pressure on other members of the court, such as the prince and the captain of the guard.

King

The king has always been a bit of a rapscallion with the ability to charm or fight his way out of trouble. For years, he worked with the queen to build the kingdom, but after her rebellion and imprisonment, he has found himself increasingly out of his depth.

KING **CR 13**

XP 25,600

Human rogue (rake) 14 (*Pathfinder RPG Advanced Player's Guide* 134)

NE Medium humanoid (human)

Init +10; **Senses** Perception +18

DEFENSE

AC 28, touch 18, flat-footed 21 (+6 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural, +3 shield)

hp 122 (14d8+56)

Fort +9, **Ref** +18, **Will** +10

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+2 rapier* +19/+14 (1d6+8/15–20)

Special Attacks bravado's blade, sneak attack +7d6

TACTICS

During Combat The king favors parley to combat, but only so he can study his foe and make a lethal strike at the right time. He relies on others to protect his royal person if combat goes against him, and he makes a quick exit to plan his revenge.

STATISTICS

Str 8, **Dex** 22, **Con** 14, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +9; **CMD** 26

Feats Dodge, Extra Rogue Talent[APG], Fencing Grace[UI], Improved Critical, Improved Initiative, Iron Will, Skill Focus (Bluff), Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +23, Bluff +28, Diplomacy +22, Escape Artist +23, Intimidate +18, Knowledge (nobility) +4, Perception +18, Sense Motive +18, Sleight of Hand +23, Stealth +22

Languages Common

SQ rogue talents (another day[APG], assassinate[UC] [DC 18], charmer[APG], convincing lie[UC], crippling strike, finesse rogue, redirect attack[APG], weapon training)

Combat Gear *potion of heroism*; **Other Gear** *+2 mithral chain shirt, +2 mithral buckler, +2 rapier, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +3, feather step slippers*[UE]*, ring of protection +1*

The youngest of three siblings, the dashing young prince was not expected by anyone to become king, especially since he was a rascal who cared more for revelry than statehood and politics. When, near the age of his majority, his siblings and other rivals all died of strange accidents and foul play traced to conspirators outside the borders of the kingdom, some whispered that maybe the young scion was more treacherous than he seemed, but most were pleasantly surprised at his ability to guide the kingdom to prosperity through subtle treaties and strategic war.

The king's greatest victory came when he was able to charm the queen of the neighboring kingdom into marriage, uniting the two nations and making both stronger in the process. For years, many saw the pair's marriage as a fairy-tale romance—the union of two equals who expanded their borders and brought ever-increasing riches and prosperity to their people. Capable, and beautiful, the two were held up as the standard of what a good marriage can accomplish. Bards wrote ballads celebrating their wondrous love, and elderly folk cited them as good examples to their children and grandchildren.

Yet almost as suddenly as it rose to glory, the union fell into ruin. For reasons still unknown, the queen rebelled against the king and tried to take the throne for herself, implicating half the court in the course of her attempted coup. With the assistance of the prince and the vizier, the king managed to defeat the queen and locked her in her tower. The common people believe that the king refuses to execute his wife for her treason due to the unquenchable flame of their love. While he does still cares for her, the king is a calculating and practical man, and he knows that if the queen came to harm, his southern holds would rebel and the scattered queen's musketeers would immediately unite, bringing the forces of the western territories into the mix. Instead, he works to weaken the queen's influence within the royal court.

Queen

While the queen has been imprisoned, she remains the true force behind the intrigue in the regal court.

QUEEN **CR 14**

XP 38,400

Human witch (mirror witch*) 15 (*Pathfinder RPG Advanced Player's Guide* 65)

NE Medium humanoid (human)

Init +1; **Senses** *see invisibility*; Perception +18

DEFENSE

AC 19, touch 14, flat-footed 18 (+4 armor, +3 deflection, +1 Dex, +1 natural)

hp 111 (15d6+56)

Fort +9, **Ref** +10, **Will** +14; +6 vs. mind-affecting

Immune divinations

OFFENSE

Speed 30 ft.

Melee mwk dagger +9/+4 (1d4–1/19–20)

Special Attacks hexes (cackle, charm, evil eye, flight, misfortune, nightmares, slumber, vision, weather control)

Witch Spell-Like Abilities (CL 15th; concentration +22)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 15th; concentration +22)

8th—*mind blank*

7th—*greater insect spies*[UI], *heal*, *mass demanding message*[UI] (DC 24)

6th—*curse of the outcast*[UI] (DC 23), *greater heroism*, *mage's decree*[UI], persistent *confusion*

5th—*major curse*[UM] (DC 22), *feeblemind* (DC 22), *hold monster* (DC 22), quickened *ill omen*[APG], *teleport*

4th—*charm monster* (DC 21), *death ward*, *dimension door*, *enervation*, *greater false life*[UM]

3rd— *detect desires*[UI] (DC 20), *dispel magic*, *heroism*, *stinking cloud* (DC 20), *vampiric touch*, *witness*[UM]

2nd—*death knell* (DC 19), *hold person* (DC 19), *see invisibility*, *stricken heart*[ACG], *web* (DC 19),

1st—*charm person* (DC 18), *cure light wounds*, *delusional pride*[UM] (DC 18), *ill omen*[APG], *mage armor*, *obscuring mist*

0 (at will)—*detect magic*, *detect poison*, *light*, *read magic*

Patron portents[UM]

TACTICS

Before Combat The queen casts *greater false life*, *heroism*, *mage armor*, and *mind blank* each day.

Base Statistics Without her spells, the queen's statistics are **Senses** no *see invisibility*; **AC** 15, flat-footed 14; **hp** 85 (15d6+30); **Fort** +7, **Ref** +8, **Will** +12, no +6 vs. mind-affecting; **Immune** no immunities; **Melee** mwk dagger +7/+2 (1d4–1/19–20); **Skills** all 2 lower.

STATISTICS

Str 8, **Dex** 13, **Con** 10, **Int** 24, **Wis** 12, **Cha** 14

Base Atk +7; **CMB** +6; **CMD** 20

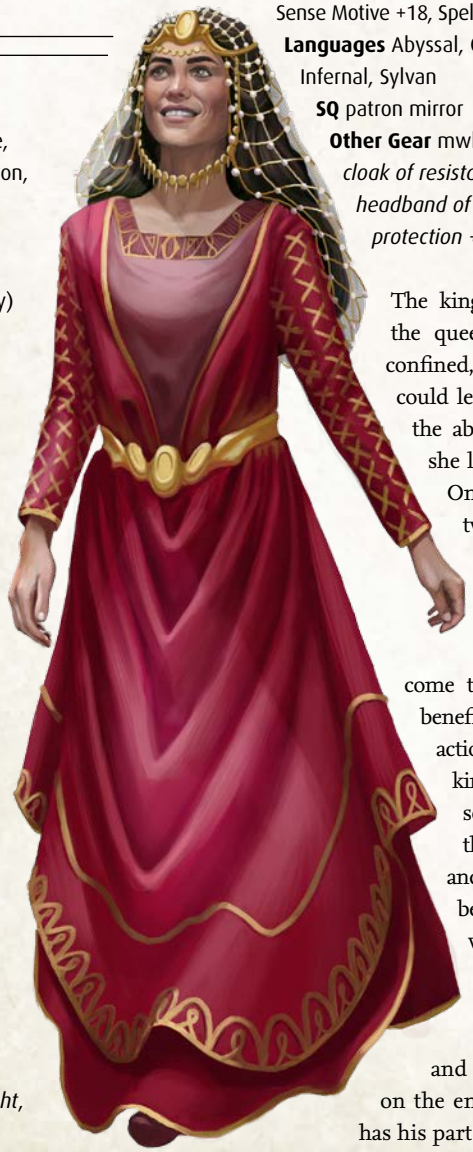
Feats Accursed Hex[UM], Eschew Materials, Extra Hex[APG], Forge Ring, Persistent Spell, Persuasive, Quicken Spell, Split Hex[UM], Toughness

Skills Bluff +22, Diplomacy +28, Intimidate +29, Knowledge (arcana, history, planes) +27, Knowledge (nobility) +24, Perception +18, Sense Motive +18, Spellcraft +27, Swim +5

Languages Abyssal, Common, Dwarven, Elven, Infernal, Sylvan

SQ patron mirror

Other Gear mwk dagger, *amulet of natural armor +1*, *cloak of resistance +2*, *circlet of persuasion*, *headband of vast intelligence +4*, *ring of protection +3*, *ring of rulership**



The king and the vizier both believe that the queen is imprisoned and thoroughly confined, but they are fools. In truth, she could leave if she wanted, and she has had the ability to do so for years, ever since she learned the secrets of mirror magic. Only her champion knows this, and the two work in the shadows to further disrupt the court, even at times aiding in the greedy power plays of the vizier.

While her plans, should they come to fruition, would be for her own benefit, the queen truly believes that her actions are what is best for the united kingdoms. In her mind, the king's selfishness and inability to rule what the two have built increases with age, and her son, while well meaning, has been poisoned by his father's vices and weaknesses and must come under the tutelage of a better regent. She usually finds the vizier to be an annoying and arrogant upstart, and will soon place that weasel's head on the end of a pike. For now, however, he has his part to play.

Encounters

Most of the encounters with the regal court happen within the royal palace, but some can occur in the lavish manor homes of noble courtiers or on the streets of the capital. Sometimes, the Royal Guard travels to the ends of the kingdom for a task requested by the king or the vizier, and such an encounter can occur nearly anywhere within the boundaries of the kingdom.

Troublemakers (CR 12)

The elven spy makes her move against a member of the aristocracy with the aid of some key courtiers and some allies from the nearby elven lands.

Crafty Courtiers (2) **CR 7**
XP 3,200
hp 63 each (see page 154)

Elven Spy **CR 10**
XP 9,200
hp 86 (see page 156)

Mistress of High Places **CR 10**
XP 9,200
hp 84 (*Pathfinder RPG NPC Codex* 70)

Guard Patrol (CR 14)

The Royal Guard patrols the halls of the palace. Its members often have to work with the city's corrupt guard when one of the royal courtiers runs afoul of the law, though the nature of this collaboration depends on the courtier's allegiance.

Captain of the Royal Guard **CR 10**
XP 9,600
hp 98 (see page 155)

Royal Guards (6) **CR 8**
XP 4,800 each
hp 90 each (see page 154)

Royal Audience (CR 16)

An audience with the king can be a dangerous affair, as those who serve him will follow his lead if and when he decides to strike. Luckily, the king isn't quick to anger, unless he discovers those in his audience chamber are working for the queen and mean to do him harm.

Captain of the Royal Guard **CR 10**
XP 9,600
hp 109 (see page 155)

Crafty Courtier **CR 7**
XP 3,200
hp 63 (see page 154)

King **CR 13**
XP 25,600
hp 122 (see page 159)

Petitioning Paladin **CR 9**
XP 6,400
hp 99 (see page 156)

Prince **CR 10**
XP 9,600
hp 68 (see page 157)

Royal Guards (4) **CR 8**
XP 4,800 each
hp 90 each (see page 154)

Vizier **CR 12**
XP 19,200
hp 101 (see page 158)

Ruthless Brigands

"Lend me your ears, you beautiful bastards! I have just returned from negotiations with the baroness, and I'm here to tell you, ladies and gentleman, that we have been paid handsomely for this job. And you know what that means—we must deliver handsomely! When the king's dogs come through this valley in a few days, they will find us in the trees. They will find us amid the rocks. They will find us where they least expect us, and they will find us ready to put them in their graves. You will fight hard. You will fight for me, and you will fight for the man to your right and the woman to your left. You will fight to the death if need be. But most of all, you will fight so that we can leave this godsforsaken place and enjoy the splendor of the free cities for a couple of months or longer, until the money has been all spent or our appetites are quenched—whichever comes first."

—Speech by the mercenary captain in better times

Ruthless brigands strike fear into the hearts of travelers throughout the lands. They prey upon pilgrims wandering toward holy sites, plodding caravans filled with luxuries ripe for the taking, and refugees escaping other dangers. Lurking in the wild places between centers of civilization, such bandits stay hidden in the forests and mountains, making camp and watching the roads for possible targets of their depredations. Some groups of brigands form slowly; they're a handful of rogues and sellswords who band together only so long as a common cause—wealth, more often than not—remains at the forefront of their minds. Others, however, start off more auspiciously.

The ruthless brigands featured here are, in truth, a group of mercenaries, a swords-for-hire company that has found itself between employers at the moment. Although they have historically followed the mercenary code of "fight for the one who pays you and don't betray the gold," they have chosen to serve themselves for a change, at least for a little while, until the next opportunity to conduct more conventional warfare presents itself.

These brigands adhere to a fairly classic structure and organization. A crafty and charismatic captain—a woman who understands how to keep her troops happy and motivated—leads them. She knows the only way to maintain her soldiers' loyalty is to lead by example, and she has no shortage of courage and tactical smarts. She is the one who does the negotiating with whatever noble, merchant, or community leader is willing to pay her, and she drives a hard bargain because, at the end of the day, her troops fight for money in the coffers and in their purses.

The captain surrounds herself with competent officers, including a harsh lieutenant who demands discipline and responsibility from his charges. It is the lieutenant who handles most of the day-to-day operations of the company, leaving the captain with the task of planning the band's next moves and parleying with potential employers.

The bulk of the company of brigands is made up of common fighters, typical soldiers one might find in any army or guard unit, drawn from a wide variety of cultures and lifestyles. The main difference between these soldiers and most others is their lack of any real moral character. They follow their leaders because it gives them some level of fulfillment, and it certainly pays well. Most of them have no interest in the strictures of law-abiding lifestyles, and should there ever come a time when it is no longer profitable or safe for them to remain loyal to their captain, they won't hesitate to depart.

In addition to the standard foot soldier or mounted combatant, the mercenary band has a handful of specialists, too, who receive the majority of focus in these pages. Those individuals responsible for keeping the rabble of brigands equipped, fed, healthy, and happy are an important element, and so are the more unusual forces that make for more complex and successful tactics, including elite skirmishers and experts in magical assault.

You might find it advantageous to develop more elaborate storylines using several of the villainous groups presented herein. Should that be the case, the ruthless brigands mix well with several other groups. For example, they might work for some of the higher-level groups, such as the arcane society, the diabolical church, the regal court, or the secret society, all of whom might choose to hire the brigands in their traditional capacity as mercenaries. In addition, the brigands might find themselves serving alongside the cruel musketeers or savage marauders in someone else's army, particularly a larger one caught in the midst of a major war. On the other hand, the brigands might find themselves at odds with the brutal slavers, the carnival troupe, the merchant caravan (all of whom could come under attack during one of the brigands' ambushes), or the Merry Outlaws (who would likely not be too keen on sharing their "thieving territory" in the wild country with the brigands).

Story Hooks

Each of the following story hooks can be used to introduce the ruthless brigands to a group of adventurers, either as enemies or allies.

Caravan Guards: The PCs get work serving as guards for a caravan. Perhaps they need the coin, or maybe they simply wish to travel from one location to another, or maybe they have actually invested in part of a business and wish to see it advance toward prosperity. Whatever the circumstances, the brigands attack the caravan somewhere along the route, intent on robbing the merchants of their goods and slipping away. The guards—including the PCs—must repel them before the caravan is too badly damaged to continue or too many merchants are injured or killed.

Stranglehold: The characters arrive in a rural, secluded place where the local noble is having trouble with the brigands. The ruthless mercenaries are attacking much of the trade that comes this direction, choking off commerce and denying the people badly needed goods. To make matters worse, merchants are now refusing to continue trading there until something is done about the outlaws. The noble, desperate to put a stop to it, beseeches the characters (or hires them) to aid him by finding the outlaws' camp and dispersing them.

Treachery: While involved in a military campaign, the PCs find themselves fighting alongside a mercenary company in some noble's forces or perhaps in an army roused in defense of an entire nation. The mercenaries fight admirably, but at a crucial moment, they turn on the unit the characters serve, having been bought off by the enemy. The characters must not only survive the betrayal but vanquish the brigands and save the day.

New Rules

The following rules include new a new archetype, spell, and magic item for use with the brigands.

Archetype

The following is suitable for fighters who command troops.

Seasoned Commander (Fighter)

The seasoned commander excels at leading troops through inspiration and the use of unit tactics.

Strategic Training (Ex): A seasoned commander gains 4 skill ranks + a number of skill ranks equal to his Intelligence modifier at each level instead of the normal 2 skill ranks + Intelligence modifier at each level. A seasoned commander adds Diplomacy, Knowledge (geography), Knowledge (nobility), Linguistics, and Sense Motive to his list of class skills.

This alters the fighter's skill ranks per level and class skills, and replaces the bonus fighter combat feat gained at 1st level and proficiency with heavy armor and tower shields.

Tactician (Ex): At 3rd level, a seasoned commander gains the cavalier's tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability.

This ability replaces armor training 1.

Inspiring Speech (Ex): At 5th level, a seasoned commander can give an inspiring speech as a standard action once per day. If he does, all allies who can hear his speech gain the benefits of inspire courage, granting bonuses 1 lower than those granted by a bard of the seasoned commander's fighter level, lasting 1 round per fighter level + his Charisma modifier (abilities that affect a bardic performance, such as Lingering Performance, have no effect on this ability). At 7th level, he can perform the speech as a move action, and at 13th level, he can perform the speech as a swift action.

This ability replaces weapon training 1 and 3.

Inspire Greatness (Ex): At 9th level, a seasoned commander gains an additional daily use of his inspiring speech ability, and he can also choose to use his inspiring speech to grant the effects of inspire greatness to one ally (instead of inspire courage). For every 2 levels a seasoned commander attains beyond 9th, he can target one additional ally while using this ability (up to a maximum of six at 19th level). This ability functions in all other respects like the seasoned commander's inspire courage ability.

Whichever inspiring speech he chooses to use, if the seasoned commander uses an inspiring speech before the duration of his previous inspiring speech ends, the new inspiring speech replaces the old speech.

This ability replaces weapon training 2.

Greater Tactician (Ex): At 11th level, the seasoned commander gains the cavalier's greater tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability.

This ability replaces armor training 3.

Inspire Heroics (Ex): At 15th level, a seasoned commander gains an additional daily use of his inspiring speech, and he can also choose to use his inspiring speech to grant the effects of inspire heroics to one ally (instead of inspire courage or inspire greatness). For every 2 levels a seasoned commander attains beyond 15th, he can target one additional ally while using this ability. This ability functions in all other respects like the seasoned commander's inspire courage ability.

This ability replaces armor training 4.

Master Tactician (Ex): At 17th level, the seasoned commander gains the cavalier's master tactician class feature, treating his fighter level as his cavalier level for the purposes of this ability.

This ability replaces weapon training 4.

Spells

The following spells serve the ruthless brigands well, giving them the opportunity to plan devious attacks and melt away into the wilds as situations demand.

NATURE'S PATHS

School divination; **Level** bard 1, druid 1, inquisitor 1, ranger 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S, M/DF (a smooth stone)

Range touch

Target one creature

Duration 8 hours (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target instinctively knows the shortest, easiest, and fastest way through the wilderness. For the purpose of determining overland speed, the target treats any trackless terrain as though there were a trail or road, and any terrain with a road or trail as though there were a highway (*Pathfinder RPG Core Rulebook* 171—172). Up to one creature per caster level traveling with the target can also benefit from the effect. The spell functions only outdoors and does not function in magically altered terrain.

SAND TABLE

School divination; **Level** bard 3, medium 3, ranger 3, sorcerer/wizard 4
Casting Time 10 minutes
Components V, S, M (handful of sand)
Range see text
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

Sand table allows you to create a scale model of the battlefield surrounding your position, showing numbers of troops, their relative positions, and their movement as if you were observing from a great height overhead (1,000 feet up). You cast the spell upon a table or other flat surface and cause the model to appear upon a 5-foot-by-5-foot section of that table or surface. It reflects accurate terrain and topography, though it doesn't identify fine topographical features or concealed or hidden topography. It also indicates all normally visible Small or larger creatures within the area of effect, but it doesn't provide identifying characteristics of those creatures; each creature appears as an indistinct speck, under 1 millimeter in each dimension.

The spell marks obvious war camps and contingents of troops with a symbol of their banner (if they openly carry such a symbol). The spell provides a snapshot of the topography and creature locations when cast; it doesn't adjust for changes that occur during the duration. The table shows the land surrounding itself up to a 1-mile radius from the surface. The *sand table* does not reveal invisible or incorporeal creatures, nor does it include creatures that are underground, indoors, submerged below the surface of water, below a tree line or other source of cover from above, or flying above 1,000 feet in the air. Those looking at the table can spot Small and larger creatures that are using Stealth to hide, but they take a –10 penalty on their Perception checks because of the size of the models.

Once the spell has been cast, if anything moves or shakes the surface upon which it was placed, the spell ends instantly.

Magic Items

The following items are favorites of brigands who are constantly on the run or who regularly move from place to place, setting up cunning ambushes.

COMMANDER'S TENT		PRICE 9,000 GP
SLOT none	**CL** 9th	**WEIGHT** 1 lb.
AURA moderate divination		

This small flag sports a banner that is 2 inches wide by 3 inches tall and has a thin wooden dowel that serves as the flag post. When a creature plants the flag in the ground and speaks the command word, the flag expands into a military tent of stout canvas with the flag flapping from the centermost tent pole. The tent fills a space that is 15 feet by 30 feet. The entrance of the tent consists of a vestibule with an outer and inner flap for keeping light from spilling out. Inside, the *commander's tent* contains a central table and several chairs and cushions. Several lanterns hang from pegs around the perimeter of the interior, providing sufficient light for reading letters, maps, and so forth. Despite this illumination, the exterior of the tent does not glow so long as only one tent flap at the vestibule (inner or outer) is open at any given time. The center table features a blank map. Once per week, any creature inside the tent can utter a second command word to transform the map into a model of the nearby area, as *sand table* (see page 164).

While the *commander's tent* is in tent form, the user can utter a third command word while holding a new flag to replace the flag atop the tent with one of his own choosing. The two pennants swap places. A fourth command word causes the tent to break down, returning to its miniature flag form.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
Craft Wondrous Item, *rope trick*, *sand table**	

MOSS CLOAK		PRICE 18,700 GP
SLOT shoulders	**CL** 7th	**WEIGHT** 5 lbs.
AURA moderate conjuration		

A tangled layer of green moss grown on a thin, damp sheet of sod, this heavy cloak can be wrapped around the wearer to provide a measure of camouflage. When donned in forest or jungle terrain, a *moss cloak* gives its wearer a +10 competence bonus on Stealth checks. In any terrain, the wearer can remove a single poison currently affecting him once per day as a standard action. This causes the moss to turn a sickly shade of brown as it draws the toxins from the wearer's body, negating the Stealth bonus until the cloak heals itself 24 hours later.

CONSTRUCTION REQUIREMENTS	COST 9,350 GP
Craft Wondrous Item, *invisibility*, *neutralize poison*, *restoration*	

SATCHEL OF PLENTIFUL FEED		PRICE varies
SLOT none	**CL** 5th	**WEIGHT** varies
AURA faint conjuration		

This item appears to be an unremarkable mesh bag with many small openings, but it is stuffed to overflowing with hay. It can be hung from a line, post, or tree limb and used to feed horses and ponies. It produces enough fresh feed for a number of horses or other similar mounts each day, as shown in the table below.

Satchel Type	Satchel Weight	Mounts Fed/Day	Market Price
I	15 lbs.	4	2,000 gp
II	20 lbs.	10	4,000 gp
III	25 lbs.	25	7,500 gp
IV	30 lbs.	50	15,000 gp

CONSTRUCTION REQUIREMENTS	COST varies
Type I	1,000 GP
Type II	2,000 GP
Type III	3,750 GP
Type IV	7,500 GP

Craft Wondrous Item, *create food and water*

Support Crew

While the support crew keeps the company fed, clothed, and armed, this does not mean they are not dangerous. They almost never join the frontline forces in battle, but they can hoist a weapon and defend the camp in a pinch.

Crusty Cook CR 2

XP 600

Human fighter 2/rogue 1

CN Medium humanoid (human)

Init +1; **Senses** Perception +0

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 29 (3 HD; 1d8+2d10+10)

Fort +7, **Ref** +3, **Will** +0 (+1 vs. fear)

Offense

Speed 30 ft.

Melee mwk spear +7 (1d8+4/×3) or dagger +5 (1d4+3/19–20)

Special Attacks sneak attack +1d6

Tactics

During Combat While the crusty cook would rather stay out of combat, he can and will fight, as well as tend to the wounded when needed.

Statistics

Str 17, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Endurance, Great Fortitude, Step Up, Toughness, Weapon Focus (spear)

Skills Handle Animal +5, Heal +3, Profession (brewer, cook) +6, Ride +7, Survival +6

Languages Common, Dwarven

SQ trapfinding +1

Combat Gear *potions of cure light wounds* (2), healer's kit; **Other Gear** *+1 studded leather*, dagger, mwk spear

Cunning Quartermaster CR 3

XP 800

Human rogue 4

N Medium humanoid (human)

Init +2; **Senses** Perception +8

Defense

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 21 (4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee mwk short sword +4 (1d6/19–20)

Special Attacks sneak attack +2d6

Statistics

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

Base Atk +3; **CMB** +3; **CMD** 15

Feats Endurance, Extra Rogue Talent[APG] (2)

Skills Appraise +9, Bluff +9, Diplomacy +9, Handle Animal +6, Intimidate +9, Knowledge (geography) +4, Knowledge (local) +7, Linguistics +9, Perception +8, Sense Motive +8, Sleight of Hand +9, Stealth +9, Survival +8

Languages Common, Dwarven, Elven, Gnoll, Gnome, Halfling, Orc

SQ rogue talents (black market connections[UC], charmer[APG], hard to fool[APG], survivalist[APG]), trapfinding +2

Combat Gear *potion of eagle's splendor*, *potion of invisibility*; **Other Gear** *+1 studded leather*, mwk short sword

Thanks to backgrounds that often include years spent scrounging for survival, quartermasters are expert scavengers. Through wit and charm, quartermasters are adept at digging up extra food, weapons, clothing, blankets, or any other essential supplies the brigands might need. They rarely reveal how they come by their resources and enjoy their status as miracle workers.

Savvy Fixers

The savvy fixers keep the brigands' gear in working order, taking care of all the repairs and upgrades.

Witty Jury-Rigger **CR 1**

XP 400

Human investigator (empiricist) 2 (*Pathfinder RPG Advanced Class Guide* 30, 100)

NG Medium humanoid (human)

Init +4; **Senses** Perception +8

Defense

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 16 (2d8+4)

Fort +1, **Ref** +7, **Will** +4

Offense

Speed 30 ft.

Melee mwk short sword +6 (1d6/19–20)

Ranged shortbow +5 (1d6/×3)

Investigator Extracts Prepared (CL 2nd; concentration +5)

1st—*crafter's fortune*[APG] (DC 14), *shield*, *stone fist*[APG]

Tactics

Before Combat The witty jury-rigger drinks his *potion of cat's grace.*

Base Statistics Without the benefit of a *potion of cat's grace*, the jury-rigger's base statistics are **Init** +2; **AC** 14, touch 12, flat-footed 12; **Ref** +5; **Melee** mwk short sword +4 (1d6/19–20); **Ranged** +3 (1d6/×3); **Dex** 14; **CMD** 13.

Statistics

Str 10, **Dex** 18, **Con** 12, **Int** 17, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +1; **CMD** 15

Feats Skill Focus (Disable Device), Weapon Finesse

Skills Acrobatics +1 (–3 when jumping), Appraise +8, Craft (armor, mechanical, siege engines, weapons) +8, Craft (mechanical) +8, Craft (siege engines) +8, Craft (weapons) +8, Diplomacy –1 (+3 to gather information), Disable Device +9, Perception +8, Profession (engineer) +6, Sense Motive +8, Use Magic Device +8

Languages Common, Dwarven, Elven, Gnome

SQ alchemy (alchemy crafting +2), ceaseless observation, inspiration (4/day), trapfinding +1

Combat Gear *potion of cat's grace*; **Other Gear** leather armor, mwk short sword, shortbow with 20 arrows, various artisan's tools, thieves' tools

Bombastic Engineer **CR 3**

XP 800

Dwarf fighter 4

NE Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +2

Defense

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

hp 34 (4d10+8)

Fort +6, **Ref** +1, **Will** +3 (+1 vs. fear); +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

Offense

Speed 20 ft.

Melee mwk warhammer +7 (1d8+2/×3)

Ranged mwk heavy crossbow +6 (1d10/19–20)

Special Attacks hatred

Tactics

During Combat The bombastic engineer keeps at a distance and fires a crossbow until foes begin to come into melee range.

Statistics

Str 14, **Dex** 10, **Con** 15, **Int** 16, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +6; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Combat Expertise, Coordinated Defense[APG], Defensive Combat Training, Rapid Reload, Weapon Focus (heavy crossbow)

Skills Appraise +3 (+5 to assess nonmagical metals or gemstones), Bluff +2, Craft (mechanical, siege engines) +8, Intimidate +5, Knowledge (engineering) +10, Perception +2 (+4 to notice unusual stonework), Profession (engineer) +9;

Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

Languages Common, Dwarven, Gnome, Goblin, Orc

SQ armor training 1

Combat Gear *potion of cure moderate wounds*; **Other Gear** mwk splint mail, *+1 heavy steel shield*, mwk heavy crossbow, mwk warhammer

Bombastic engineers are typically brash loudmouths, often boasting how their siege engines can best anyone's fortifications. They are always building and testing new devices for this purpose, some of which could prove just as dangerous to their allies.

SEASONED FORAGER

Every military company has that handful of individuals who operate apart from the rest of the band. Though they prefer to be by themselves, they serve vital functions for the success of the brigands' collective goals.

SEASONED FORAGER **CR 2**

XP 600

Human hunter 3 (*Pathfinder RPG Advanced Class Guide* 26)

N Medium humanoid (human)

Init +4; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 23 (3d8+6)

Fort +4, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6/19–20) or dagger +2 (1d4/19–20)

Ranged mwk longbow +8 (1d8/×3)

Hunter Spells Known (CL 3rd; concentration +5)

1st (4/day)—*ant haul*[APG] (DC 13), *cloak of shade*[APG] (DC 13), *detect animals or plants*, *goodberry*, *summon nature's ally I*

0 (at will)—*create water*, *detect poison*, *guidance*, *know direction*, *purify food and drink* (DC 12), *stabilize*

TACTICS

Before Combat The forager drinks a *potion of cat's grace*.

During Combat The forager sends out his companion to keep enemies busy and peppers foes with arrows.

Base Statistics Without the aid of a *potion of cat's grace*, the forager's statistics are **Init** +2, **AC** 15, touch 12, flat-footed 13; **Ref** +5; **Ranged** mwk longbow +6 (1d8/×3); **Dex** 14; **Skills** Ride +10, Stealth +8.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 15, **Cha** 12

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

Feats Animal Affinity, Coordinated Shot[ACG], Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Climb +5, Handle Animal +9, Heal +8, Perception +8, Ride +12, Stealth +10, Survival +8, Swim +4

Languages Common

SQ animal companion (mountain lion), animal focus (3 minutes/day), hunter tactics, nature training, track +1, wild empathy +4

Combat Gear *potion of cat's grace*; **Other Gear** *+1 leather armor*, dagger, mwk longbow, short sword

MOUNTAIN LION **CR —**

Mountain lion

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +2

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 16 (3d8+3)

Fort +4, **Ref** +7, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+2), 2 claws +5 (1d4+2)

Special Attacks rake (2 claws +5, 1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 18 (22 vs. trip)

Feats Coordinated Shot[ACG], Weapon Focus (bite), Weapon Focus (claw)

Skills Acrobatics +4 (+8 when jumping), Stealth +10

SQ animal focus, tricks (attack, attack any target, come, defend, fetch, guard, heel, stay)

Seasoned foragers and their mountain lion companions also serve as scouts for the ruthless brigands. They prowl the lands ahead of the main force, looking out for ambushes and enemy forces.

Magic Support

These members reinforce the brigand troops with magic and healing, and provide critical support in the midst of pitched battles. Their healing hands can sometimes mean the difference between victory and bloody death.

BAWDY JOKER **CR 2**

XP 600

Human bard 3

CN Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 17 (3d8)

Fort +0, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk short sword +3 (1d6/19–20)

Ranged mwk composite shortbow +5 (1d6/×3)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate [DC 13], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +5)

1st (4/day)—*charm person* (DC 14), *cure light wounds*, *hideous laughter* (DC 14), *innocence*[APG]

0 (at will)—*ghost sound* (DC 12), *light*, *lullaby* (DC 13), *mage hand*, *prestidigitation*, *summon instrument*

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 14

Feats Lingering Performance[APG], Spell Focus (enchantment), Spellsong[UM]

Skills Acrobatics +8, Diplomacy +8, Disguise +8, Escape Artist +8, Perception +7, Perform (comedy) +8, Sense Motive +7, Sleight of Hand +8, Stealth +8

Languages Common, Dwarven, Halfling

SQ bardic knowledge +1, versatile performance (comedy)

Combat Gear *potion of barkskin +3*; **Other Gear** mwk leather armor, mwk composite shortbow, mwk short sword

GRIZZLED HEALER **CR 4**

XP 1,200

Human warpriest of Gorum 5 (*Pathfinder RPG Advanced Class Guide* 60)

CN Medium humanoid (human)

Init +3; **Senses** Perception +4, *deathwatch*

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, -1 Dex)

hp 36 (5d8+10)

Fort +5, **Ref** +2, **Will** +8

OFFENSE

Speed 20 ft.

Melee *+1 greatsword* +7 (2d6+4/19–20)

Special Attacks blessings 5/day (Destruction: destructive attacks, heart of carnage; War: battle lust, war mind), channel positive energy 3/day (DC 17, 2d6), fervor 6/day (2d6), sacred weapon (1d8, +1, 5 rounds/day)

Warpriest Spells Prepared (CL 5th; concentration +9)

2nd—*cure moderate wounds* (2), *delay poison*

1st—*cure light wounds*, *deathwatch*, *diagnose disease*[UM], *remove fear*, *remove sickness*[UM] (DC 15)

0 (at will)—*detect poison*, *guidance*, *mending*, *stabilize*

STATISTICS

Str 14, **Dex** 8, **Con** 13, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 14

Feats Cleave, Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (greatsword)

Skills Heal +12, Ride +1, Survival +12

Languages Common

Gear *+1 splint mail*, *+1 greatsword*, silver holy symbol of Gorum

Harsh Lieutenant

The taskmaster of the brigands, the harsh lieutenant keeps the soldiers in line and makes sure they fight as hard as possible when in the thick of battle. The survivor of many campaigns, he holds a grim certainty that a stern and unyielding discipline is the key component to any victory.

HARSH LIEUTENANT **CR 5**

XP 1,600

Human fighter (tactician) 6 (*Pathfinder RPG Ultimate Combat* 47)

LN Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)

hp 61 (6d10+24)

Fort +9, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +10/+5 (1d8+3/19–20) or dagger +8/+3 (1d4+2/19–20)

Special Attacks tactician 2/day (6 rounds)

TACTICS

During Combat The harsh lieutenant uses the tactician ability to boost the soldiers under his command and help coordinate their attacks.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 17

Feats Coordinated Maneuvers[APG], Endurance, Great Fortitude, Intimidating Prowess, Practiced Tactician[APG], Toughness, Weapon Focus (longsword)

Skills Climb +8, Diplomacy +11, Intimidate +13, Perception +6, Profession (soldier) +9, Ride +5, Survival +9

Languages Common, Dwarven, Halfling

SQ armor training 1

Combat Gear *potion of cure serious wounds*; **Other Gear** *+1 breastplate*, mwk heavy steel shield, *+1 longsword*, dagger, 63 gp

Before he joined up with the brigands, the harsh lieutenant commanded a crack unit of troops for the royal court. However, he eventually became disillusioned with endless political maneuvering and the betrayal of the people he served. He abandoned the court and joined a mercenary unit. Through many pitched battles and stirring victories, he came to command that unit, and pledged his service and force to the company.

The harsh lieutenant extols the virtues of preparation and discipline, explaining time and time again that cohesion and adherence to regulations might mean the difference between victory and defeat, plunder and death. Still, it's an uphill battle, so he often relies on a firm hand and harsh words to get his point across.

The harsh lieutenant much prefers to see the company taking on honest work, so he is unsure how he feels about this latest decision by the captain to turn to banditry. He fears that such escapades will only encourage the troops to revert to old habits, such as wanton killing and reckless stealing. He hesitates to bring the matter up with the captain, though, because she has been more honest with him than any of his previous leaders. He plans to bide his time for now, trusting that the captain knows what she's doing and hoping they will hire on with a new army soon and return to more disciplined ways.

Arcane Artillerist

Nimbler than any siege engine, the arcane artillerist can use his power to turn the tide of battle at crucial moments.

ARCANE ARTILLERIST **CR 5**

XP 1,600

Halfling evoker 6

NE Small humanoid (halfling)

Init +3; **Senses** Perception +9

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +1 size)

hp 35 (6d6+12)

Fort +4, **Ref** +6, **Will** +7; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk dagger +3 (1d3–2/19–20)

Special Attacks intense spells (+3 damage)

Evoker Spell-Like Abilities (CL 6th; concentration +9)

6/day—force missile (1d4+3)

Evoker Spells Prepared (CL 6th; concentration +9)

3rd—*fireball* (DC 17), *hydraulic torrent*[APG], *lightning bolt* (DC 16), *wind wall*

2nd—*acid arrow*, *burning gaze*[APG] (DC 16), *fire breath*[APG] (DC 16), *flaming sphere* (DC 16), *scorching ray*

1st—*burning hands* (DC 15), *flare burst*[APG] (DC 14), *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *flare* (DC 13), *message*, *ray of frost*

Opposition Schools

divination, necromancy

TACTICS

Before Combat The artillerist casts his prepared *mage armor*.

During Combat Remaining on the periphery of the battlefield, the artillerist casts ranged spells at enemy units, often relying on a *wand of scorching ray* to set enemies afire.

Base Statistics Without the benefit of *mage armor*, the artillerist's statistics are **AC** 16, touch 16, flat-footed 12.

STATISTICS

Str 6, **Dex** 16, **Con** 13, **Int** 16, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +0; **CMD** 15

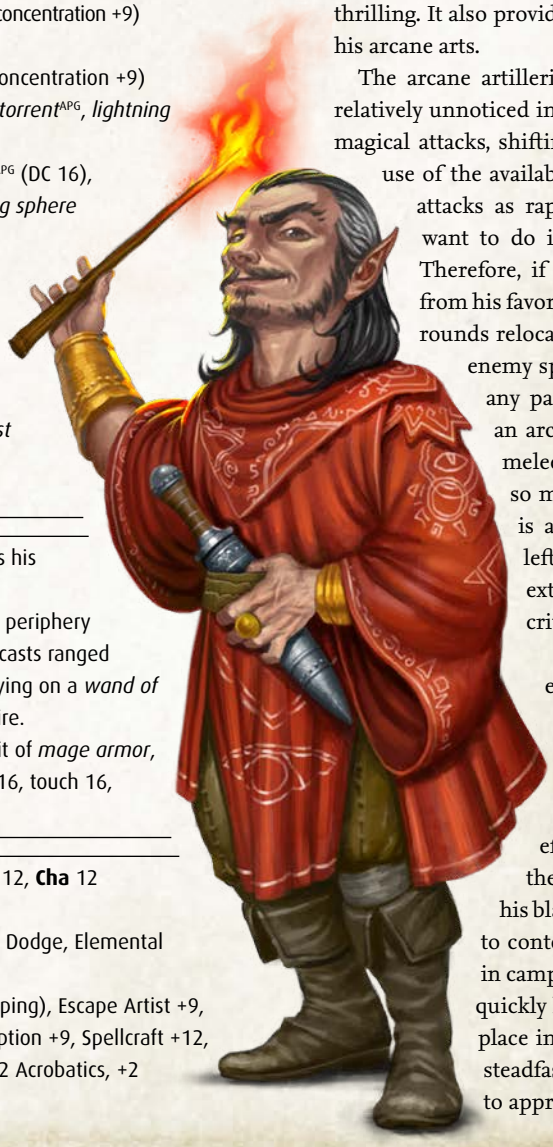
Feats Combat Casting, Craft Wand, Dodge, Elemental Focus[APG], Scribe Scroll

Skills Acrobatics +5 (+1 when jumping), Escape Artist +9, Knowledge (arcana) +12, Perception +9, Spellcraft +12, Stealth +13; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ arcane bond (*wand of scorching ray*)

Combat Gear *wand of scorching ray* (25 charges); **Other Gear** mwk dagger, *ring of protection +1*, spell component pouch



The arcane artillerist long ago escaped slavery within a wealthy noble house and spent years on the run from his former master's slave hunters. He used the skills he developed during his captivity to pick off those who tracked him one by one, stealing the supplies he needed while the owners slept, or demanding them at the point of a knife. His time on the run hardened him, and he began to enjoy the rush of power that came from threatening others, offering them their lives in exchange for the things he wanted. He made the critical mistake of attempting to hold up the mercenary captain—but instead of killing him, she offered him a place among her band. Now one of her officers, he finds that being part of a successful mercenary company is thrilling. It also provides him nearly unlimited supplies for his arcane arts.

The arcane artillerist uses his small stature to remain relatively unnoticed in a fight. He is judicious in his use of magical attacks, shifting from place to place to make best use of the available cover while still launching deadly attacks as rapidly as possible. What he does not want to do is draw undue attention to himself. Therefore, if he fires off several spells or bursts from his favorite wand, he spends the next couple of rounds relocating so that his enemies (particularly enemy spellcasters) don't know where he is at any particular time. If he can bring along an archer or three and a couple of mobile melee companions to guard his position, so much the better. The arcane artillerist is all about offense, leaving little room left over for personal defense, so having external protective options in place is critical to his survival.

The arcane artillerist enjoys his exalted position within the company of brigands. Though he knows the common soldiers don't truly understand his strange magic, they respect his power and appreciate his efforts on their behalf. In their minds, the more enemies he overwhelms with his blasts of magical fire, the fewer they have to contend with using sword and bow. Even in camp, he is appreciated for his potential to quickly light up the night and illuminate the place in the event of a surprise attack. He is steadfastly loyal to the captain, and has come to appreciate the other soldiers.

Mercenary Captain

The mercenary captain combines the typical combat prowess of a veteran fighter with the keen skills of observation, diplomacy, and tactics to master the art of battlefield strategy. She fights for coin, but she lives for the sound of battle, the rush of tactical opportunity, and the celebration of victory.

MERCENARY CAPTAIN **CR 6**

XP 2,400

Human fighter (seasoned commander*) 7

LE Medium humanoid (human)

Init +4; **Senses** Perception +2

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

hp 57 (7d10+14)

Fort +7, **Ref** +5, **Will** +3 (+2 vs. fear)

OFFENSE

Speed 30 ft.

Melee *+1 longsword* +13/+8 (1d8+6/19–20) or dagger +12/+7 (1d4+5/19–20)

Ranged light crossbow +7 (1d8/19–20)

Special Attacks inspiring speech +1 1/day (9 rounds), tactician 2/day (6 rounds)

TACTICS

Before Combat The captain drinks a *potion of bull's strength*.

During Combat The captain joins the fray, using the inspiring speech and tactician abilities to inspire and guide her troops.

Base Statistics While not under the effect of the *potion of bull's strength*, the captain's statistics are **Melee** *+1 longsword* +11/+6 (1d8+4/19–20); **CMB** +10, **CMD** 20; **Str** 16.

STATISTICS

Str 20, **Dex** 10, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +12; **CMD** 22

Feats Alertness, Coordinated Defense[APG], Coordinated Maneuvers[APG], Flanking Foil[UC], Improved Initiative, Lightning Reflexes, Outflank[APG], Pack Attack[UC], Quick Draw

Skills Bluff +9, Diplomacy +9, Intimidate +12, Knowledge (geography) +8, Perception +2, Ride +5, Sense Motive +9, Survival +6

Languages Common, Dwarven

SQ armor training 2

Combat Gear *potion of bull's strength*, *potion of cure serious wounds*; **Other Gear** *+1 breastplate*, mwk heavy steel shield, *+1 longsword*, dagger, light crossbow with 10 bolts, *cloak of resistance +1*, *commander's tent**

The mercenary captain is a shrewd negotiator, always eager to get the best pay for the people she commands and requiring all pay up front. She insists on military autonomy, preferring that her company receive assignments to engage in screening actions, skirmishes, and other auxiliary roles. This is a practical decision. She never wants to be under the control of a commander she does not respect, and she never wants to put her company in a situation where its members will be treated as fodder.

To the men and women serving under her, the mercenary captain is both a figure of absolute authority and an inspiring role model. She is firm with those in her band, and though she is harsh with any who break her rules, those rules are clearly stated and fair. Her tactical acumen and quick thinking in the face of unexpected obstacles has kept her soldiers alive in situations that would have spelled certain death under most commanders. Her brigands know she will not casually send them into danger, and that anyone whom she asks to take greater risks than his comrades will receive extra pay for his trouble. For the average mercenary, that is enough to inspire fierce loyalty. The mercenary captain represents the ideal to her charges; she lives a life free of responsibility to anyone but herself, makes all of her own decisions, and is independently wealthy enough to keep that going indefinitely. In reality, she often feels she has no choice, for she has alienated many of the bastions of civilization with her harsh attitude toward law and order and her willingness to play both sides when it suits her. While she takes good care of those who serve under her, she allows them to pillage and abuse any unfortunates who get in their way, and even participates herself. She is not above betraying a client if a better offer comes along, even if that betrayal involves assassination. Though some part of her loves the romanticized life she leads, another part wishes she could move past the endless time she spends on the road, roughing it in the wild, and worrying about the next noble who has ideas of putting her band of brigands in irons for the good of the land.

Encounters

Ruthless brigands rarely go it alone, relying on their strength in numbers to intimidate their victims. In most circumstances, they form hodgepodge groups of raiders, but they're also prepared to organize in a more military fashion for large-scale engagements.

Small Raid (CR 6)

A small, mobile group of brigands is out on patrol, searching for a secluded hamlet they can raid to take tools, foodstuffs, and livestock.

BANDITS (5) **CR 1/2**

XP 200 each

hp 11 each (*Pathfinder RPG GameMastery Guide* 258)

BAWDY JOKER **CR 2**

XP 600

hp 17 (see page 169)

CUNNING QUARTERMASTER **CR 3**

XP 800

hp 21 (see page 166)

Defensive Artillery Position (CR 8)

In a larger battle, a mere handful of brigands serving as mercenaries can hold a flank against the enemy.

ARCANE ARTILLERIST **CR 5**

XP 1,600

hp 35 (see page 171)

BANDITS (6) **CR 1/2**

XP 200 each

hp 11 each (*Pathfinder RPG GameMastery Guide* 258)

BAWDY JOKER **CR 2**

XP 600

hp 17 (see page 169)

BOMBASTIC ENGINEER **CR 3**

XP 800

hp 34 (see page 167)

SEASONED FORAGER AND MOUNTAIN LION **CR 2**

XP 600

hp 23 (see page 168) and 16 (see page 168)

Offensive Assault (CR 11)

The ruthless brigands bring a sizeable force to bear against their enemies.

ARCANE ARTILLERIST **CR 5**

XP 1,600

hp 35 (see page 171)

GRIZZLED HEALER **CR 4**

XP 1,200

hp 36 (see page 169)

HARSH LIEUTENANT **CR 5**

XP 1,600

hp 61 (see page 170)

MERCENARY CAPTAIN **CR 6**

XP 2,400

hp 57 (see page 172)

TRAITOROUS BRIGANDS (5) **CR 2**

XP 600 each

hp 30 each (*Pathfinder RPG NPC Codex* 81)

Savage Marauders

"Our first warning was a vague rumor from traders and travelers passing through our village. A week later, children playing in the woods saw strangers skulking in the shadows, but we dismissed the stories as wild fantasies. Early the following morning, we realized how wrong we had been. No one sounded the alarm; a well-aimed arrow had punctured the guard's throat. By the time we saw them, the first few were already over the wall. We tried to fight back, but they just kept coming with madness in their eyes. They stormed the gatehouse and, moments later, heavily armored marauders poured in through the gates. We formed a defensive line, but riders in spiked armor leveled their lances and charged, breaking our formation and shattering any hope of victory. When their lumbering war beasts marched in, we were already fleeing in terror. I hid under a dead body and managed to slip out of the village at night. Few were so lucky."

—A survivor's report

The savage marauders are a tribe of nomadic warriors whose society is built around shamanic tradition and the principle of survival of the fittest. The marauders roam from one place to another, following seasonally available game, looking for new pastures for their animals, and raiding towns and villages for supplies. Sometimes the marauders attack travelers or communities even when there is little to gain, just to satisfy their thirst for combat or to teach their younger warriors how to conduct themselves in battle—and how to end the life of a defeated enemy in a way that will spread their reputation for ruthlessness across the land. The marauders live in tents made of animal hides, but they sometimes temporarily settle in a conquered town, especially if there are a plenty of other communities to raid nearby.

The animals the marauders raise provide the tribe with food and materials for crafting, but they are also trained to fight as ferociously as their masters. Every member of the tribe—person or beast—must be able to carry its weight, both in and out of combat. Those who cannot keep up soon find themselves left behind or given a quick death if they are well liked among the tribe. For those who have made enemies of their comrades, the end is far slower. The tribe forcibly recruits the strongest adolescents captured from raided communities. Healthy adults are sometimes sold into slavery, displayed as living trophies attached to war beasts, or forced to fight one another for the amusement of the tribe's warriors.

The marauders revere chaotic and evil deities of war, strength, destruction, travel, and weather, but their true loyalty belongs to the tribe. The leader of the tribe is known as the Crimson Lord. Leading such a chaotic tribe requires him to be both a wise shepherd and an iron-fisted warlord. His most trusted advisor is the mad seeress, an enigmatic warrior-prophet. The most senior commander in the field, however, is the fiend-born rager, whose commanding presence keeps the marauders in line. Mounted riders, sorcerers, and rangers act as squad leaders as well as elite warriors. The rest of the marauders make up the majority of the tribe's combat troops, and they perform guard duty and support functions such as procuring food and other supplies. The command structure is rigid, and insubordination generally results in a harsh physical punishment.

Because of their violent reputation, the marauders make a lot more enemies than allies. Any organization that operates in a civilized area is likely to be the marauders' target. Regal courts are their chief foes, as a horde of barbarians roaming free outside the city walls is always a threat to a sovereign's income, lands, and authority. A carnival troupe or a merchant caravan is also likely to assist anyone seeking to destroy the marauders since travelers—a main source of income for a troupe or caravan—are some of the marauders' main targets.

Nonetheless, marauders have a few allies. They often have mutually profitable agreements with brutal slavers, who buy people captured from raided towns and villages. Demon knights are also potential allies because of their similarly destructive goals and opportunistic worldview. An alliance with Nature's Scourge, who share the savage marauders' survival-of-the-fittest philosophy, is particularly likely when the forces of civilization threaten the marauders' freedom and lifestyle. Ruthless brigands are usually the group's rivals, since the brigands are willing to sack or defend a settlement for the right price, but sometimes the groups unite to attack a particularly well-defended caravan or settlement.

Story Hooks

The following story hooks are examples of ways to introduce the savage marauders into a campaign.

Caravan Escorts: The PCs are hired to escort a caravan through marauder territory. The PCs must choose the route carefully to avoid ambushes, and pick defensible locations for camping sites. Members of the merchant caravan help the PCs in their efforts, but as the marauders start harassing the caravan with increasingly aggressive scouting runs, it becomes obvious that the PCs and their allies are severely outnumbered. The morale in the caravan begins to plummet, and the PCs have to deal with deserters. The weather takes a turn for the worse; poor visibility and wagons stuck in the mud cause further problems, but prudent PCs can use the weather to their advantage.

Diplomatic Envoy: An enigmatic warrior woman and an entourage of haughty fighters in spiked armor ride into town, demanding that a tribute be paid within 4 days or else a tribe of savage marauders will lay siege on the walled town. The price they demand, however, is outrageous, and the town council asks the PCs to go to the marauders' camp and negotiate a payment of a more acceptable size. The shrewd guard captain urges the PCs to assess the marauders' troop composition and numbers while visiting the camp. A secret anonymous letter the PCs receive before the negotiation, however, tries to persuade them to enter the marauder camp under the pretense of peaceful negotiations while they look for a chance to kill the marauders' leader.

War Path: All communication from a far-off village has ceased, and the PCs are sent to investigate. They soon find out that the savage marauders are on the move, pillaging and burning down town after town. The nearest standing army is hundreds of miles away, and the townsfolk are untrained in warfare, poorly equipped, and too few in number to resist the advance. The PCs must persuade stubborn people from several communities to evacuate, and then organize and train them into an efficient militia capable of fighting against and defeating the marauders. They might be forced to hire the ruthless brigands as mercenaries to supplement the militia.

New Rules

The following section details rage powers, feats, spells, and a magic item the savage marauders use to crush their enemies and take what they want.

Rage Powers

The following rage powers are popular among marauding berserkers, as they increase the marauders' ability to begin an engagement with a devastating charge.

Erratic Charge (Ex): As part of the full-round action to perform a charge attack against a creature at least 20 feet away, the barbarian can move 5 feet in any direction before making the charge. This movement is not a 5-foot step and provokes attacks of opportunity as normal, and using this option reduces the maximum distance of the charge by 10 feet.

Erratic Charge, Greater (Ex): The barbarian can move 10 feet when using erratic charge. If she does so, the creature she is charging must be at least 20 feet away and the movement reduces the maximum distance of her charge by 20 feet. A barbarian must be at least 8th level and must have the erratic charge rage power before selecting this power.

Furious Barrage (Ex): The barbarian is treated as having the Rapid Shot feat, but only for the purpose of attacking with thrown weapons. She need not meet the feat's prerequisites. A barbarian must be at least 4th level and must have the furious draw rage power before selecting this power.

Furious Draw (Ex): The barbarian is treated as having the Quick Draw feat.

Savage Hurl (Ex): The barbarian gains a +1 bonus on ranged attack rolls with thrown weapons that add her Dexterity bonus to the attack roll. This bonus increases to +2 at 4th level if the barbarian's Strength modifier is at least +4, to +3 at 8th level if her Strength modifier is at least +6, and to +4 at 12th level if her Strength modifier is at least +8.

Two-Fanged Pounce (Ex): If the barbarian is wielding a pair of daggers, kukris, or punching daggers, she can attack once with each of the two weapons when she charges. If she does, she loses the bonus on attack rolls for charging and takes an additional –2 penalty to her AC, and she applies precision damage or effects that occur on a hit only once, even if she hits with both attacks.

Spells

The savage marauders favor the following spells, which have been created by shamans of previous generations in order to let the marauders continue fighting longer, even when suffering from debilitating effects, allow them to increase their speed and maneuverability in combat, or set up their foes for increased pain.

Dousing Rain

School evocation [water]; **Level** bard 2, druid 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a drop of water)

Range medium (100 ft. + 10 ft./level)

Area cylinder (10-ft. radius, 40 ft. high)

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

With a beckoning gesture, you call forth a downpour of rain. For the duration of the spell, the following effects apply within the affected area. Nonmagical fires are automatically extinguished, and all creatures and objects in the area gain fire resistance 5. The conjured water is conductive, and whenever a doused creature takes electricity damage, it takes 1 additional point of electricity damage. At 6th, 12th, and 18th levels, the fire resistance increases by 5 and the additional electricity damage increases by 1 point.

REINVIGORATING WIND

School enchantment (compulsion) [air, mind-affecting]; **Level** bard 2, druid 3, shaman 2, witch 3
Casting Time 1 standard action
Components V, S, M/DF (a flower petal)
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You exhale deeply, creating a gentle magical wind that invigorates any allies in the affected area, as follows. Any sleeping allies immediately wake up. Fascinated allies are shaken free of the fascinate effect. Flat-footed allies no longer count as flat-footed even if they have not acted yet. The duration of effects that cause any allies to be confused, frightened, paralyzed, slowed, or stunned is decreased by 1d4 rounds (roll separately for each target). If the duration of any such effect is reduced to 0 rounds or fewer, the effect ends for that ally. Finally, any allies lying prone may stand up as an immediate action, provoking attacks of opportunity as normal.

STEADY SADDLE

School transmutation; **Level** antipaladin 1, druid 1, paladin 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range touch
Target saddle touched
Duration 1 minute/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

A saddle affected by this spell becomes more comfortable to sit in, and the magic stabilizes any shaking motion caused by riding at a high speed. For the duration of the spell, the penalty to use ranged weapons while mounted in the target saddle decreases by 2. This stacks with the benefit of the Mounted Archery feat and similar effects. Furthermore, the DC for any concentration check required as a result of the mount's movement decreases by 2.

WICKER HORSE

School conjuration (creation); **Level** occultist 2, shaman 2, summoner 2, witch 2
Casting Time 10 minutes; see text
Components V, S, M/DF (a reed or twig)
Range touch
Effect a horselike wicker construct
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

Reeds, grasses, creepers, or thin tree branches (your choice) that you touch animate, twisting and bending to form a wicker horse complete with a riding saddle. The object is animated, but retains a wickerlike appearance.

A wicker horse has the statistics of a light horse or a pony, except it gains construct traits and counts as both an animal and a construct for the purposes of spells and effects. It gains a number of extra hit points equal to your caster level. It has no skills or feats except as noted below.

A horse made of reeds gains a number of Swim ranks equal to your caster level. A horse made of grasses gains the Run feat and a number of Acrobatics ranks equal to your caster level. A horse made of creepers gains a number of ranks in Climb and Stealth equal to your caster level. A horse made of tree branches is continually affected by *barkskin*, as cast by a magic-user with a caster level equal to yours.

The wicker horse does not follow any commands given with the Handle Animal skill, and only you can ride it. You can cast this spell only in an environment where suitable plant material is available. When the spell ends or the horse loses all its hit points, the horse falls apart.

MAGIC ITEM

The following magic item enhances the savage marauders' mobility, allowing them to maneuver around well-defended foes to reach soft targets behind them.

BATTLE STRIDER'S BOOTS		PRICE 2,000 GP
SLOT feet	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint illusion		

While unattended, these rough leather boots appear to be in a slightly different place each time a creature observes them. They seem to flicker around the wearer's feet for the first 24 hours she wears them, reducing her movement speed by 5 feet and imposing a –2 penalty on Acrobatics checks.

After she has worn the boots for 24 hours, the flickering decreases, the penalties end, and she can activate the boots. Three times per day, she can activate the boots as a swift action to avoid provoking attacks of opportunity while moving out of a threatened square. While activated, the boots conceal the wearer's movement in such a way that her foes see only short, blurred flashes of movement. Any creature that has blindsight or a similar nonvisual sense or is affected by *true seeing* can still make attacks of opportunity against the wearer as normal.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, *blur*	

War Runners

War runners are the foot soldiers of the savage marauders.

FRENZIED CUTTER **CR 2**

XP 600

Human barbarian (savage barbarian) 3 (*Pathfinder RPG Advanced Player's Guide* 79)

CN Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 15, touch 11, flat-footed 12 (+4 armor, +2 Dex, +1 dodge, –2 rage)

hp 37 (3d12+12)

Fort +6, **Ref** +3, **Will** +4

Defensive Abilities naked courage +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk kukri +7/+7 (1d4+5/18–20)

Ranged mwk throwing axe +4/+4 (1d6+5)

Special Attacks rage (9 rounds/day), rage powers (erratic charge*, two-fanged pounce*)

TACTICS

Before Combat The frenzied cutter drinks a *potion of mage armor*.

Base Statistics When not raging and without a potion, the frenzied cutter's statistics are **AC** 13, touch 13, flat-footed 10; **hp** 31; **Fort** +4, **Will** +2; **Melee** mwk kukri +5/+5 (1d4+3/18–20); **Ranged** mwk throwing axe +4/+4 (1d6+3); **Str** 16, **Con** 13; **CMB** +6; **Skills** Climb +9.

STATISTICS

Str 20, **Dex** 15, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 18

Feats Double Slice, Extra Rage Power[APG], Two-Weapon Fighting

Skills Acrobatics +8 (+12 when jumping), Climb +11, Perception +7, Stealth +5

Languages Common

SQ fast movement

Combat Gear *potion of cure moderate wounds*, *potion of mage armor*; **Other Gear** mwk kukris (2), mwk throwing axes (2), 68 gp

Frenzied cutters are by far the most numerous of marauders.

WAR STRIDER **CR 5**

XP 1,600

Human ranger 6

NE Medium humanoid (human)

Init +1; **Senses** Perception +10

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)

hp 55 (6d10+18)

Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed 45 ft.

Melee *+1 falchion* +11/+6 (2d4+7/18–20)

Special Attacks combat style (two-handed weapon[APG]), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*jump*, *longstrider*

TACTICS

Before Combat The war strider casts *longstrider*.

Base Statistics Without *longstrider*, the war strider's statistics are **Speed** 35 ft.; **Skills** Acrobatics +7.

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Dodge, Endurance, Fleet, Furious Focus[APG], Mobility, Power Attack, Spring Attack

Skills Acrobatics +7 (+11 when jumping), Heal +10, Perception +10, Stealth +10, Survival +10, Swim +13

Languages Common

SQ favored terrain (plains +2), hunter's bond (companions), track +3, wild empathy +6

Combat Gear *battle strider's boots**; **Other Gear** *+1 studded leather*, *+1 falchion*

These elite skirmishers prefer to attack from ambush, but they are equally deadly in open terrain if there is enough room for tactical maneuvering. After attacking, they usually retreat behind better-armored allies or difficult terrain, preventing foes from following. These cowardly attacks chip away at the enemy's stamina and morale one painful cut at a time, encouraging foes to break their ranks. War striders are some of the more experienced warriors of the tribe, so they are often assigned to lead scout patrols and offensive squads consisting of frenzied cutters or brutal hurlers.

Savage Artillery

Mobile skirmishers train endlessly to practice techniques used to soften the enemy's defenses and harass or kill hard-to-reach targets with ranged attacks.

BRUTAL HURLER **CR 3**

XP 800

Human barbarian 4

CN Medium humanoid (human)

Init +1; **Senses** Perception +9

DEFENSE

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, –2 rage)

hp 47 (4d12+16)

Fort +7, **Ref** +2, **Will** +5

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 40 ft.

Melee mwk heavy mace +11 (1d8+9)

Ranged mwk javelin +8 (1d6+6)

Special Attacks rage (11 rounds/day), rage powers (furious barrage*, furious draw*, savage hurl*)

TACTICS

Base Statistics When she's not raging, the brutal hurler's statistics are **AC** 15, touch 11, flat-footed 14; **hp** 39; **Fort** +5, **Will** +3; **Melee** mwk heavy mace +9 (1d8+6); **Ranged** mwk javelin +6 (1d6+4); **Str** 18, **Con** 12; **CMB** +8; **Skills** Climb +11.

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 19

Feats Deadly Aim, Extra Rage Power[APG], Point-Blank Shot

Skills Acrobatics +1 (+5 when jumping), Climb +13, Perception +9, Stealth +5, Survival +9

Languages Common

SQ fast movement

Gear *+1 studded leather*, mwk heavy mace, mwk javelins (3), 10 gp

Brutal hurlers are scouts and skirmishers that sneak up on enemy guards and kill them quietly.

WOLF ARROW **CR 5**

XP 1,600

Half-elf ranger 6

CN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +12

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 49 (6d10+12)

Fort +6, **Ref** +9, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk falchion +9/+4 (2d4+3/18–20)

Ranged *+1 composite longbow* +11/+6 (1d8+3/×3)

Special Attacks combat style (archery), favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*ant haul*[APG] (DC 12), *steady saddle**

TACTICS

Before Combat The wolf arrow casts *ant haul* on herself or on her trained dire wolf and *steady saddle* on her saddle.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 22

Feats Deadly Aim, Endurance, Improved Precise Shot, Mounted Archery, Mounted Combat, Point-Blank Shot, Rapid Shot

Skills Climb +10, Handle Animal +8, Perception +12, Ride +12, Stealth +12, Survival +10; **Racial Modifiers** +2 Perception

Languages Common, Elven

SQ elf blood, favored terrain (forest +2), hunter's bond (companions), track +3, wild empathy +5

Combat Gear *feather token* (tree); **Other Gear** *+1 chain shirt*, *+1 composite longbow* (+2 Str) with 30 arrows, mwk falchion, riding saddle, 100 gp

As the swiftest and stealthiest of all the marauder units, wolf arrows ride on trained dire wolves and scout deep into enemy territory. When the marauders attack a settlement or caravan, wolf arrows circle around the enemy and attack the rear guard, trying to kill important targets, such as leaders and spellcasters.

Wolf arrows take advantage of their speed and mobility whenever possible. When fighting slower foes, wolf arrows harry their prey, keeping their distance and seeking cover after unleashing barrage after barrage of arrows to avoid giving opponents a chance to retaliate.

Wild Spellcasters

Spellcasters offer magical support to the marauders.

War Singer **CR 3**

XP 800

Human skald 4 (*Pathfinder RPG Advanced Class Guide* 49)

N Medium humanoid (human)

Init +1; **Senses** Perception +6

Defense

AC 15, touch 10, flat-footed 14 (+3 armor, +1 Dex, +2 shield, –1 rage)

hp 33 (4d8+12)

Fort +6, **Ref** +2, **Will** +5; +4 well-versed

Defensive Abilities uncanny dodge

Offense

Speed 30 ft.

Melee *+1 battleaxe* +9 (1d8+6/×3)

Special Attacks rage powers (inspire ferocity[APG], reckless abandon[APG]), raging song 11/day (inspired rage, song of marching)

Skald Spells Known (CL 4th; concentration +6)

2nd (2/day)—*glitterdust* (DC 14), *hold person* (DC 14)

1st (4/day)—*comprehend languages*, *cure light wounds*, *expeditious retreat*, *vanish*[APG]

0 (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *mage hand*, *read magic*, *summon instrument*

Tactics

Before Combat He uses inspired rage, granting reckless abandon.

Statistics

Str 20, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 18

Feats Arcane Strike, Combat Casting, Extra Rage Power[APG], Scribe Scroll

Skills Climb +7, Intimidate +8, Perception +6, Perform (percussion, wind) +7, Perform (sing) +9, Swim +10

Languages Common

SQ bardic knowledge +2, versatile performance (sing)

Gear mwk studded leather, heavy wooden shield, *+1 battleaxe*, drum, horn, 8 gp

Rage Mage **CR 6**

XP 2,400

Human sorcerer 7

CE Medium humanoid (human)

Init +5; **Senses** Perception +1

Defense

AC 20, touch 12, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +4 shield)

hp 62 (7d6+35)

Fort +8, **Ref** +6, **Will** +7

Resist cold 10

Offense

Speed 30 ft.

Melee *+1 earth breaker* +12 (2d6+10/×3)

Bloodline Spell-Like Abilities (CL 7th; concentration +9)

5/day—elemental ray (1d6+3 cold)

Sorcerer Spells Known (CL 7th; concentration +9)

3rd (4/day)—*fireball* (cold, DC 17), *haste*, *heroism*, *protection from energy*

2nd (7/day)—*bear's endurance*, *bull's strength*, *resist energy*, *scorching ray* (cold)

1st (7/day)—*burning hands* (cold, DC 15), *mage armor*, *mount*, *ray of enfeeblement* (DC 13), *shield*, *shocking grasp* (cold)

0 (at will)—*arcane mark*, *detect magic*, *light*, *mage hand*, *message*, *ray of frost*, *read magic*

Bloodline elemental (water)

Tactics

Before Combat She casts *bear's endurance*, *bull's strength*, *heroism*, *mage armor*, and *shield*.

Statistics

Str 22, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +11; **CMD** 20

Feats Eschew Materials, Expanded Arcana[APG], Greater Spell Focus (evocation), Improved Initiative, Martial Weapon Proficiency (earth breaker), Spell Focus (evocation), Toughness

Skills Bluff +14, Intimidate +14, Spellcraft +12

Languages Common

SQ bloodline arcana (change energy damage spells to cold)

Combat Gear *potion of cure serious wounds*; **Other Gear** *+1 earth breaker*[UE], *cloak of resistance +1*, *ring of protection +1*, 310 gp

Spiked Charger

Spiked chargers' mere presence is often enough to cause panic.

SPIKED CHARGER **CR 5**

XP 1,600

Human barbarian 2/cavalier 4 (*Pathfinder RPG Advanced Player's Guide* 32)

NE Medium humanoid (human)

Init –1; **Senses** Perception +10

DEFENSE

AC 18, touch 7, flat-footed 18 (+9 armor, –1 Dex, –2 rage, +2 shield)

hp 68 (6 HD; 4d10+2d12+28)

Fort +11, **Ref** +0, **Will** +4;

Defensive Abilities uncanny dodge

OFFENSE

Speed 20 ft.

Melee armor spikes +12 (1d6+6) or heavy flail +12 (1d10+9/19–20) or lance +12 (1d8+9/×3)

Special Attacks cavalier's charge, challenge 2/day (+4 damage, +1 on saves while threatened), rage 8 rounds/day, rage power (ferocious mount[APG]), tactician 1/day (Cavalry Formation, 4 rounds)

TACTICS

During Combat The spiked charger enters a rage.

STATISTICS

Str 22, **Dex** 8, **Con** 18, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +12; **CMD** 19

Feats Cavalry Formation[UC], Horse Master[UC], Mounted Combat, Ride-By Attack, Spirited Charge

Skills Diplomacy +10, Handle Animal +10, Intimidate +10, Perception +10, Ride +1 (+7 to ride her mount)

Languages Common

SQ calling (ability check, attack roll, saving throw, skill check), expert trainer, mount (horse), order of the star

Gear mwk full plate with armor spikes, mwk heavy steel shield, mwk heavy flail, mwk lance

HORSE **CR —**

N Large animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 24, touch 10, flat-footed 21 (+6 armor, +3 Dex, +8 natural, –2 rage, –1 size)

hp 57 (6d8+30)

Fort +10, **Ref** +8, **Will** +5; +4 morale bonus vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +11 (1d4+7), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

TACTICS

During Combat Due to the ferocious mount rage power, the spiked charger's mount rages whenever the spiked charger does.

STATISTICS

Str 24, **Dex** 16, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Armor Proficiency (light, medium), Multiattack

Skills Acrobatics +4 (+12 when jumping), Perception +6, Stealth +1, Swim +8

SQ combat trained, link, share spells, tricks (attack [any creature], come, defend, down, heel, seek, stay, track)

Gear mwk breastplate barding with armor spikes, military saddle

Spiked chargers make up the majority of the savage marauders' cavalry, and are excellent negotiators and messengers when a combination of diplomacy and coercion is required.

Fiend-Born Rager

Some marauders learn to enter a supernatural rage that turns them into hulking, clawed monsters. In a tribe of marauders, might makes right, and fiend-born ragers usually become influential members of the tribe through the application of sheer strength.

FIEND-BORN RAGER **CR 7**

XP 3,200

Half-orc bloodrager (untouchable rager) 8 (*Pathfinder RPG Advanced Class Guide* 15, 85)

CE Large humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, +1 deflection, +1 Dex, –1 size, –2 rage)

hp 88 (8d10+40)

Fort +11, **Ref** +6, **Will** +6; +2 bonus vs. spells cast by self or an ally

Defensive Abilities blood sanctuary, improved uncanny dodge, orc ferocity; **DR** 1/—; **Resist** acid 5, cold 5, fire 5; **SR** 17

OFFENSE

Speed 30 ft.

Melee armor spikes +14/+9 (1d8+7), bite +9 (1d6+3) or bite +16 (1d6+9), 2 claws +16 (3d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks bloodrage (20 rounds/day), claws

TACTICS

Base Statistics When not bloodraging, a fiend-born rager's statistics are **Init** +6; **AC** 20, touch 13, flat-footed 18; **hp** 72; **Fort** +9, **Ref** +7, **Will** +4; **Melee** armor spikes +12/+7 (1d6+4), bite +7 (1d4+2); **Space** 5 ft.; **Reach** 5 ft.; **Str** 18, **Dex** 14, **Con** 14; **CMB** +12; **CMD** 24; **Skills** Climb +7, Intimidate +17, Swim +7.

STATISTICS

Str 24, **Dex** 12, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +16; **CMD** 25

Feats Improved Initiative, Improved Natural Attack (claw), Intimidating Prowess, Lightning Reflexes, Razortusk[APG]

Skills Climb +10, Intimidate +20, Perception +9, Survival +9, Swim +10; **Racial Modifiers** +2 Intimidate

Languages Common, Orc

SQ demonic bulk, fast movement, orc blood

Combat Gear *furious*[UE] *amulet of mighty fists*; **Other Gear** *+1 armor spiked breastplate, cloak of resistance +1, ring of protection +1*, 100 gp

Larger and stronger than any other savage marauder, the fiend-born rager is a terrifying opponent and awe-inspiring leader. His leadership is not based on eloquent speeches or devious stratagems, but on threats of violence and harsh disciplinary action. He is known to tear fallen enemies (and even allies) limb from limb or bite off their heads when sufficiently angered.

In the marauder camp, the fiend-born rager teaches hand-to-hand combat to other members of the tribe. He does not, however, teach combat tactics; his idea of a cunning assault is to rush the enemy using the shortest and fastest route possible. Leaders of other marauder units know this and readily take advantage of it. While the enemy's attention is drawn to the chaos caused by the fiend-born rager's assault, other units can easily perform more elaborate tactical maneuvers without the enemy noticing.

Whenever an enemy leader refuses to face the Crimson Lord in single combat and the leaders of the armies instead agree to send out champions to decide the outcome of the battle, the fiend-born rager invariably represents the marauders. He prefers to beat the opponent as quickly and brutally as possible, then humiliate the defeated champion while her friends and allies are watching.

The fiend-born rager's bloodline gives him some level of protection against spells, and for this reason, he greatly enjoys fighting mages and priests. The fact that he loathes spellcasters is not lost on the Crimson Lord, who is wise enough to always keep a few spells prepared that increase his own fighting ability rather than targeting the enemy directly. The fiend-born rager enjoys a position of status and power, so he is also the most likely contender for the tribe's leadership if the Crimson Lord shows any signs of weakness. Therefore, while the Crimson Lord and fiend-born rager are close allies, there is little trust between them.

Mad Seeress

The mad seeress is a prophet, warrior, and master of obscure lore. Resourceful and charismatic, she is the Crimson Lord's chief advisor and second-in-command.

Mad Seeress **CR 7**

XP 3,200

Human skald (spell warrior) 8 (*Pathfinder RPG Advanced Class Guide* 49, 116)

CN Medium humanoid (human)

Init +6; **Senses** Perception +1

Defense

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge)

hp 79 (8d8+40)

Fort +12, **Ref** +7, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities improved uncanny dodge

Offense

Speed 30 ft.

Melee *+1 shock longspear* +13/+8 (1d8+7/×3 plus 1d6 electricity)

Special Attacks rage power (spirit totem +9, 1d4+3), raging song 20 rounds/day (move action; enhance weapons, song of marching, song of strength)

Skald (Spell Warrior)

Spells Known (CL 8th; concentration +11)

3rd (3/day)—*confusion* (DC 16), *haste*, *phantom steed*

2nd (5/day)—*dousing rain**, *gallant inspiration*[APG], *heroism*, *reinvigorating wind**

1st (5/day)— *feather fall*, *grease* (DC 14), *liberating command*[UC], *remove fear*, *saving finale*[APG]

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *message*, *prestidigitation*, *read magic*

Tactics

Before Combat The mad seeress casts *heroism*, drinks her *potion of bear's endurance*, and activates raging song, using enhance weapons to make her and her allies' weapons *+1 shock* weapons.

Base Statistics Without *heroism*, *potion of bear's endurance*, and enhanced weapons, the mad seeress's statistics are **Senses** Perception –1; **hp** 63; **Fort** +8, **Ref** +5, **Will** +6; **Speed** 30 ft.; **Melee** mwk longspear +11/+6 (1d8+6/×3); **Con** 12; **CMB** +10; **Skills** all 2 lower.

Statistics

Str 18, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +6; **CMB** +12; **CMD** 23

Feats Arcane Strike, Dodge, Improved Counterspell, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +4 (+8 when jumping), Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (religion) +17, Perform (oratory) +16, Perform (percussion instruments) +16, Ride +4

Languages Common

SQ bardic knowledge +4, greater counterspell, lore master 1/day, rage powers, versatile performance (oratory, percussion)

Combat Gear *potion of bear's endurance*; **Other Gear** *+1 mithral chain shirt*, mwk longspear, *belt of giant strength +2*, *cloak of resistance +1*, hand drum, 90 gp

The mad seeress is an enigmatic warrior-mystic who speaks prophecies about the end of times while fighting her enemies. Whether these predictions are divinely inspired or just mad ravings, her words carry a mysterious magic. Her gift of electrified weapons and ancient spirits is an awe-inspiring sight on the battlefield, and it inspires her comrades to slaughter their enemies mercilessly. The mad seeress specializes in magic that sows confusion in the enemy ranks and bolsters her comrades' resolve and martial prowess. She wades into battle with foot soldiers, waving a banner attached to her longspear, or rides with the marauder cavalry on a ghostly horse conjured with the *phantom steed* spell.

A veritable font of knowledge, the mad seeress entertains and educates the members of the tribe with incredible stories from past generations and far-off lands. She helps the warriors raise and train the tribe's war beasts, using her drum to calm the animals. In many ways, she is a mother figure to every warrior and beast in the tribe. Most of her tribe's leaders only know how to use fear and intimidation to manipulate their opponents, but the seeress understands the importance of using flattery to catch the listener off guard and using reasonable and believable arguments to sow doubt in the listener's mind.

Crimson Lord

As a warrior and a shaman, the Crimson Lord leads his tribe of marauders in both military and spiritual matters.

CRIMSON LORD **CR 8**

XP 4,800

Human shaman 9 (*Pathfinder RPG Advanced Class Guide* 35)
CE Medium humanoid (human)
Init +3; **Senses** Perception +6

DEFENSE

AC 25, touch 10, flat-footed 25 (+11 armor, +1 deflection, –1 Dex, +4 natural)
hp 94 (9d8+50)
Fort +7, **Ref** +6, **Will** +14
Resist fire 10

OFFENSE

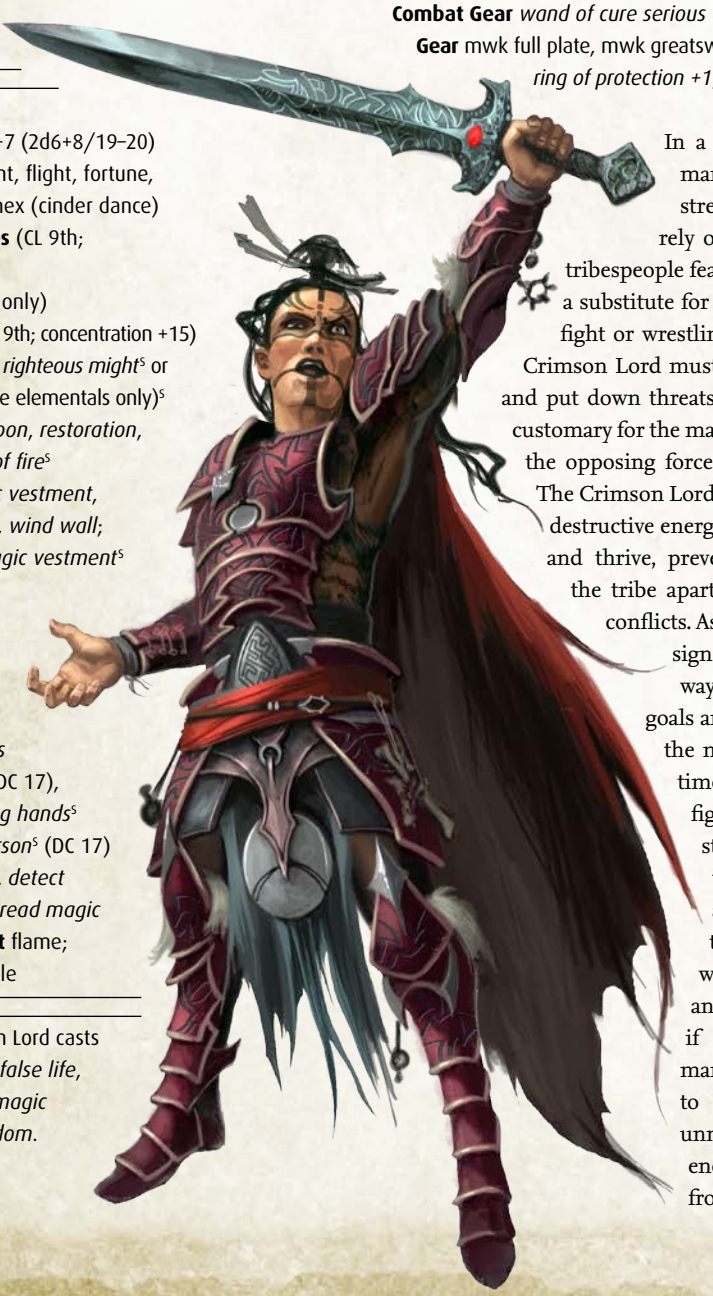
Speed 30 ft.
Melee *+2 greatsword* +12/+7 (2d6+8/19–20)
Special Attacks hexes (chant, flight, fortune, misfortune), wandering hex (cinder dance)
Shaman Spell-Like Abilities (CL 9th; concentration +15)
At will—*feather fall* (self only)
Shaman Spells Prepared (CL 9th; concentration +15)
5th—*flame strike* (DC 21); *righteous might*[S] or *summon monster V* (fire elementals only)[S]
4th—*greater magic weapon*, *restoration*, *scrying* (DC 20), *wall of fire*[S]
3rd—*dispel magic*, *magic vestment*, *stinking cloud* (DC 19), *wind wall*; *fireball*[S] (DC 19) or *magic vestment*[S]
2nd—*barkskin*, *bull's strength*, *false life*, *owl's wisdom*, *wicker horse*[*]; *fog cloud*[S] or *resist energy*[S]
1st—*bless*, *burning hands* (2, DC 17), *entangle* (DC 17), *obscuring mist*; *burning hands*[S] (DC 17) or *enlarge person*[S] (DC 17)
0 (at will)—*create water*, *detect magic*, *detect poison*, *read magic*
S spirit magic spell; **Spirit** flame; **Wandering Spirit** battle

TACTICS

Before Combat The Crimson Lord casts *barkskin*, *bull's strength*, *false life*, *greater magic weapon*, *magic vestment*, and *owl's wisdom*.
Base Statistics Without his spells, the Crimson Lord's statistics are **Senses** Perception +4; **AC** 19, touch 10, flat-footed 19; **hp** 80; **Will** +12; **Melee** mwk greatsword +9/+4 (2d6+3/19–20); **Shaman Spell-Like Abilities and Spells Prepared** concentration +13, DCs all 2 lower; **Str** 14, **Wis** 18; **CMB** +8; **CMD** 18; **Skills** Heal +16, Swim +1.

STATISTICS

Str 18, **Dex** 8, **Con** 14, **Int** 10, **Wis** 22, **Cha** 12
Base Atk +6; **CMB** +10; **CMD** 20
Feats Extra Hex[APG], Heavy Armor Proficiency, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency (greatsword), Nimble Moves, Toughness
Skills Diplomacy +13, Heal +18, Knowledge (nature, religion) +12, Ride +6, Swim +3
Languages Common
SQ battle spirit, fiery soul, spirit animal (red fox), touch of flame
Combat Gear *wand of cure serious wounds* (9 charges); **Other Gear** mwk full plate, mwk greatsword, *cloak of resistance +2*, *ring of protection +1*, golden cup (worth 25 gp)



In a tribe that mainly respects martial prowess and brute strength, a spellcaster cannot rely on his magic alone, for the tribespeople fear magic, but do not see it as a substitute for besting another in a sword fight or wrestling match. Occasionally, the Crimson Lord must unsheathe his greatsword and put down threats to his authority. It is also customary for the marauders' leader to challenge the opposing force's leader to single combat. The Crimson Lord seeks to channel the tribe's destructive energies to allow them to survive and thrive, preventing them from tearing the tribe apart with squabbles and petty conflicts. As a shaman, he can interpret signs from the spirit world in ways that are favorable to his goals and the tribe's betterment. If the marauders spend too much time in one place without a fight, they get restless and start squabbling among themselves. If they stay in an area where food is scarce, the animals suffer and the warriors lose their strength and willingness to fight. And if the marauders find too many poorly defended towns to pillage, they start taking unnecessary risks, which may encourage retaliatory action from larger communities.

Encounters

Marauder tactics vary from scouting runs to brutal frontal assaults that aim to capture key areas and cause as much destruction and confusion as possible.

Shock Troops (CR 9)

Assault troops consisting of berserkers spearhead the most dangerous attacks, inflicting and suffering heavy casualties.

FIEND-BORN RAGER **CR 7**
XP 3,200
hp 88 (see page 182)

FRENZIED CUTTERS (4) **CR 2**
XP 600 each
hp 37 each (see page 178)

WAR SINGER **CR 3**
XP 800
hp 33 (see page 180)

Ride of the Valkyrie (CR 11)

Brandishing mighty lances that sizzle with electricity, these riders crash through enemy ranks. A wolf rider secures the flanks. The seeress and her knights also carry out diplomatic missions to intimidate or negotiate with enemies.

MAD SEERESS **CR 7**
XP 3,200
hp 79 (see page 183)

SPIKED CHARGERS (3) AND HORSES (3) **CR 5**
XP 1,600 each
hp 68 each (see page 181) and 57 each (see page 181)

TRAINED DIRE WOLF MOUNTS (2) **CR 3**
XP 800 each
hp 37 each (*Pathfinder RPG Bestiary* 278)

WOLF ARROWS (2) **CR 5**
XP 1,600 each
hp 49 each (see page 179)

Savage Followers (CR 12)

The Crimson Lord's entourage serve as bodyguards and counselors. When an outsider seeks an audience, they are always prepared to kill the visitor if he makes a wrong move.

CRIMSON LORD **CR 8**
XP 4,800
hp 94 (see page 184)

FIEND-BORN RAGER **CR 7**
XP 3,200
hp 88 (see page 182)

MAD SEERESS **CR 7**
XP 3,200
hp 79 (see page 183)

RAGE MAGES (2) **CR 6**
XP 2,400 each
hp 62 each (see page 180)

WAR STRIDERS (2) **CR 5**
XP 1,600 each
hp 55 each (see page 178)

Scandalous Pirates

In all my years sailing these waters, never have I seen a more despicable collection of cutthroats, brigands, and slimy curs. They think they cannot be caught and made to answer for their crimes, and so they do as they please, with no thought of the consequences. These seaborne brigands are savage and ruthless plunderers—a scourge upon civilization, and a danger to the supply lines that are vital to healthy and free trade everywhere. They cannot be tolerated. I will use whatever resources I have, whatever favors I can call in, and whatever loyalty I can command to end their reign of wanton terror so that our ships can again ply the seas in safety and peace. They are nothing but a plague of chaos, flaunting the order and civility on which our great people thrives. I will not rest until the seas have been cleared of this drunken and debauched filth—or until I am cast beneath the waves.

—From the journal of Admiral Reginar Naelthic

By their very nature, the scandalous pirates are only loosely organized and form less of a cohesive company and more of a scrabbling confederacy. From the lowest swabbie to the vile admiral himself, these pirates are ultimately out for themselves. They unite not out of any shared beliefs, ideals, or sense of camaraderie, but merely because they know that by banding together, they are strong enough to ensure their own freedom and prey upon the less fortunate.

Very few of the scandalous pirates ever set out to join the ranks of this vile and scum-filled lot. Its crews are made up of people driven to piracy by desperate circumstances, and many of them had a price on their heads or were awaited by a headsman's axe, long before they ever took up the pirate's trade. In their minds, their various stories of woe cast them as sympathetic antiheroes, but to outsiders—or, often, even other pirates—the tales of what led them into piracy illustrate that they have always been merciless and irredeemable villains. It is commonly said that there is not a single one of the scandalous pirates who is not a cold-blooded killer, an untrustworthy traitor, and an incorrigible thief; and anyone who isn't all three simply won't last long in their number.

Whether simply to pursue pleasure, to numb the pain of their harsh outlaw lifestyle, or to be able to live with themselves each day, the scandalous pirates very commonly engage in heavy drinking, and the vast majority of the plunder that they find eventually makes its way into the pockets of barkeeps and breweries. The scandalous pirates also enjoy boasts and dares, each trying to one-up the other with outrageous accomplishments.

As an organization, the scandalous pirates consist of a collection of pirate ships, each crewed by a captain with complete autonomy over everything that occurs on the ship. These captains answer to the vile admiral, who is often content to allow them to pursue their individual interests—provided that he receives his share of the booty, of course. Sometimes, when a threat to the group as a whole emerges, or when a show of force is deemed necessary, the vile admiral may call all the captains together to form a terrible fleet of pirate ships. Most often, this fleet is assembled to do battle over contested territory with other groups of pirates.

Though they operate in many different arenas, the scandalous pirates have much in common with the Merry Outlaws and the thieves' guild, and they have arranged, once or twice, to work alongside each of these organizations in order to accomplish truly daring raids on port cities. The scandalous pirates have some trade with the brutal slavers, and some captains regularly sell their captives to flesh traffickers. They often find themselves at odds with the cruel musketeers, and, because of their intense devotion to lawlessness, they are sworn foes of the regal court.

Story Hooks

The scandalous pirates are easiest to include in a seagoing game, but sometimes the PCs might bring the fight to the pirates, particularly if they arrive at a coastal town that has been harried by the scoundrels.

Black Flag: The simplest and easiest way for the PCs to become involved with the pirates is for them to take a sea voyage at any point, during which their vessel is attacked by the pirates, who are looking for plunder. This works well with a small group of pirates, perhaps a band of scoundrels eager to prove themselves and foolish enough to get in over their heads in confronting a group of adventurers better armed than they. Self-serving as they are, if the pirates' boarding party is defeated, the rest of the crew may simply retreat, but because pirates thrive on their reputation, the organization would quickly feel the need to hunt the PCs down and ensure that they do not survive to tell tales of their victory. Of course, if the pirates get lucky or you throw a more powerful band of buccaneers at the party, the PCs may well find themselves defeated by the pirates. In such a case, remember that pirates are nothing if not opportunistic, and a dead person is typically less valuable than a living captive. Even if the entire party is defeated, the pirates may well go out of their way to bind wounds or otherwise save the PCs from death, only to drop them into the ship's brig or even press-gang them into service. A group of PCs who find themselves prisoner aboard a pirate ship at sea may well have to play along with the crew and captain until a good chance to escape presents itself, be it onto an allied ship, into a port of call, or even overboard toward a desert island. Once the PCs do escape, of course, they are likely to be seething with a need for revenge—see below.

Pirate's Bargain: Unscrupulous PCs with a particularly nasty reputation might attract a different kind of attention from the scandalous pirates, who might reach out to them with a job offer that requires the party's unique skills. The PCs might act as a special strike team to disable a target's powerful defenses from within, so the pirates can swoop in and finish up the rest. Whether it is planned as a double-cross from the beginning or simply becomes one when circumstances make it convenient, the PCs quickly learn why they should never trust a pirate when their employers turn on them at the worst possible time.

Revenge: Rather than being the target of one of the pirates' raids themselves, the PCs may come upon the aftermath of such a raid, at which point they might be approached by survivors who beg them to track down and recover anything from a lost family heirloom to a kidnapped family member, destined to be sold into slavery or suffer a worse fate at the hands of the pirates. Of course, if the PCs are themselves captured or pressed into service aboard a pirate ship only to escape, they may well seek revenge for themselves against the scandalous pirates that humiliated them!

New Rules

The following section details a variety of feats, spells, and magic items that are often used by the scandalous pirates.

Feats

The following feats aid the pirates in bullying landlubbers.

Improved Position of Strength (Combat)

You are particularly skilled in pressing your advantage when negotiating with noncombatants.

Prerequisites: Position of Strength*; Two-Weapon Fighting or Multiattack; Intimidate 5 ranks.

Benefit: As long as you are wielding one or more weapons with which you are proficient, you gain the bonus on Intimidate checks from Position of Strength against creatures that are armed with fewer weapons than you are wielding.

Position of Strength (Combat)

You know how to press your advantage when negotiating with noncombatants.

Prerequisite: Intimidate 5 ranks.

Benefit: As long as you are wielding one or more weapons with which you are proficient, you gain a +4 bonus on Intimidate checks against unarmed creatures, which doesn't stack with Intimidating Prowess. Additionally, if you successfully use Intimidate to demoralize an unarmed creature, that creature becomes shaken for as long as you continue to be armed and they continue not to be, to a maximum of 1 minute. Creatures with natural attacks, or whose unarmed strikes deal lethal damage, are considered to be armed for the purposes of this feat.

Weapons

The following weapons are popular with pirates.

Cutlass

Price 15 GP
Weight 4 lbs.

A cutlass is a short, curved sword with a single sharp edge. Pirates use cutlasses because the blade is keen enough to cut through rigging while small enough to use in crowded shipboard melees.

Hook Hand

Price 10 GP
Weight 1 lb.

Pirates who lose a hand in the course of their adventures sometimes attach hooks to their wrists. Hook hands can't be disarmed. They generally don't interfere with day-to-day activities, but can't be used for tasks that would require an actual hand (such as completing somatic components, drawing arrows, or holding a weapon with both hands).

Spells

The scandalous pirates devised the following spells in order to aid in their piracy.

Cursed Treasure

School necromancy [curse]; **Level** antipaladin 3, bloodrager 4, cleric 3, shaman 3, sorcerer/wizard 4, spiritualist 3, witch 3
Casting Time 1 minute
Components V, S, M (a platinum piece)
Range touch
Target unattended object touched
Duration permanent until discharged, then permanent (see text)
Saving Throw Fortitude negates (object), then Will negates (see text); **Spell Resistance** yes (object), then yes (see text)

You touch a piece of treasure or container filled with treasure and place a terrible curse upon it, choosing from any option available with *bestow curse*. The next creature to take the treasure or remove items from the container is affected by the curse, unless it succeeds at a Will save (spell resistance applies). If you are the next creature to take the treasure or get objects from the container, though, the spell discharges harmlessly instead.

Rotgut

School transmutation; **Level** antipaladin 2, bard 2, cleric 2, inquisitor 2, occultist 2
Casting Time 1 round
Components V, S, M (a pinch of hops)
Range close (25 ft. + 5 ft./level)
Target 1 gallon of water/level
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You transform the target into a cheap alcohol of your choice, such as beer, grog, mead, rum, or wine. The alcohol doesn't taste good, but it's drinkable and just as effective as normal alcohol in making creatures inebriated (*Pathfinder RPG GameMastery Guide* 237). This spell doesn't work on holy water, potions, magical liquids, or water that is part of a creature.

Walk the Plank

School conjuration (creation); **Level** sorcerer/wizard 5, summoner 5
Casting Time 1 standard action
Components V, S, M (a shark tooth and a splinter of a ship's hull)

Pirate Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type	Special
Cutlass (martial weapon)	15 gp	1d4	1d6	18–20/×2	4 lbs.	S	—
Hook hand (simple weapon)	10 gp	1d3	1d4	×2	1 lb.	S	Disarm

Range close (25 ft. + 5 ft./level)
Effect 20-ft.-by-20-ft. hole, 10 ft. deep/4 levels
Duration 1 round plus 1 round/level
Saving Throw Reflex negates (see text); **Spell Resistance** no
This spell functions as per *create pit*[APG], except as noted here. All but the top 10 feet of the hole is filled with saltwater, reducing the fall damage for anyone falling into the pit to 1d3 points of nonlethal damage and allowing Huge or larger creatures at the water's surface to simply pull themselves out of the pit as part of a normal move action, without a Climb check. Additionally, the pit contains a single advanced shark (*Pathfinder RPG Bestiary* 294, 247) for every 4 caster levels you have (maximum four advanced sharks). If desired, when you cast the spell, you can substitute two of the summoned sharks for one great white shark (*Pathfinder RPG Bestiary 4* 241). These sharks immediately attack any creature that falls into the pit, even you. If multiple creatures fall in the pit, the sharks attack randomly. When the spell ends, creatures inside the hole rise up with the bottom of the pit, as normal for *create pit*, but the conjured water and sharks vanish.

Magic Items

The following magic items assist the scandalous pirates in moving upon the seas and locating buried treasure.

CUTLASS OF WAVES		PRICE 9,615 GP
SLOT none	**CL** 6th	**WEIGHT** 1 lb.
AURA moderate transmutation		

This *+1 cutlass* is constantly soaked with brine. The wielder's attacks with a *cutlass of waves* don't take penalties from being underwater, as if the cutlass were a piercing weapon. While a creature holds the cutlass in its hand, a low-cresting wave of water carries the cutlass's holder along the deck of a ship or through the water, otherwise as per *slipstream*[APG].

CONSTRUCTION REQUIREMENTS	COST 4,650 GP
Craft Wondrous Item, *slipstream*[APG]	

HAT OF THE SEVEN WINDS		PRICE 4,500 GP
SLOT head	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint transmutation		

This black tricorne hat is embroidered with the pattern of a ship. The wearer does not take any penalties from rain, takes penalties from high wind speeds as though she were one size category larger than she actually is, and gains a +4 bonus on saving throws against wind effects.

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, *control winds*	

PIRATE LORD'S PATCH		PRICE 8,500 GP
SLOT eyes	**CL** 3rd	**WEIGHT** —
AURA faint divination		

This eye patch is woven entirely from gold cloth and features a skull and crossbones embroidered in black stitching. A pair of small sapphires is sewn into the cloth within the skull's eye sockets, making them appear as gleaming pinpricks of blue light. The wearer can see as if the eye patch were not there.

The wearer gains a +2 competence bonus on Appraise and Intimidate checks. Once per day, the wearer can activate the patch in order to gain the benefits of *see invisibility* for 5 minutes. Additionally, once per day, he can activate the patch in order to see through solid objects for 1 minute, as though with a *ring of x-ray vision*.

CONSTRUCTION REQUIREMENTS	COST 4,250 GP
Craft Wondrous Item, *locate object*, *see invisibility*	

Corsairs

Thugs and brutes, more or less drunk on rum, constitute the majority of the crew of most scandalous pirate ships. Their officers must take a firm hand to keep them from brawling among themselves.

PIRATE THUG **CR 4**

XP 1,200

Human fighter 5

CE Medium humanoid (human)

Init +1; **Senses** Perception –1

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 47 (5d10+15)

Fort +7, **Ref** +3, **Will** +1 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk cutlass +12 (1d6+7/18–20)

Ranged heavy crossbow +6 (1d10/19–20)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat The pirate thug uses Improved Disarm to disarm her opponents and then uses her Position of Strength feat to pressure foes into surrendering. Those who refuse are cut down with Power Attack.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +9 (+11 disarm); **CMD** 20 (22 vs. disarm)

Feats Combat Expertise, Improved Disarm, Position of Strength*, Power Attack, Weapon Focus (cutlass), Weapon Specialization (cutlass)

Skills Acrobatics +6, Climb +12, Intimidate +8, Profession (sailor) +7

Languages Common, Dwarven

SQ armor training 1

Gear *+1 studded leather*, *+1 buckler*, heavy crossbow with 20 bolts, mwk cutlass, *cloak of resistance +1*

Among the least of the scandalous pirates' ranks, these thugs are the first into the fray during any boarding action. When possible, they prefer to intimidate their foes into surrendering—not because they have any qualms about killing for plunder, but because they know that captives can be sold as slaves, which increases their share of the booty earned during the action.

DRUNKEN BRUTE **CR 6**

XP 2,400

Human barbarian 2/brawler 5 (*Pathfinder RPG Advanced Class Guide* 23)

CE Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 16, touch 10, flat-footed 14 (+5 armor, +1 Dex, +1 dodge, +1 natural, –2 rage)

hp 93 (7 HD; 5d10+2d12+47)

Fort +12, **Ref** +5, **Will** +6

Defensive Abilities uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 falchion* +13/+8 (2d4+8/18–20) or unarmed strike +12/+7 (1d8+5) or unarmed strike flurry of blows +10/+10/+5 (1d8+5)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 15), maneuver training (grapple +1), martial flexibility 5/day, rage (9 rounds/day), rage power (good for what ails you[APG])

TACTICS

During Combat The drunken brutes rages and takes out his anger on the nearest opponent, or on an enemy archer or mage foolish enough to attract his ire.

Base Statistics When not raging, the drunken brute's statistics are **AC** 18, touch 12, flat-footed 16; **hp** 79; **Fort** +10, **Will** +4; **Melee** *+1 falchion* +11/+6 (2d4+5/18–20) or unarmed strike +10/+5 (1d8+3) or unarmed strike flurry of blows +8/+8/+3 (1d8+3); **Str** 16, **Con** 16; **CMB** +10 (+11 grapple); **Skills** Climb +11, Intimidate +13, Swim +11.

STATISTICS

Str 20, **Dex** 13, **Con** 20, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +12 (+13 grapple); **CMD** 22 (23 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Intimidating Prowess, Iron Will, Power Attack, Toughness, Vital Strike

Skills Climb +13, Intimidate +15, Perception +11, Swim +13

Languages Common

SQ brawler's cunning, fast movement, martial training

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 hide armor*, *+1 falchion*, *amulet of natural armor +1*, bottle of rum

Undisciplined even by pirate standards, these raging drunks are almost never sober, but are valuable in a fight. When drunken brutes are intoxicated (which is usually), they have the sickened condition.

Scallywags

With stealth and charm, these pirates favor finesse over force.

TENGU SNEAK **CR 4**

XP 1,200

Tengu rogue 5 (*Pathfinder RPG Bestiary* 263)

CE Medium humanoid (tengu)

Init +4; **Senses** low-light vision; Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 31 (5d8+5)

Fort +2, **Ref** +9, **Will** +3

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +9 (1d6+1/18–20)

Ranged mwk composite shortbow +8 (1d6+1/×3)

Special Attacks sneak attack +3d6

STATISTICS

Str 12, **Dex** 18, **Con** 11, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 18

Feats Acrobatic, Tengu Wings[ARG], Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +13, Appraise +10, Bluff +7, Escape Artist +11, Fly +5, Intimidate +7, Perception +11, Sense Motive +9, Sleight of Hand +11, Stealth +13, Swim +8

Languages Common, Elven, Tengu, Undercommon

SQ gifted linguist, rogue talents (fast stealth, finesse rogue), swordtrained, trapfinding +2

Combat Gear *potion of invisibility*; **Other Gear** *+1 chain shirt*, mwk composite shortbow (+1 Str) with 20 arrows, mwk rapier, *cloak of resistance +1*

SWIFT-TALKING SCOUNDREL **CR 6**

XP 2,400

Human bard (daredevil) 7 (*Pathfinder RPG Ultimate Combat* 32)

NE Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 shield)

hp 49 (7d8+14)

Fort +2, **Ref** +8, **Will** +4; +2 vs. mind-affecting or fear

OFFENSE

Speed 30 ft.

Melee *+1 rapier* +10 (1d6+2/18–20)

Ranged light crossbow +8 (1d8/19–20)

Special Attacks bardic performance 19 rounds/day (move action; countersong, derring-do, distraction, fascinate [DC 16], inspire competence +3, suggestion [DC 16])

Bard Spells Known (CL 7th; concentration +10)

3rd (2/day)—*deep slumber* (DC 16), *haste*

2nd (4/day)—*blindness/deafness* (DC 15), *cure moderate wounds*, *rotgut*[*], *silence* (DC 15)

1st (5/day)—*alarm*, *charm person* (DC 14), *comprehend languages*, *cure light wounds*, *disguise self*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *prestidigitation*, *read magic*

STATISTICS

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

Base Atk +5; **CMB** +6 (+8 dirty trick[APG], +8 disarm); **CMD** 19 (21 vs. dirty trick, 21 vs. disarm)

Feats Combat Casting, Combat Expertise, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +5, Bluff +16, Climb +3, Diplomacy +13, Disguise +13, Escape Artist +5, Perception +9, Perform (sing) +13, Profession (sailor) +9, Sense Motive +9, Stealth +12

Languages Common, Elven

SQ dauntless, scoundrel's fortune

Combat Gear *potion of cure moderate wounds*; **Other Gear** *+1 chain shirt*, *+1 mithral buckler*, *+1 rapier*, light crossbow with 20 bolts

Gunners

While cutlasses and hard muscle work well in close quarters, the roar of gunfire often wins the day.

SWAGGERING SHOT **CR 5**

XP 1,600

Human gunslinger (pistolero) 6 (*Pathfinder RPG Ultimate Combat* 9, 51)

CE Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +4 Dex, +2 dodge)

hp 49 (6d10+12)

Fort +6, **Ref** +9, **Will** +4

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk scimitar +7/+2 (1d6/18–20)

Ranged mwk pistol +11 (1d8+4/×4) or mwk pistol +7 (1d8+4/×4), mwk pistol +7 (1d8+4/×4)

Special Attacks deeds (gunslinger initiative, gunslinger's dodge, pistol-whip, quick clear, up close and deadly +1d6, up close and deadly +2d6, utility shot), grit (2)

TACTICS

During Combat The swaggering shot focuses attacks against the most heavily armored opponent, using Two-Weapon Fighting and Deadly Aim in order to do the most damage.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 13, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +6; **CMD** 22

Feats Deadly Aim, Gunsmithing[UC], Point-Blank Shot, Precise Shot, Rapid Reload, Two-Weapon Fighting

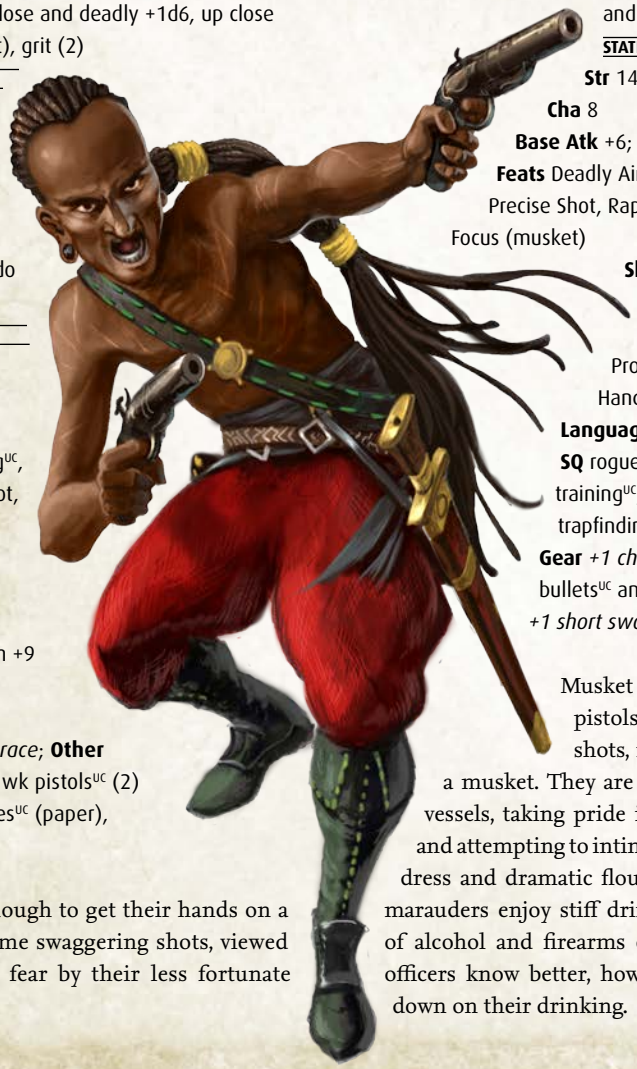
Skills Acrobatics +13, Bluff +8, Climb +9, Perception +11, Profession (sailor) +11, Swim +9

Languages Common, Dwarven

SQ gunsmith, pistol training

Combat Gear *potion of cat's grace*; **Other Gear** *+1 studded leather*, mwk pistols[UC] (2) with 32 alchemical cartridges[UC] (paper), mwk scimitar

Scandalous pirates lucky enough to get their hands on a pair of pistols quickly become swaggering shots, viewed with a mix of respect and fear by their less fortunate pirate brethren.



MUSKET MARAUDER **CR 7**

XP 3,200

Human rogue 8

NE Medium humanoid (human)

Init +4; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 71 (8d8+32)

Fort +4, **Ref** +10, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +9/+4 (1d6+3/19–20)

Ranged *+1 musket* +12 (1d12+1/×4)

Special Attacks sneak attack +4d6

TACTICS

During Combat Using Deadly Aim, the musket marauder prefers to focus her attention on a single opponent, either a heavily armored foe or an obvious spellcaster. If engaged in melee, a musket marauder switches to fighting with her short sword and uses Power Attack.

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 22

Feats Deadly Aim, Point-Blank Shot, Power Attack, Precise Shot, Rapid Reload, Toughness, Weapon Focus (musket)

Skills Acrobatics +14, Bluff +10, Climb +12, Disguise +10, Intimidate +10, Perception +11, Profession (sailor) +11, Sleight of Hand +14, Stealth +14, Swim +12

Languages Abyssal, Common

SQ rogue talents (combat trick, firearm training[UC], sniper's eye[APG], weapon training), trapfinding +4

Gear *+1 chain shirt*, *+1 musket*[UC] with 20 bullets[UC] and 20 doses of black powder[UC], *+1 short sword*, powder horn

Musket marauders eschew the smaller pistols favored by the swaggering shots, instead preferring the power of a musket. They are often the first to board enemy vessels, taking pride in their swashbuckling ferocity and attempting to intimidate their foes with outlandish dress and dramatic flourishes. Like all pirates, musket marauders enjoy stiff drinks, although the combination of alcohol and firearms often leads to accidents. Their officers know better, however, than to attempt to crack down on their drinking.

Magical Shipmates

These mates are worth 10 times their rations of grog.

SEA WITCH **CR 7**

XP 3,200

Human witch (sea witch) 8 (*Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder RPG Ultimate Magic* 85)

CE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 18, touch 13, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 natural)

hp 62 (8d6+32)

Fort +5, **Ref** +5, **Will** +8

OFFENSE

Speed 30 ft.

Melee *+1 dagger* +5 (1d4+1/19–20)

Special Attacks hexes (cackle[APG], evil eye[APG], flight[APG], water lung[UM])

Witch Spell-Like Abilities (CL 8th; concentration +12)

At will—*feather fall* (self only), *fly* (self only)

1/day—*levitate* (self only)

Witch Spells Prepared (CL 8th; concentration+12)

4th—*black tentacles*, *cure serious wounds*, *solid fog*

3rd—*cursed treasure**, *fly*, *ray of exhaustion* (DC 15), *water breathing*

2nd—*augury*, *blindness/deafness* (DC 14), *cure moderate wounds*, *gust of wind* (DC 13)

1st—*comprehend languages*, *cure light wounds*, *mage armor*, *ray of enfeeblement* (DC 12), *touch of the sea*[APG] (DC 11)

0 (at will)—*detect magic*, *light*, *message*

Patron water

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 18, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +4; **CMD** 17

Feats Combat Casting, Deceitful, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Bluff +9, Disguise +1, Fly +11, Intimidate +10, Perception +9, Profession (sailor) +12, Sense Motive +9, Stealth +10, Swim +6

Languages Abyssal, Aquan, Auran, Common, Infernal

SQ know direction, sea creature empathy, witch's familiar (parrot)

Gear *+1 dagger*, *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*

SHIP'S SURGEON **CR 8**

XP 4,800

Human alchemist (vivisectionist) 9 (*Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Magic* 20)

CE Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE

AC 18, touch 13, flat-footed 18 (+5 armor, +1 deflection, +2 Dex, +4 natural)

hp 62 (9d8+18)

Fort +8, **Ref** +9, **Will** +3; +6 vs. poison

OFFENSE

Speed 30 ft.

Melee *+1 returning dagger* +10/+5 (1d4+3/19–20)

Special Attacks sneak attack +5d6 plus bleed

Alchemist Extracts Prepared (CL 9th; concentration +13)

3rd—*cure serious wounds*, *haste*, *monstrous physique I*[UM], *rage*

2nd—*alter self*, *barkskin*, *bear's endurance*, *bull's strength*, *cat's grace*

1st—*cure light wounds* (2), *detect secret doors*, *enlarge person* (DC 15), *shield*, *touch of the sea*[APG] (DC 15)

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 18, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 21

Feats Brew Potion, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Throw Anything, Weapon Focus (dagger)

Skills Climb +5, Craft (alchemy) +16, Heal +16, Knowledge (nature) +16, Perception +11, Profession (sailor) +11, Sleight of Hand +8, Spellcraft +16, Stealth +10, Swim +6

Languages Abyssal, Aklo, Aquan, Common

SQ alchemy (alchemy crafting +9), discoveries (alchemical zombie[UM], bleeding attack +5, infusion, spontaneous healing[UM]), mutagen (+4/–2, +2 natural armor, 90 minutes), poison use, swift alchemy, torturous transformation

Gear *+1 chain shirt*, *+1 returning dagger*, *cloak of resistance +1*, *ring of protection +1*

Daring Captain

Bold and inventive, the captain of the *Amaranth Tide* is feared by merchant vessels and treasure fleets alike.

DARING CAPTAIN **CR 8**

XP 4,800

Human ranger 9

NE Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

AC 25, touch 16, flat-footed 19 (+8 armor, +5 Dex, +1 dodge, +1 shield)

hp 81 (9d10+27)

Fort +9, **Ref** +12, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee *+1 short sword* +11/+6 (1d8+4/19–20), *+1 short sword* +11/+6 (1d8+4/19–20)

Ranged light crossbow +14 (1d8/19–20)

Special Attacks combat style (two-weapon combat), favored enemy (elves +2, humans +4)

Ranger Spells Prepared (CL 6th; concentration +7)

2nd—*cat's grace*

1st—*alarm*, *lead blades*[APG], *resist energy*

TACTICS

Before Combat The daring captain typically casts most of her spells before entering combat. The target of her *alarm* spell can vary, depending on how much she trusts her crew, but it is usually the door to her cabin or her treasure chest. She casts *cat's grace* and *lead blades* on herself before combat.

During Combat The daring captain attempts to sunder her foes' weapons before she calls for their surrender. If this fails, she shows no mercy.

Base Statistics When she doesn't have the chance to cast her preparatory spells, the daring captain's statistics are **Init** +3; **AC** 23, touch 14, flat-footed 19; **Ref** +10; **Melee** *+1 short sword* +11/+6 (1d6+4/19–20), *+1 short sword* +11/+6 (1d6+4/19–20); **Ranged** light crossbow +12 (1d8/19–20); **Dex** 16, **CMD** 26 (28 vs. sunder); **Skills** Acrobatics +9, Stealth +12

STATISTICS

Str 16, **Dex** 20, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +9; **CMB** +12 (+16 sunder); **CMD** 28 (30 vs. sunder)

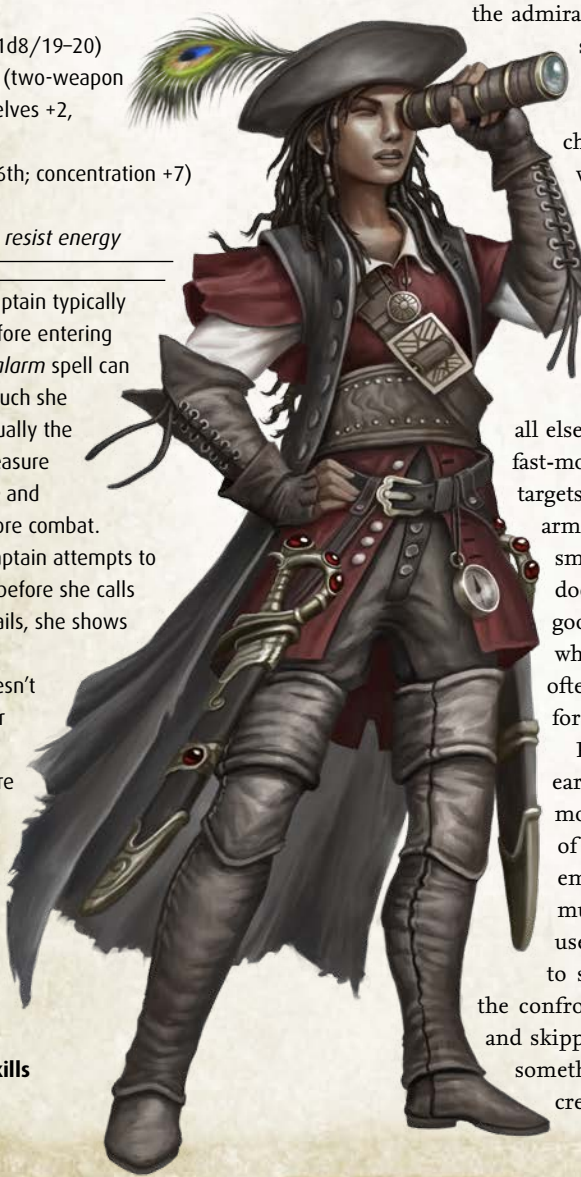
Feats Dodge, Double Slice, Endurance, Greater Sunder, Improved Sunder, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +11, Climb +12, Intimidate +11, Perception +13, Profession (sailor) +13, Stealth +14, Swim +12

Languages Common

SQ favored terrain (urban +2, water +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

Gear *+2 breastplate*, *+1 short swords* (2), light crossbow with 20 bolts, *cloak of resistance +1*



One of the vile admiral's most trusted lieutenants, the daring captain holds his confidence more than most. The daring captain is more hands-on than most commanders within the admiral's ragtag fleet and prefers to lead her sailors by example, fighting with them on the front line in attacks on other vessels, sharing a hand in performing chores aboard the ship, and drinking with them in the mess. Of course, she has little mercy for those who forget their place and become too familiar with her, the punishment for which is often the loss of a hand, tongue, or other offending body part.

The daring captain's ship, the *Amaranth Tide*, is built for speed above all else, and she specializes in hunting down fast-moving but not especially well-defended targets that would outrun slower but better-armed pirate ships. While this makes smugglers her most common target, it doesn't mean she and her crew are too good to turn to smuggling themselves—when business is slow, the *Amaranth Tide* often carries contraband across borders for a handsome profit.

Picking off smugglers alone doesn't earn one a title like daring captain. The moniker comes from the large number of times that the *Amaranth Tide* has emerged victorious in battles against much better-defended ships. The captain uses the *Amaranth Tide*'s maneuverability to surprise foes and avoid the worst of the confrontation, minimizing the naval battle and skipping straight to the boarding action—something at which her rough-and-tumble crew of pirates excels.

Ghost Captain

Many believe that the *Maelstrom* and her ghost captain are a myth, since few survive to tell of its very real assaults.

GHOST CAPTAIN **CR 9**

XP 6,400

Human ghost psychic 8 (*Pathfinder RPG Bestiary* 144, *Pathfinder RPG Occult Adventures* 60)

NE Medium undead (humanoid, human, incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 19, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge, +4 shield)

hp 54 (8d6+24)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee *+1 ghost touch spear* +7 (1d8+4/×3) or corrupting touch +6 touch (9d6)

Special Attacks dream leech (DC 17), mind heist (DC 17, 2/day), oneiromancy (5/day), phrenic amplifications (overpowering mind, undercast surge, will of the dead), phrenic pool (8 points), sailor's dread (DC 16), telekinesis (DC 16)

Psychic Spell-Like Abilities (CL 8th; concentration +11)

1/day—detect thoughts (DC 13)

Psychic Spells Known (CL 8th; concentration +11)

4th (3/day)—*ego whip II*[OA] (DC 18), *sleepwalk*[APG] (DC 18)

3rd (6/day)—*deep slumber* (DC 17), *mind thrust III*[OA] (DC 16), *slow* (DC 16)

2nd (7/day)—*blindness/deafness* (DC 15), *heat metal* (DC 15), *hold person* (DC 16), *oneiric horror*[OA] (DC 15)

1st (7/day)—*cause fear* (DC 14), *command* (DC 15), *deja vu*[OA], *magic missile*, *shield*, *telempathic projection*[OA] (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *detect psychic significance*[OA], *ghost sound* (DC 13), *grave words*[OA], *open/close* (DC 13), *telekinetic projectile*[OA], *virtue*

Psychic Discipline dream

TACTICS

Before Combat The ghost captain casts *shield*.

During Combat The ghost captain lets his undead crew do most of the fighting while he supports them with psychic spells.

Base Statistics Without the benefit of *shield*, the ghost captain's statistics are **AC** 15, touch 15, flat-footed 12.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 16, **Wis** 13, **Cha** 14

Base Atk +4; **CMB** +6; **CMD** 19

Feats Dodge, Expanded Phrenic Pool[OA], Flyby Attack, Nameless One, Spell Focus (enchantment)

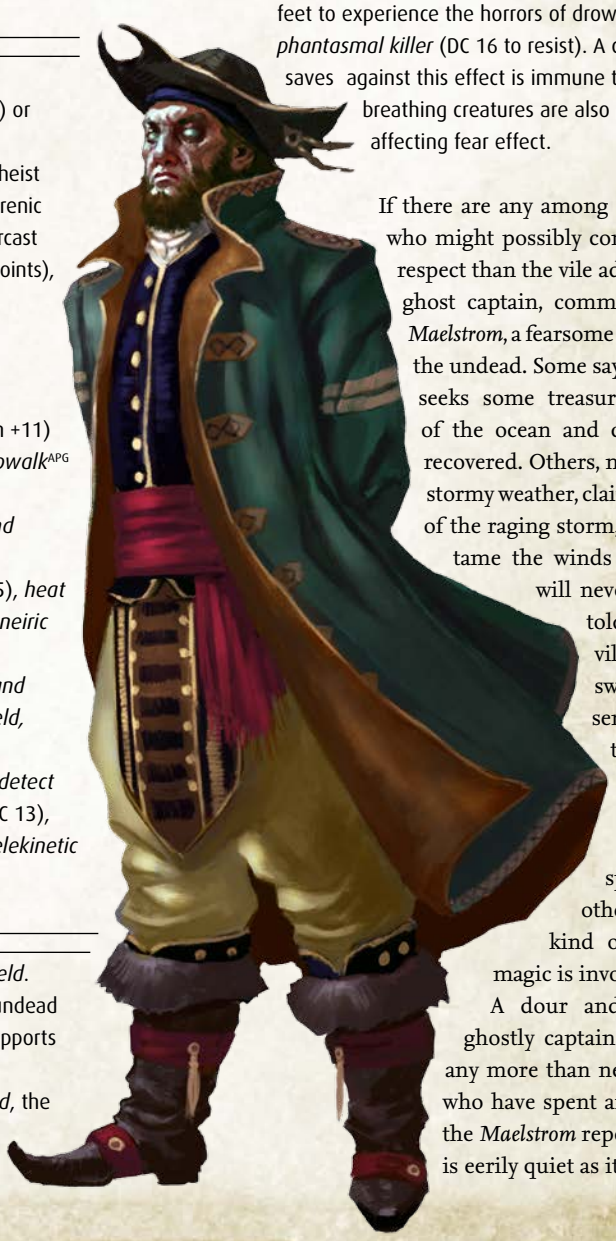
Skills Fly +10, Intimidate +13, Knowledge (arcana, geography) +14, Perception +20, Profession (sailor) +12, Spellcraft +14, Stealth +10; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Aquan, Common, Dwarven, Elven

Gear *+1 ghost touch spear*, *pirate lord's patch**

SPECIAL ABILITIES

Sailor's Dread (Su) The ghost captain knows the dread sailors face—that of drowning in the briny deep—for it was this horrible fate that claimed him so long ago. As a standard action, the ghost captain can cause a single target within 30 feet to experience the horrors of drowning, which functions as *phantasmal killer* (DC 16 to resist). A creature that successfully saves against this effect is immune to it for 24 hours. Water-breathing creatures are also immune to this mind-affecting fear effect.



If there are any among the scandalous pirates who might possibly command more fear and respect than the vile admiral himself, it is the ghost captain, commander of the dreaded *Maelstrom*, a fearsome ship crewed entirely by the undead. Some say that the ghost captain seeks some treasure lost to the bottom of the ocean and cannot rest until it is recovered. Others, noting his penchant for stormy weather, claim he is a manifestation of the raging storm, and until mortals can tame the winds themselves, his spirit will never rest. Many tales are told of exactly how the vile admiral managed to sway this dark spirit to serve him; most guess that he holds some trinket—or, according to some, a person—of great value to the spectral pirate, while others suspect that some kind of dark pact or black magic is involved.

A dour and taciturn spirit, the ghostly captain is not wont to speak any more than necessary. Those pirates who have spent any amount of time on the *Maelstrom* report that the entire ship is eerily quiet as it glides over the waves.

Vile Admiral

Perhaps the most infamous of pirates, the vile admiral delights in sowing fear into the hearts of lawful sailors. His combination of savagery, a disarming demeanor, and ruthless tactics make him peerless among his kind.

VILE ADMIRAL **CR 10**

XP 9,600

Human swashbuckler (picaroon) 11 (*Pathfinder RPG Advanced Class Guide* 56, 127)

CE Medium humanoid (human)

Init +6; **Senses** Perception +14

DEFENSE

AC 24, touch 18, flat-footed 16 (+5 armor, +4 Dex, +4 dodge, +1 natural)

hp 87 (11d10+22)

Fort +3, **Ref** +11, **Will** +4; +4 against wind effects

Defensive Abilities charmed life 5/day, evasion, nimble +3, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *cutlass of waves* +19/+14/+9 (1d6+6/15–20), *+1 double-barreled pistol* +16/+11/+6 (1d8+1/×4)

Special Attacks deeds (derring-do, dodging panache, evasive, gun feint, lightning reload, melee shooter, menacing swordplay, precise strike, quick clear, subtle blade, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (4), swashbuckler weapon training +2, two-weapon finesse

TACTICS

During Combat The vile admiral relishes battle, getting up close with his pistol and cutlass and causing as much havoc as possible.

STATISTICS

Str 16, **Dex** 18, **Con** 10, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +11; **CMB** +14; **CMD** 32

Feats Deadly Aim, Dodge, Extra Panache[ACG], Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Point-Blank Shot, Rapid Reload, Toughness, Weapon Focus (cutlass)

Skills Acrobatics +16, Intimidate +15, Perception +14, Profession (sailor) +9, Sense Motive +8, Swim +10

Languages Common

Gear *+1 chain shirt, +1 double-barreled pistol*[UC] with 16 alchemical cartridges (paper)[UC], *cutlass of waves**, *amulet of natural armor +1, belt of incredible dexterity +2, hat of the seven winds**

The infamous vile admiral is the unquestioned leader of the scandalous pirates, and every single pirate captain within the organization answers to him—or else suffers the awful consequences. Though he prefers to manage his so-called "fleet" of pirate ships in a hands-off fashion, giving captains sovereignty over the internal affairs of their own ships (provided that they pay him a fair portion of their booty), he will suffer not a whit of insubordination or insolence and ruthlessly quashes even perceived threats to his authority.

The vile admiral often comes across as gregarious and charming. His thick beard always seems to barely conceal a jovial grin, and his deep, belly-shaking laughter is a common sound aboard his ship. Only a fool would mistake this for actual good nature, however. The vile admiral will happily murder an underling, order the death of an entire vessel's crew, or sell a whole village into slavery with that same smile and the same uproarious laughter.

Unlike many leaders of pirate alliances, who usually set themselves up on a secluded island or in a remote port and cease active piracy when they achieve enough power and wealth, the vile admiral remains very much active. Just as infamous as the admiral himself, his ship, *The Sea Queen's Revenge*, is the topic of much whispered discussion in any tavern frequented by sailors. Wild rumors abound that the vile admiral won the ship from a demon lord in a game of dice, that his crew once outraced a hurricane, and that the vile admiral is unable to set foot off the ship due to a magical curse. Though such fantastic reports circulate with great frequency, they are rarely believed, although no one can seem to identify where *The Sea Queen's Revenge* actually came from. Those few souls brave enough to have asked the vile admiral directly about such tales note that he merely laughed in response before gulping down a cup of grog.

Encounters

The scandalous pirates gather in groups based on their home ships.

The Maelstrom (CR 11)

Crewed entirely by the undead under the command of a ghostly captain, the *Maelstrom* is the subject of many rumors and legends, especially because the ship is known for taking no prisoners and leaving no witnesses.

DRAUGR (6) **CR 2**

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary 2* 110)

GHOST CAPTAIN **CR 9**

XP 6,400

hp 54 (see page 195)

JUJU ZOMBIE PIRATE THUGS (3) **CR 5**

XP 1,600 each

hp 42 each (see page 190; *Pathfinder RPG Bestiary 2* 291)

The Amaranth Tide (CR 12)

A daring captain leads the *Amaranth Tide*, one of the most feared ships belonging to the scandalous pirates, and her bloodthirsty crew are a cut above the rest of their kind.

DARING CAPTAIN **CR 8**

XP 4,800

hp 81 (see page 194)

MUSKET MARAUDERS (2) **CR 7**

XP 3,200 each

hp 71 each (see page 192)

SHIP'S SURGEON **CR 8**

XP 4,800

hp 62 (see page 193)

TENGU SNEAKS (3) **CR 4**

XP 1,200 each

hp 31 each (see page 191)

Pirate Court (CR 14)

The vile admiral is frequently surrounded by a small horde of scandalous pirates, all ready to cut down anyone foolish enough to anger him.

DRUNKEN BRUTES (4) **CR 6**

XP 2,400 each

hp 93 each (see page 190)

SEA WITCH **CR 7**

XP 3,200

hp 62 (see page 193)

SWAGGERING SHOTS (2) **CR 5**

XP 1,600 each

hp 49 each (see page 192)

SWIFT-TALKING SCOUNDRELS (2) **CR 6**

XP 2,400 each

hp 49 each (see page 191)

VILE ADMIRAL **CR 10**

XP 9,600

hp 87 (see page 196)

Secret Society

"Everyone who's anyone is, or was, a member, darling. I'm so glad you accepted our open invitation. We've had our minds on you for quite some time, you see, waiting for you to grow into the handsome young thing you've become. Now, see before you this quivering lowlife. Oh, yes, you once considered him your friend, I know. You must be pained to see him debased this way before you. But such is the natural order of things. He is weak, and you are strong. Do not consider this creature a person any longer. It is a base animal, and it is only right that you treat it as such. Show us exactly what such a simpering beast deserves. That's it! Yes, it's cowering now, so you can take your foot off its throat—it's already lost and the hunt hasn't even begun. Oh, we're going to have so much fun, my young friend. Take this—mind how sharp it is—a claw for you, my beauty, a claw to catch a mouse. See how it runs."

—The High Talon

While seeming to be little more than a club for the sophisticated elite to hobnob over fine wine and art, this society for the wealthy and influential uses the means and motives of its members, along with occult power, to manipulate society to its whims. These plots not only ensure its own preservation and grandeur, but by regularly culling those of supposedly lesser breeding, the secret society also shifts power toward its preferred recipients. It is rarely so gauche as to let any of the strings it pulls become public knowledge, and its punishments for members who fail to keep its secrets range from expulsion and humiliation to more severe—even fatal—consequences. Yet, members who please its leaders find themselves wielding nearly unparalleled influence over their uninitiated peers.

The society maintains a number of private lodges in major settlements, as well as a great lodge on a forested estate. Its symbol is a black sphynx cat, superstitiously believed to be an incarnation of the infernal and a fearful harbinger of misfortune—a belief the society exploits. To the society, however, the black sphynx represents the strong preying upon the weak.

The society is composed of two distinct groups: initiates privy to its greater goals, and the uninitiated who believe the society exists solely for their mutual benefit, especially with respect to protecting or increasing their wealth and influence in their communities. The latter group is primarily filled with thrill-seeking young nobles eager to keep those of lower social status in their place. Such members mingle and familiarize themselves with one another at wild parties held at the society's private lodges. While such drug-fueled debauchery forges social bonds between members, these events also test how deeply members believe in their inherent superiority and consequent right to act as they please—and how far they are willing to go to demonstrate that belief.

The society's inner circle, primarily composed of middle-aged and older aristocrats of arcane or occult power, has been ritually initiated into its secrets. These high-ranking members use rituals, spells, and the outer circle to disrupt their rivals, destroy competing mercantile and political interests, and further the society's more sinister aims. While some influential members join the inner circle directly, most inner circle members rise from the outer circle, particularly those with high social status and superior talents.

The society has three leaders: the High Sire, the High Talon, and the Grand Malkin. The High Sire is the Master of the Hunt and keeper of the Great Black Sphynx, the society's sacred beast and focus of many of its internal rites. The High Talon is Master of the Lodge, the public face of the society, and its primary vector of recruitment, propaganda, and internal control. The Grand Malkin is the Master of the Rites and holder of its occult mysteries and arcane methods. Despite having passed on several years ago, the Grand Malkin still jealously clings to power—his phantom is tethered to his granddaughter, known as the Grand Dam. The Grand Malkin's guidance has helped the Grand Dam become a powerful spiritualist early in life, and though he's a shade of his former self, the Grand Malkin retains extensive knowledge of the society and guides the Grand Dam in the details of the society's tenets, organization, and sacred rituals.

The secret society likely engages services from groups such as the corrupt guard, cruel musketeers, merchant caravan, regal court, and slayers' guild, although it will always do so through member businesses and other organizations to prevent anyone from tracing the exchange back to the society itself. The society might seek to infiltrate the arcane society, diabolical church, and regal court as the organizations most likely to harbor members of the required social class and talent. It opposes the machinations of the death cult, demon knights, Merry Outlaws, Nature's Scourge, savage marauders, and sinister cult, as those organizations have differing views of social order.

Story Hooks

The secret society lends itself well to mysteries and social entanglements that lead to a hunt with the PCs as sport.

The Initiate: When the parents of an impressionable young heir learn that she has become involved with a secretive club, their attempts to investigate backfire, and she disappears into its highly protected grounds. Concerned for her safety and reputation, the parents hire the PCs to infiltrate the club and rescue her. Can the PCs maintain their cover identities long enough to gain an invitation to one of the club's parties, and what will they do when they discover the heiress is no naive innocent, but rather a purveyor of vile perversions and occult paraphernalia?

Missing Mice: When a priest who works with the poor uncovers a series of disappearances, his church reaches out to the PCs to help with the search. The trail leads to a vast, walled estate known to be a private retreat for local nobility, and the PCs must exercise their investigative skills to navigate the bureaucratic and legal barriers in their way or use more covert methods to infiltrate the site. However they gain access, the PCs soon discover that they, like those they seek, have become trapped in a terrifying game of cat and mouse.

Secret Sabotage: Business is booming for an old friend of the PCs, who's rapidly expanded an inn and stables thanks to some lucrative import deals with foreign merchants. As the PCs sleep off a night of celebrations at the inn, they are awakened by the screams of patrons and animals as a conflagration rapidly spreads through the buildings. Can the PCs save their friend's investments before too much damage is done? How will they follow up on drunken claims of cat-headed cultists summoning creatures of fire?

New Rules

The following rules include new occult rituals and magic items that allow the secret society to initiate members and keep their secrets.

Spell

This spell was created to slow down society victims.

Hobble

School transmutation; **Level** bard 1, bloodrager 1, inquisitor 1, magus 1, mesmerist 1, ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a drop of glue)
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 20 feet apart
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

This spell disrupts the method a target uses for movement. Creatures under the effects of this spell move at half their base speed (rounded down to the nearest 5-foot increment) but can still take 5-foot steps as normal. Incorporeal creatures and creatures flying with perfect maneuverability are immune to the effects of this spell. Each round, a target receives another save to end the effect.

Occult Rituals

The secret society developed two occult rituals (*Pathfinder RPG Occult Adventures* 208), one to initiate new members and the other to prepare victims for a hunt.

Cats and Mice

School transmutation (polymorph); **Level** 5
Casting Time 50 minutes
Components V, S, M (one live mouse per target), F (a tiny cat figurine worth 500 gp and a golden cage worth at least 5,000 gp), SC (at least one per target)
Skill Checks Intimidate DC 27, 1 success; Knowledge (arcana) DC 27, 1 success; Knowledge (nature) DC 27, 2 successes; Stealth DC 27, 1 success
Range close (25 ft. + 5 ft./2 levels)
Target one helpless creature/character level of the primary caster, no two of which can be more than 30 ft. apart
Duration 1 hour/character level of the primary caster
Saving Throw Will partial, see text; **Spell Resistance** yes
Backlash All casters are cursed with insatiable hunger, as per a permanent *feast of ashes*[APG]. This curse effect is negated for a caster if he consumes the fresh flesh or blood of any target within the duration. *Remove curse* and similar effects can also remove the curse, but only after the ritual's duration expires.
Failure Consumption of a target's flesh or blood does not negate the backlash curse. For 1 hour, each target is affected by *freedom of movement*. Each caster is shaken and sickened.

Effect

The primary caster starts this ritual by placing one live mouse per target into the golden cage. When all the mice are caged, she then places the cat figurine within the cage. If the ritual succeeds, the figurine animates for a short period, during which it kills each of the caged mice. As each mouse is killed, the head of a target is transformed into a mouse head of a suitable size for the ritual's duration. Each target gains low-light vision and scent but loses the ability to speak (and thus the ability to complete verbal spell components, speak command words, and activate spell completion and spell trigger items). Any polymorph effects on the target are automatically dispelled, and for the duration of the ritual's effect, a target cannot use other polymorph spells or effects to assume a new form. In addition, while so transformed, a target must attempt a Will save whenever she encounters a cat, catlike creature, or creature in a cat mask; if she fails, she is affected as per *fear*. If she succeeds, the target becomes immune to this effect with respect to that particular feline only.

Finally, if a target moves farther than 1 mile from the cage per 5,000 gp of the cage's value, it takes 1d6 points of nonlethal damage each round it remains beyond that range. This effect is negated if the cage is destroyed or moved more than 100 feet from its location at the ritual's beginning.

Incorporeal or gaseous creatures are immune to the ritual, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Enter the Inner Circle

School divination; **Level** 4
Casting Time 40 minutes
Components V, S, M (initiate's blood), F (membership token), SC (at least 1—the initiate—and at most 20)
Skill Checks Knowledge (local) DC 29, 1 success; Perception DC 29, 1 success; Perform (oratory or sing) DC 29, 1 success; Stealth DC 29, 1 success
Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no
Backlash All casters are exhausted.
Failure The primary caster, as well as any secondary caster who failed a skill check, is blinded, deafened, and rendered speechless. This is a curse effect that can be removed with *remove curse* and similar effects.

Effect

This ritual forms the basis of an initiation ceremony for the secret society. Other organizations might have their own versions of the ritual, substituting Perception and Stealth for two skills appropriate to the organization (such as Knowledge [religion] for a church). The primary caster and all secondary casters but one

must be members of the organization, and exactly one secondary caster—the initiate—must not be.

The primary caster begins by describing the nature of the society and requirements of membership, seeking indications of understanding and acceptance by the initiate throughout. The primary caster acknowledges any society leaders who are present and invites them to reject the initiate if they choose. If no leaders are present, the primary caster looks for other signs of symbolic rejection, and if any are perceived, the primary caster can cancel the ritual before attempting the required skill checks. If this occurs, all casters suffer the backlash, but there is no failure effect.

If the ritual continues, the initiate must attempt either the Stealth or Perception check as a test. If the initiate fails this, the ritual fails regardless of the number of other successes, but if the ritual would otherwise succeed, only the initiate suffers the failure effect. Finally, the primary caster collects the initiate's blood into an appropriate receptacle and immerses a membership token in the blood while the initiate speaks the oaths of membership. When the initiate finishes the final oath, the ritual is complete and the backlash occurs. If the ritual is successful, each caster other than the initiate immediately knows who and what the initiate is, as per *blood biography*[APG], as well as any lies the initiate deliberately and knowingly spoke during the ceremony, as per *discern lies*. If no falsehood is revealed, the initiation succeeds and the membership token is attuned to the new member. Thereafter, when worn or carried by the member, the token grants a +5 competence bonus on Bluff checks to pass secret messages to members of the organization and a +5 competence bonus on Sense Motive checks to receive secret messages from members of the organization, in addition to any other properties the token has.

Magic Items

The secret society uses the following two magic items to further its goals.

ANIMAL MASK		PRICE 2,700 GP
SLOT head	**CL** 5th	**WEIGHT** —
AURA faint transmutation		

This finely constructed mask of colored cloth and carved bone incorporates parts of the animal it represents, such as its hair, hide, horn, fur, and teeth. Depicting the head of an ape, bear, boar, cat, fox, horse, pig, rat, or wolf, the mask completely covers the wearer's face, but the wearer can see through the mask's eyes as though they were her own.

As a swift action, the wearer can transform her head into the form of the animal depicted by the mask for up to 5 minutes per day, absorbing the mask into her body in the process but leaving in place any other item she wears on her head. While so transformed, the wearer retains the ability to speak normally and can complete verbal spell components, utter command words, and activate spell-completion and spell-trigger items. She also gains low-light vision, scent, and either a bite or gore attack (as appropriate to the animal) that deals 1d4 points of damage for a Medium wearer (1d3 if Small).

This duration does not need to be consecutive, but it must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS	COST 1,350 GP
Craft Wondrous Item, *beast shape I*	

SOCIETY RING		PRICE 8,000 GP
SLOT ring	**CL** 5th	**WEIGHT** —
AURA faint abjuration, divination, illusion, and transmutation		

The flat bezel of this signet ring is typically set with a semiprecious gem. If the wearer of the ring is successfully inducted into a group or organization through an initiation ritual, the ring becomes attuned to that organization and wearer. A suitable initiation ritual takes at least 10 minutes and at the very least involves a pledge of allegiance to the group or organization, but it can take a variety of forms.

The crest or symbol of the organization appears engraved on the gem, and the ring becomes invisible (as per *invisibility*) and hidden from scrying effects (as per *obscure object*) to all except those who also wear *society rings* attuned to the same organization (referred to below as "similar rings"). Creatures that are capable of seeing invisible objects, such as via *see invisibility*, can still perceive a *society ring*.

Once attuned, the *society ring*'s wearer can communicate with wearers of similar rings within 150 feet (as per *message*). It also grants +10 competence bonuses on Bluff checks to pass secret messages to members of the attuned organization and Sense Motive checks to receive secret messages from them. In addition, if the wearer touches his *society ring* to a similar ring, for the following hour, the wearer can sense the direction and distance to that ring, as well as any conditions affecting its wearer (as per *status*). Only one ring at a time can be linked in this way; if the wearer touches his ring to another similar ring within the duration of the effect, the *status* effect switches to the most recently touched ring.

If a *society ring* is worn or carried by a creature other than the attuned wearer, the ring silently alerts attuned ring wearers from the same organization within 1 mile (as per *alarm*), does not display the crest or symbol of the attuned organization, and glows with a red aura visible only to wearers of similar rings. A new owner can end this effect by becoming initiated into any organization, at which point the ring attunes to the new wearer and organization.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Forge Ring, *alarm*, *hidden speech*[APG], *invisibility*, *message*, *obscure object*, *status*, creator must have at least 10 ranks in both Bluff and Sense Motive	

SNATCHERS

Snatchers obtain whatever the inner circle demands.

RAKE **CR 6**

XP 2,400

Human aristocrat 1/rogue 6

CN Medium humanoid (human)

Init +10; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +6 Dex)

hp 56 (7d8+21)

Fort +4, **Ref** +12, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk kukri +11 (1d4+2/18–20), mwk kukri +11 (1d4+1/18–20)

Ranged mwk composite shortbow +12 (1d6+2/×3)

Special Attacks sneak attack +4d6

TACTICS

Before Combat She drinks her *potions of cat's grace and darkvision*.

STATISTICS

Str 14, **Dex** 22, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +11 (+13 steal); **CMD** 23 (25 vs. steal)

Feats Agile Maneuvers, Improved Initiative, Improved Steal[APG], Precise Strike[APG], Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +16, Appraise +5, Bluff +9, Climb +12, Diplomacy +3, Disable Device +21, Disguise +3, Escape Artist +10, Intimidate +9, Knowledge (arcana, local, nobility) +5, Knowledge (planes) +3, Linguistics +5, Perception +10, Ride +7, Sense Motive +4, Sleight of Hand +13, Stealth +16, Swim +6, Use Magic Device +3

Languages Common, Draconic, Ignan

SQ rogue talents (combat swipe[APG], finesse rogue, weapon training), trapfinding +3

Combat Gear *potion of cat's grace*, *potions of cure light wounds* (2), *potion of darkvision*, alchemist's fire, smokesticks (2); **Other Gear** mithral chain shirt, daggers (2), mwk composite shortbow (+2 Str) with 20 arrows, mwk kukris (2), sap, *animal mask**, *cloak of resistance +1*, mwk thieves' tools, signet ring, 76 gp

CAD **CR 7**

XP 3,200

Human fighter (cad) 8 (*Pathfinder RPG Ultimate Combat* 45)

CN Medium humanoid (human)

Init +4; **Senses** Perception +2

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 64 (8d10+16)

Fort +8, **Ref** +7, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +15/+10 (1d10+9) or mwk kukri +15/+10 (1d4+6/18–20)

Ranged mwk composite longbow +13/+8 (1d6+4/×3)

TACTICS

Before Combat He drinks *potions of cat's grace and bull's strength*.

STATISTICS

Str 22, **Dex** 19, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +14 (+21 dirty trick[APG], +21 disarm, +17 steal[APG]); **CMD** 28 (33 vs. dirty trick, 36 vs. disarm, 31 vs. steal, 31 vs. trip)

Feats Catch Off-Guard, Combat Expertise, Greater Dirty Trick[APG], Greater Disarm, Improved Dirty Trick[APG], Improved Disarm, Iron Will, Power Attack, Precise Strike[APG], Quick Dirty Trick[UC], Toughness

Skills Acrobatics +12 (+8 when jumping), Bluff +5, Climb +12, Intimidate +10, Knowledge (arcana, nobility, planes) +2, Linguistics +2, Perception +2, Ride +5, Stealth +12

Languages Common, Draconic, Ignan

SQ deadly surprise, dirty maneuvers, payback

Combat Gear *potion of bull's strength*, *potion of cat's grace*, *potion of cure moderate wounds*, alchemist's fire (3), smokesticks (2); **Other Gear** *+1 agile breastplate*[APG], daggers (3), mwk composite longbow (+4 Str) with 20 arrows, mwk heavy flail, mwk kukri, mwk sap, *animal mask**, *cloak of resistance +1*, signet ring

Channeler

Channelers lead ruinous attacks on people and property that the society wants damaged or destroyed. That they take great pleasure in causing such harmful mischief only serves to make them all the more adept at their roles.

CHANNELER **CR 6**

XP 2,400

Human medium (relic channeler) 7 (*Pathfinder RPG Occult Adventures* 30, 93)

CE Medium humanoid (human)

Init +6; **Senses** Perception +9

DEFENSE

AC 23, touch 13, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +4 shield)

hp 56 (7d8+21)

Fort +4, **Ref** +5, **Will** +5

Weaknesses taboo (eschew divine power)

OFFENSE

Speed 50 ft., fly 40 ft. (good)

Melee mwk dagger +6 (1d4/19–20)

Special Attacks arcane surge, archmage arcana, seance boon (+2 spell damage), shared seance

Spells Known (CL 7th; concentration +14)

3rd (2/day)—*fireball* (DC 17), *fly*

2nd (4/day)—*alter self*, *greater oneiric horror*[OA] (DC 16), *haste*, *knock*

1st (5/day)—*disguise self*, *expeditious retreat*, *grease* (DC 15), *obscuring mist*, *shield*, *silent image* (DC 15)

0 (at will)—*detect magic*, *grave words*[OA], *guidance*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*

TACTICS

Before Combat A channeler casts *expeditious retreat*, *shield*, and *fly*.

Base Statistics Without spells, a channeler's statistics are **AC** 19, touch 13, flat-footed 17; **Speed** no fly speed; **Skills** Acrobatics –1 (–5 when jumping), Fly –1.

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +5; **CMB** +5; **CMD** 18

Feats Arcane Armor Mastery, Arcane Armor Training, Improved Initiative, Spirit Focus (archmage)[OA], Toughness

Skills Acrobatics –1 (+7 when jumping), Bluff +14, Diplomacy +14, Disguise +11, Fly +6, Intimidate +14, Knowledge (arcana, planes, religion) +8, Knowledge (nobility) +5, Linguistics +8, Perception +9, Spellcraft +8, Use Magic Device +8

Languages Common, Draconic, Ignan

SQ apport relic 1/day (+5 ft.), channeled spirit (archmage, 1 influence), connection channel, connection specialty, object reading, powerful bond, relics (6), spirit bonus +2, spirit surge 1d6

Combat Gear *potion of cure light wounds*, alchemist's fire (2), smokesticks (2); **Other Gear** mwk agile breastplate[APG], mwk dagger, mwk kukri, *animal mask**, *cloak of resistance +1*, *ring of protection +1*, legendary spirit relics (6), mwk thieves' tools, signet ring, silver unholy symbol, spell component pouch

Channelers form connections to relics from the society's past that connect them to the legends of some of the most notorious former society members. These spirits urge channelers to perform increasingly depraved acts of destruction and predation. Most society members believe these spirits have formed a connection to the Great Black Sphynx and thus have received a special gift allowing them to continue to hunt and thrive through the channelers, even beyond death. While the highest-ranking members know that this isn't quite true, they see no reason to dissuade others from these beliefs if it strengthens their loyalty to the organization and makes them more willing to take risks.

Of course, for the channelers themselves, the truth is often more complex. While they value the resources and support the secret society provides them to carry out their destructive deeds, the channelers also covet the information they can extract from their relics. Many of the channelers keep the juiciest bits of lore, the most important secrets, or other hidden truths to themselves, holding this intelligence hostage even from the society until the time comes that they can reveal the information to both bolster their apparent value to their unsuspecting superiors and to artificially inflate the mystique of their supernatural powers. Of course, the society's leaders suspect the channelers, but for now they suffer their quirks.

Bearer

Bearers protect the society's assets, from the grounds of its private lodges to the relics of its founders. They take this charge seriously, but they prefer to find solutions that do not attract undue attention to the society itself. Killing is a tactic of last resort for bearers, especially when a dead body can attract the authorities or avenging allies of the dead.

BEARER **CR 7**

XP 3,200

Middle-aged human occultist 8 (*Pathfinder RPG Occult Adventures* 46)

CN Medium humanoid (human)

Init +0; **Senses** aura sight, darkvision, low-light vision; Perception +13

DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield)

hp 55 (8d8+16)

Fort +7, **Ref** +4, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk kukri +6/+1 (1d4–1/18–20)

Implement Schools

Conjuration (figurine, 2 points)—*Resonant* casting focus; *Focus* servitor, side step

Divination (crystal ball, 6 points)—*Resonant* third eye; *Focus* mind eye, sudden insight, watchful eye

Enchantment (censer, 2 points)—*Resonant* glorious presence; *Focus* cloud mind, forced alliance (DC 19)

Illusion (ring, 5 points)—*Resonant* distortion 25%; *Focus* cloak image, masquerade, minor figment, unseen

Occultist Spells Known (CL 8th; concentration +13)

3rd (3/day)—*clairaudience/clairvoyance*, *major image* (DC 18), *phantom steed*, *suggestion* (DC 18)

2nd (5/day)—*apport object*[OA] (DC 17), *inflict pain*[OA] (DC 17), *locate object*, *misdirection*

1st (6/day)—*memory lapse*[APG] (DC 16), *object reading*[OA], *unseen servant*, *vanish*[APG] (DC 16)

0 (at will)—*daze* (DC 15), *ghost sound* (DC 15), *sift*[APG], *stabilize*

STATISTICS

Str 9, **Dex** 11, **Con** 13, **Int** 20, **Wis** 9, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 15

Feats Extra Focus Power[OA] (2), Extra Mental Focus[OA], Lightning Reflexes, Toughness

Skills Appraise +16, Diplomacy +14, Disguise +8, Knowledge (arcana, planes) +16, Knowledge (history, nature, religion) +13, Knowledge (nobility) +8, Linguistics +9, Perception +13, Sense Motive +10, Spellcraft +16, Use Magic Device +18

Languages Abyssal, Aklo, Celestial, Common, Draconic, Ignan, Infernal

SQ implements (4), magic circles, magic item skill, mental focus 15/day, object reading, outside contact, shift focus

Gear *+1 chainmail*, mwk heavy steel shield, mwk kukri, *society ring**, occultist's implements[OA]

Bearers are responsible for safeguarding any relics whose spirits haven't chosen one of the society's channelers, and they protect the hidden locations where the society gathers. Bearers are too frail to engage in combat against credible foes, but that doesn't stop them from using their powers of divination and misdirection to detect intrusions, send for backup, and plan ambushes.

Bearers also use their contacts among outsiders and their powers of divination to learn important secrets about the society's enemies and peripheral members alike, the better to use as leverage for the society's political machinations. When bearers can't find dirt on someone, they can always manufacture some, using their masquerade ability to perform compromising activities in that person's form.

Caller

Callers are party to the society's true goals and wield arcane power in service of the inner circle. With their knowledge of the eerie forces the society serves, they form an indispensable part of the group. A few rare callers become disloyal to the society, but invariably these few are driven out or murdered by society agents when they are discovered.

CALLER **CR 9**

XP 6,400

Half-elf arcanist (occultist) 10 (*Pathfinder RPG Advanced Class Guide* 8, 78)

LE Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 shield)

hp 72 (10d6+35)

Fort +6, **Ref** +7, **Will** +9; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.; fly 60 ft. (good)

Melee mwk sickle +6 (1d6)

Special Attacks arcane reservoir (8/13), arcanist exploits (counterspell, potent magic, school understanding [teleportation[APG]]), consume spells (2/day)

Spell-Like Abilities (CL 10th; concentration +15)

1/day—*augury*

1/week—*contact other plane*

Spells Prepared (CL 10th; concentration +15)

5th (3/day)—*summon monster V*

4th (5/day)—*dimension door*, *wall of blindness/deafness*[ACG] (DC 19)

3rd (5/day)—*fly*, *stinking cloud* (DC 19), *summon monster III*

2nd (5/day)—*alter self*, *false life*, *glitterdust* (DC 18), *scorching ray*,

1st (6/day)—*grease*, *mage armor*, *shield*, *silent image* (DC 16), *ventriloquism* (DC 16)

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *ghost sound* (DC 15), *mage hand*, *message*, *open/close*, *prestidigitation*, *touch of fatigue* (DC 15)

TACTICS

Before Combat Early each day, the caller casts *mage armor* and *false life*. Before combat, he casts *fly* and *shield*.

During Combat The caller keeps to the air and uses shift and *dimension door* to escape a direct confrontation, relying on his summoned allies to win the fight for him.

Base Statistics Without his spells, the caller's statistics are **AC** 12, touch 12, flat-footed 10; **hp** 57 (10d6+20); **Speed** no fly speed; **Skills** Fly +10.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 17

Feats Augment Summoning, Evolved Summoned Monster[ACG], Improved Counterspell, Improved Initiative, Skill Focus (Diplomacy), Spell Focus (conjuration)

Skills Appraise +13, Diplomacy +18, Fly +19, Knowledge (arcana, planes) +18, Knowledge (local) +9, Knowledge (nobility, religion) +12, Linguistics +9, Perception +2, Spellcraft +18, Use Magic Device +15; **Racial Modifiers** +2 Perception

Languages Abyssal, Auran, Common, Draconic, Elven, Ignan, Infernal

SQ arcane training, conjurer's focus (*summon monster V*, 10 minutes), elf blood, shift 5/day (25 ft.)

Combat Gear *wand of invisibility* (4 charges); **Other Gear** mwk sickle, *cloak of resistance +2*, *headband of vast intelligence +2*, *society ring**, spell component pouch

HIGH SIRE

The High Sire controls the society's sacred giant cat.

HIGH SIRE **CR 11**

XP 12,800

Old half-elf summoner 12 (*Advanced Player's Guide* 54)

NE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +2

DEFENSE

AC 18, touch 10, flat-footed 17 (+8 armor)

hp 69 (12d8+12)

Fort +5, **Ref** +5, **Will** +9; +2 vs. enchantments

Defensive Abilities greater shield ally; **Immune** sleep

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee mwk sickle +9/+4 (1d6–1)

Special Attacks maker's call 2/day, transposition

Summoner Spell-Like Abilities (CL 12th; concentration +19)

10/day—*summon monster VI*

Summoner Spells Known (CL 12th; concentration +19)

4th (4/day)—*greater evolution surge*[APG] (DC 21), *overland flight*, *purified calling*[APG], *transmogrify*[APG]

3rd (6/day)—*dimension door*, *greater magic fang*, *rejuvenate eidolon*[APG], *wall of fire*

2nd (7/day)—*barkskin*, *bull's strength*, *cat's grace*, *haste*, *invisibility*

1st (7/day)—*expeditious retreat*, *mage armor*, *magic fang*, *shield*, *unfetter*[APG] (DC 18), *ventriloquism* (DC 18)

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *message*, *open/close* (DC 17), *read magic*

TACTICS

Before Combat He casts *overland flight* and *invisibility* on himself and *mage armor*, *greater magic fang*, *barkskin*, *bull's strength*, *cat's grace*, and *greater evolution surge* (spell resistance and grab [bite]) on his eidolon.

STATISTICS

Str 9, **Dex** 10, **Con** 11, **Int** 12, **Wis** 10, **Cha** 24

Base Atk +9; **CMB** +8; **CMD** 18

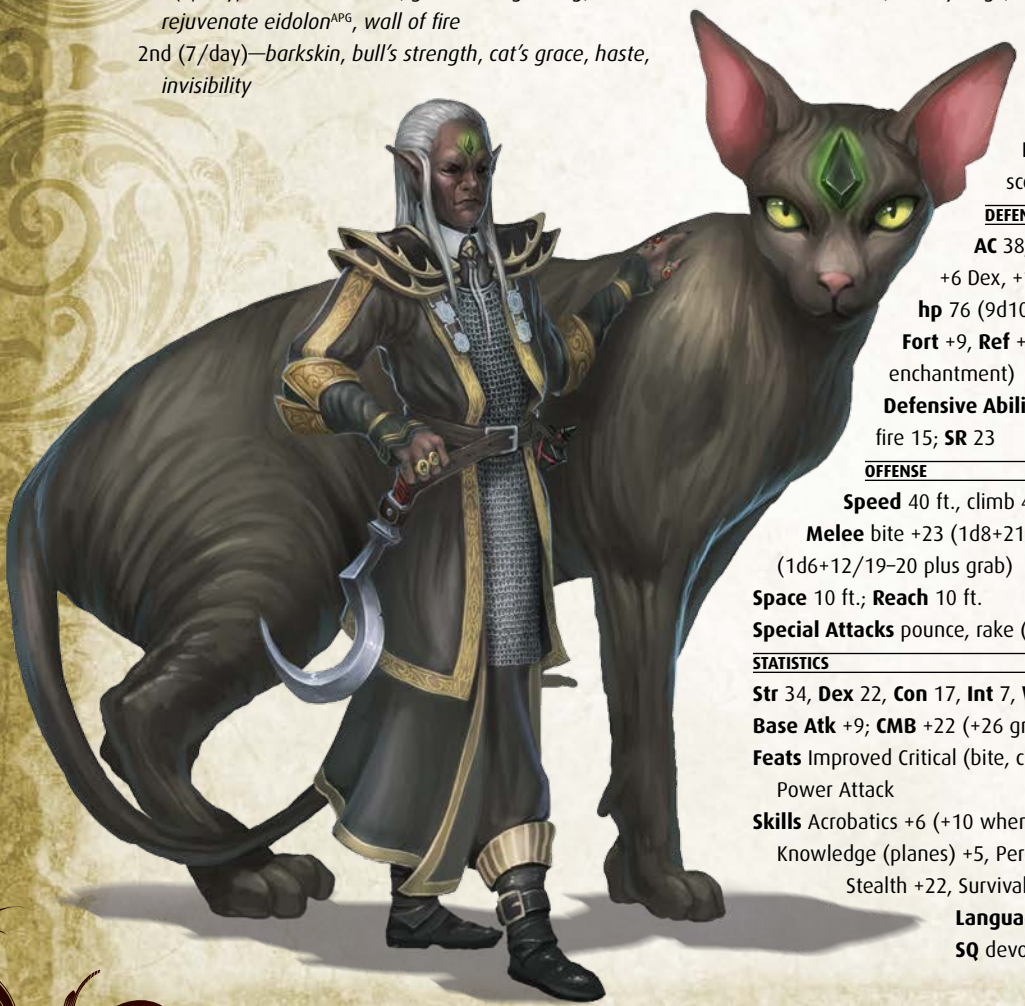
Feats Extra Evolution[UM] (3), Improved Initiative, Resilient Eidolon[UM], Skill Focus (Knowledge [planes]), Toughness

Skills Fly +12, Knowledge (arcana) +14, Knowledge (nobility) +5, Knowledge (planes) +20, Linguistics +8, Perception +2, Spellcraft +9, Use Magic Device +11; **Racial Modifiers** +2 Perception

Languages Abyssal, Common, Draconic, , Elven Ignan, Infernal

SQ arcane training, bond senses (12 rds.), eidolon, elf blood, life bond

Combat Gear *lesser reach metamagic rod*[APG], *wand of lesser rejuvenate eidolon* (4 charges); **Other Gear** *+2 elven chain*, mwk sickle, *cloak of resistance +1*, *headband of alluring charisma +2*, *society ring**, spell component pouch, 4 gp



GREAT BLACK SPHYNX **CR —**

Quadruped eidolon

NE Large outsider

Init +6; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 38, touch 15, flat-footed 32 (+4 armor, +6 Dex, +19 natural, –1 size)

hp 76 (9d10+27)

Fort +9, **Ref** +12, **Will** +5 (+4 morale vs. enchantment)

Defensive Abilities evasion; **DR** 5/good; **Resist** fire 15; **SR** 23

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +23 (1d8+21/19–20 plus grab), 2 claws +20 (1d6+12/19–20 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks pounce, rake (2 claws +20, 1d6+12)

STATISTICS

Str 34, **Dex** 22, **Con** 17, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +9; **CMB** +22 (+26 grapple); **CMD** 38

Feats Improved Critical (bite, claw), Improved Iron Will, Iron Will, Power Attack

Skills Acrobatics +6 (+10 when jumping), Bluff +5, Climb +21, Knowledge (planes) +5, Perception +12, Sense Motive +5, Stealth +22, Survival +9; **Racial Modifiers** +8 Stealth

Languages Ignan

SQ devotion

High Talon

The High Talon is the society's ambassador to the outside world, convincing parties suspicious of the organization's benevolence and protecting the society's privacy and rights.

HIGH TALON **CR 12**

XP 19,200

Old human mesmerist 13 (*Pathfinder RPG Occult Adventures* 38)

LE Medium humanoid (human)

Init +4; **Senses** Perception +16

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 62 (13d8)

Fort +6, **Ref** +10, **Will** +18

OFFENSE

Speed 20 ft.

Melee mwk kukri +4/–1 (1d4–2/18–20) or mwk sword cane +8/+3 (1d6–2)

Special Attacks bold stares (disorientation, sapped magic, susceptibility), hypnotic stare (–3), manifold tricks (3 tricks), mental potency (+2), mesmerist tricks 14/day (cursed sanction [DC 24], false flanker, fearsome guise, mask misery, mesmeric mirror, misdirection, spectral smoke), painful stare (+9 or +6d6+9)

Mesmerist Spells Known (CL 12th; concentration +20)

5th (2/day)—*mage's private sanctum*, *possession* (DC 23)

4th (5/day)—*dominate person* (DC 24), *mind probe*[OA] (DC 22), *mindwipe*[OA] (DC 24), *modify memory* (DC 24), *greater synaptic pulse*[OA] (DC 24)

3rd (6/day)—*charm monster* (DC 23), *confusion* (DC 23), *lesser geas* (DC 23), *seek thoughts*[APG] (DC 21)

2nd (7/day)—*enter image*[APG], *enthrall* (DC 22), *levitate*, *silence* (DC 20), *suggestion* (DC 22)

1st (7/day)—*charm person* (DC 21), *memory lapse*[APG] (DC 21), *mental block*[OA] (DC 19), *paranoia*[OA] (DC 19), *psychic reading*[OA], *vanish*[APG] (DC 19)

0 (at will)—*daze* (DC 20), *mage hand*, *message*, *open/close* (DC 18), *prestidigitation*, *unwitting ally*[APG] (DC 20)

TACTICS

Before Combat The High Talon implants the mesmeric mirror trick within his own mind and casts *levitate*.

STATISTICS

Str 7, **Dex** 10, **Con** 11, **Int** 16, **Wis** 10, **Cha** 26

Base Atk +9; **CMB** +7; **CMD** 17

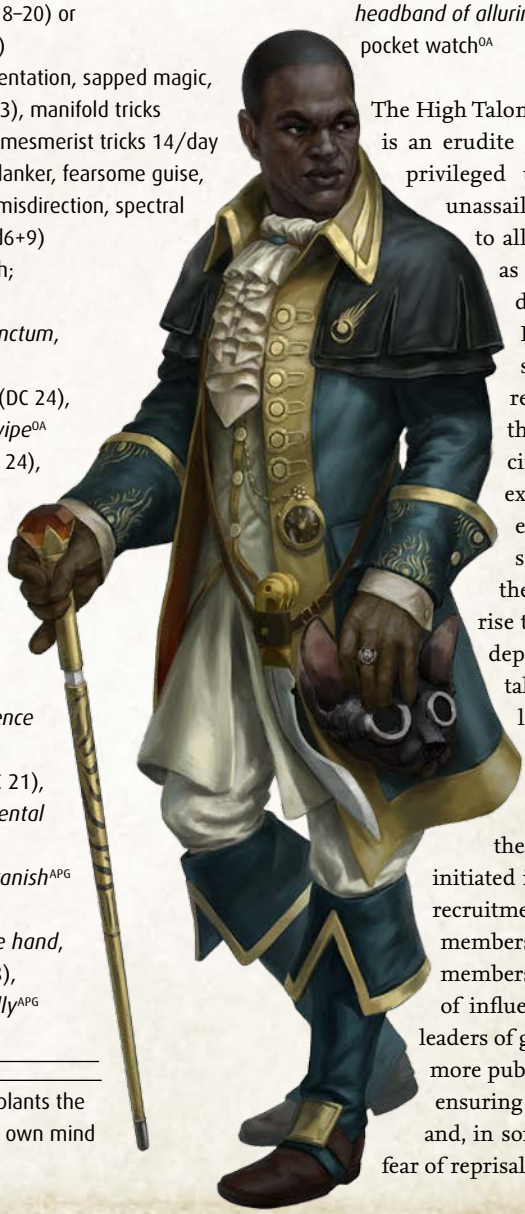
Feats Craft Wondrous Item, Excoriating Stare[OA], Expanded Arcana[APG], Greater Spell Focus (enchantment), Improved Initiative, Intense Pain[OA], Intimidating Glance[OA], Spell Focus (enchantment)

Skills Appraise +11, Bluff +30, Diplomacy +24, Intimidate +24, Knowledge (arcana, nobility, planes, religion) +11, Knowledge (nature) +15, Linguistics +7, Perception +16, Perform (act, oratory) +16, Ride –1, Sense Motive +16, Sleight of Hand +12, Spellcraft +11, Stealth +6, Use Magic Device +16

Languages Abyssal, Common, Draconic, Ignan

SQ consummate liar +6, glib lie (DC 27), touch treatment 11/day (greater)

Gear *+2 elven chain*, mwk kukri, mwk sword cane, *animal mask**, *belt of mighty constitution +2*, *cloak of resistance +2*, *headband of alluring charisma +4*, *society ring**, hypnotist's pocket watch[OA]



The High Talon, one of the three leaders of the society, is an erudite gentleman born into vast wealth. His privileged upbringing bestowed upon him an unassailable belief in his bloodline's superiority to all of lesser means and breeding, as well as a sense that he is entitled to their deference and unquestioning service. He organizes and attends many elite social events, from which he carefully recruits promising young members of the aristocracy into the society's outer circle. There, he encourages them to exercise their right to do as they please, especially with respect to those of lower social status. The High Talon introduces them to the right people, facilitates their rise through society, and gives them tips on deportment, fashion, and elegant small talk. In return, he expects their absolute loyalty. His punishment of those who break his trust is swift and often very demoralizing.

While only a small minority of the outer circle is ever permanently initiated into the secret society, the High Talon's recruitment efforts are rarely in vain, for many ex-members assume business ownership, council membership, political office, and other positions of influence and power. The historical links of leaders of government and industry to the society's more publicly known antics go a long way toward ensuring its ability to protect itself from inquiry and, in some situations, to act freely and without fear of reprisal.

Grand Dam

The Grand Malkin leads through his granddaughter.

GRAND DAM **CR 12**

XP 19,200

Young human spiritualist (haunted) 13 (Occult Adventures 72, 110)
NE Small humanoid (human)
Init +2; **Senses** Perception +6

DEFENSE

AC 23, touch 13, flat-footed 21 (+6 armor, +2 Dex, +4 shield, +1 size)
hp 90 (13d8+28)
Fort +9, **Ref** +8, **Will** +16 (+4 vs. mind-affecting effects)
Defensive Abilities greater spiritual interference

OFFENSE

Speed 30 ft., fly 60 ft. (good)
Melee mwk kukri +9/+4 (1d3–2/18–20)
Spell-Like Abilities (CL 13th; concentration +23)
At will—*detect undead*
2/day—*calm spirit*[OA] (DC 13)
1/day—*see invisibility* (10 minutes)
Spells Known (CL 13th; concentration +23)
5th (2/day)—*dominate person* (DC 21), *shadow evocation* (DC 23), *telekinesis*
4th (4/day)—*entrap spirit*[OA], *greater invisibility*, *phantasmal killer* (DC 22), *possession*[OA], *shadow conjuration*
3rd (5/day)—*bestow curse* (DC 19), *ectoplasmic snare*[OA] (DC 19), *fly*, *riding possession*[OA], *slow* (DC 19), *vampiric touch*
2nd (7/day)—*detect thoughts*, *false life*, *invisibility*, *life pact*[ACG], *pilfering hand*[UC], *spectral hand*
1st (7/day)—*compel hostility*[UC], *obscuring mist*, *protection from law*, *psychic reading*[OA], *sanctuary* (DC 17), *shield*, *ventriloquism* (DC 19)
0 (at will)—*detect psychic significance*[OA], *mage hand*, *message*, *open/close*, *read magic*, *telekinetic projectile*[OA]

STATISTICS

Str 6, **Dex** 15, **Con** 10, **Int** 14, **Wis** 22, **Cha** 10
Base Atk +9; **CMB** +6; **CMD** 18
Feats Emotional Conduit[OA], Focused Phantom[OA], Greater Spell Focus (illusion), Phantom Fortification[OA], Shared Soul[OA], Skill Focus (Appraise, Bluff), Spell Focus (illusion), Spiritualist's Call[OA], Toughness
Skills Appraise +10, Bluff +22, Disguise +10, Fly +21, Knowledge (arcana, planes) +18, Knowledge (nobility, religion) +10, Linguistics +6, Sense Motive +16, Spellcraft +10, Stealth +18, Use Magic Device +9
Languages Abyssal, Common, Draconic, Ignan
SQ bonded senses (at will), etheric tether, fused consciousness, phantom, phantom recall 2/day, shared consciousness 1/day
Gear *+2 chain shirt*, mwk kukri, *cloak of resistance +2*, *hat of disguise*, *headband of inspired wisdom +4*, *society ring**, *Book of the Black Sphynx* (see below)

The Grand Dam's *Book of the Black Sphynx* grants a +2 competence bonus on occult ritual skill checks.

GRAND MALKIN **CR —**

Jealousy phantom
NE Large outsider (phantom)
Init +9; **Senses** darkvision 60 ft.; Perception +15
Aura resentful aura (20 ft., DC 19)

DEFENSE

AC 28, touch 14, flat-footed 23 (+5 Dex, +14 natural, –1 size)
hp 103 (10d10+48)
Fort +6, **Ref** +14, **Will** +9 (+4 morale vs. enchantments)
Defensive Abilities fortification 50%, invisibility; **DR** 10/magic and slashing

OFFENSE

Speed 30 ft.
Melee 2 slams +16 (4d6+2)
Space 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat The Grand Malkin uses teleplasmic surge and usurps *greater invisibility* after the Grand Dam casts *false life* on both and *fly* and *shield* on herself

STATISTICS

Str 14, **Dex** 20, **Con** 13, **Int** 8, **Wis** 10, **Cha** 18
Base Atk +10; **CMB** +15; **CMD** 28
Feats Deceitful, Improved Initiative, Improved Natural Attack (slam), Power Attack, Toughness, Weapon Finesse
Skills Appraise +14, Bluff +23, Fly +10, Intimidate +19, Knowledge (arcana) +14, Knowledge (nobility, planes, religion) +7, Linguistics +3, Perception +15, Sense Motive +15, Stealth +36 (+56 when stationary)
Languages Abyssal, Common, Draconic, Ignan
SQ devotion, jealous combatant, magic attacks, phase lurch, retribution (2d8), teleplasmic surge, usurp manifestation (16 rounds), usurp spell

Encounters

Woe befalls those who cross one of the society's interests.

Pounce (CR 12)

A pounce is formed to protect the society's property.

Bearer CR 7
XP 3,200
hp 55 (see page 204)

Cads (4) CR 7
XP 3,200 each
hp 64 each (see page 202)

Channeler CR 6
XP 2,400
hp 56 (see page 203)

Cordial Clutter (CR 14)

Clutters present friendly faces at elite social events.

Bearer CR 7
XP 3,200
hp 55 (see page 204)

Callers (2) CR 9
XP 6,400 each
hp 72 each (see page 205)

High Talon CR 12
XP 19,200
hp 62 (see page 207)

Rake CR 6
XP 2,400
hp 56 (see page 202)

Mousing Clowder (CR 14)

Clowders hunt their kidnapped quarries in masks.

Cads (5) CR 7
XP 3,200 each
hp 64 each (see page 202)

High Sire and Great Black Sphynx CR 11
XP 12,800
hp 69 (see page 206) and 76 (see page 206)

Rakes (4) CR 6
XP 2,400 each
hp 56 each (see page 202)

Dam's Den (CR 15)

In the secret society's inner sanctum, the phantom of the Grand Malkin holds court, using his granddaughter as a willing conduit.

Bearers (4) CR 7
XP 3,200 each
hp 55 each (see page 204)

Callers (3) CR 9
XP 6,400 each
hp 72 each (see page 205)

Grand Dam and Grand Malkin CR 12
XP 19,200
hp 90 (see page 208) and 103 (see page 208)

Sinister Cult

"After about a month, Grenn wouldn't even leave the compound to visit us. We tried for weeks to get in to see him, but they wouldn't let us unless we were willing to join the Order. The town leaders were already members, so they wouldn't help me. Finally, we got desperate enough to take whatever help we could get, from anyone who'd listen. We broke in just after midnight. With so many of the Order's members working in the fields all day, we thought they'd all be asleep. But when we got close to the temple, we saw the lights and heard the chanting. The others charged ahead. I heard the fighting start. Then I heard... other sounds. Terrible sounds. Grenn had said that the Order would be protected from 'what was to come.' But I saw what came out of that temple. I heard it speak with all of its—their?—voices at once. No one is safe from that. The end is here! And that damned cult brought it upon us!"

—Elia Renfelder, survivor of the Lost Township incident

The perceived threat of cataclysms—natural and supernatural forces that can utterly destroy a civilization or a planet—can strike fear in a superstitious populace. The educated know that some of these warned-of dangers are very real and that even greater catastrophes could destroy entire portions of the multiverse. Many scholars and adventurers strive to stave off such destruction, but some twisted souls actively seek to create those disasters. In the worst cases, they gather supporters around them, forming a cult with a network of agents who are all focused on setting events in motion that culminate in the end of the world.

The nature of the apocalypse the sinister cult's leader hopes to bring about could merely be the fall of a civilization—or the total destruction of the planet. Most often, the cult's plans are based on key religious or occult documents that provide information about major occurrences or conditions for the beginning of the end times. These doomsday cultists believe that causing such events can trigger the apocalypse. Though they may not be able to control certain factors, such as the positions of celestial bodies, the cultists can start wars, build or destroy structures as needed to harness supernatural forces, and even arrange for the birth of divinely touched children under specific circumstances.

Usually, people join the sinister cult in search of spiritual fulfillment and out of a desire to connect with its charismatic leader, but they likely do not know or really believe that the cult is in the process of bringing about an actual apocalypse. There may be low-level members who firmly believe and support goals that the cult hides from others, but these people tend to become liabilities for higher-ranking cult members and are dealt with harshly.

The sinister cult performs a variety of operations. The most basic of these are proselytizing and gathering followers (and their money). The cult also kidnaps people to brainwash or sacrifice. Cultists conduct rituals and commune with powers that govern the coming apocalypse in order to gain their favor and hasten the advent of the end times. They also seek out objects of magical or symbolic importance to their twisted schemes. Finally, members of the cult infiltrate other organizations to gain access to resources or manipulate them into helping to bring about the end of the world.

Most other organizations, even villainous ones, oppose the sinister cult, because the end of the world is bad for nearly everyone. Usually, any groups that do work with one do so because they don't believe the cult can actually cause a cataclysm and imagine they can wheedle some money or other valuable resources out of the misguided cultists. Sinister cults may work with brutal slavers, ruthless brigands, or the thieves' guild to gain recruits, sacrifices, and treasure. A city's corrupt guard can be a helpful tool as well. Death cult members might serve as allies if the apocalypse a sinister cult seeks involves undead. The sinister cult may also seek to seduce members of the regal court and secret societies.

The sinister cult is controlled by a powerfully intelligent and charismatic leader. He has the ability to influence people to adopt beliefs and commit acts they otherwise wouldn't. For some sociopaths, this intoxicating sway over others would be enough. However, the sinister mastermind seeks more than mere mastery over his mortal kin. He seeks to join with a greater power, either by forming an alliance with the entity that is slated to bring about the world's destruction in the hope of merging with it when the end comes or receiving a great reward in the afterlife. To the sinister mastermind, his followers are simply tools to be used and discarded in the course of his machinations. Either way, the success of the leader's plans hinges on maintaining control of his flock, a task that becomes increasingly difficult as the end approaches.

Story Hooks

A doomsday cult makes a great wildcard villainous group, particularly for adventures with an element of mystery or occultism, or that build upon horrific themes and elements.

Cult Ascendant: The sinister cult usually comes out of the shadows as a campaign progresses. The PCs encounters individual worshipers of entities of the Elder Mythos—such as the Outer Gods or the Great Old Ones—but they are scattered and extremely secretive. The sudden rise of an influential aristocrat seems to coincide with increased cultist activity and disappearances of people all over town. Clues indicate that the cultists have a new leader and are about to open a doorway that will allow an unnamed entity and its servants to return to the world, bringing madness and death. The entity the cult worships may not consider the cult its ally, and such a campaign could culminate in the cult's destruction by the very entity its members venerate, leaving that creature's defeat up to the PCs.

Daemonic Pact: It is also possible that, despite the cultists' devotion, they lack the power to precipitate the apocalypse described in their religious texts. However, agents of Abaddon, the realm of daemons, are using the cult's activities to sow pain, misery, and discord. The cult's mastermind has made a deal with those who serve the Four Horsemen and is using his power over the cultists, as well as a destructive artifact, to further the daemons' goals in exchange for great wealth and power for himself.

Insidious Growth: The sinister cult could be introduced as a small but seemingly harmless setting element at the beginning of a campaign. The characters might interact with lower-level members or social elites who praise the cult's enlightened teachings. Later, as the presence of the cult grows in society, rumors begin to spread that the cult isn't as friendly as its members claim. Eventually, the kidnapping of a prominent NPC forces the PCs to investigate the cult and expose its terrible purpose. Only the death of the sinister mastermind will stop the cult's machinations.

New Rules

The following section details an archetype, a new spell, and three magic items that aid sinister cultists in fulfilling their apocalyptic visions.

Archetype

Those gifted with psychic potential are often lured into sinister cults by promises of spiritual enlightenment. They find that the light they seek is merely a nimbus around a dark, seething emptiness.

Voice of the Void (Medium)

Some mediums delve deeply into the spirit world and make contact with entities that exist outside the boundaries of the sane multiverse. Ageless and forever waiting, these beings offer immense power, but the risks are also great.

Emissary (Su): A voice of the void channels entities called emissaries, which emulate the six legends but possess a different kind of inscrutable, alien power. They originate in a place that no mortal mind can comprehend, and their power merely passes through the astral realm to reach the medium. For each point of influence an emissary gains over a medium, the medium takes a –1 penalty on Will saves, Wisdom checks, and Wisdom-based skill checks, in addition to the other penalties imposed by the emissary's influence. If an emissary gains enough influence to take control of him, when the medium awakens, in addition to performing the bidding of the alien entity, he retains faint memories of horrible things in dark places and takes 2d4 points of Wisdom damage.

This ability alters spirit.

Surge of the Void (Su): The voice of the void can use spirit surge additional times per day without incurring influence, but each time he does, he is confused for 1 round. If this confusion would cause him to babble, he can instead act normally, but his emissary gains 1 point of influence over him. The voice of the void can't use this ability if he is immune to confusion, but he can remove the confused condition when he is affected by it. This temporary confusion clearly indicates the voice of the void isn't fully in control, so if he uses this power on a Diplomacy check in a negotiation, for example, it might prejudice the other party against him regardless of his check result.

This ability modifies spirit surge.

Blasphemy (Ex): Emissaries demand that a medium perform acts appealing to their alien whims. These work just like taboos for an ordinary medium, but in addition to the base taboo, they require bizarre and alien acts that distance the voice of the void from his own humanity. These blasphemies cause the medium to take a –1 penalty on Charisma checks and Charisma-based skill checks whenever he accepts a taboo. The increased devotion required to maintain a blasphemy reaps a greater reward, however. If the voice of the void is under a blasphemy, the die for his spirit surge changes from 1d6 to 1d8, increasing to 1d10 at 10th level and 1d12 at 20th level.

This ability alters taboo.

Void Channeler (Su): At 3rd level, the voice of the void can funnel energy from the emissaries' realm through himself. A number of times per day equal to his Charisma modifier, the medium can unleash a burst of energy that damages all other creatures except aberrations within 30 feet of him. The burst deals 1d6 points of damage + 1d6 additional points of damage for every 2 medium levels the medium has beyond 3rd. Creatures receive a Will save to halve the damage (DC = 10 + 1/2 the medium's level + the medium's Charisma modifier). Creatures with fewer HD than half the medium's level who fail the Will save are also confused for 1d4 rounds.

This ability replaces haunt channeler.

Spell

Spellcasters within sinister cults can use this spell to bring new initiates and kidnapping victims to their headquarters in secret.

Hoodwink

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, medium 2, mesmerist 2, occultist 2, sorcerer/wizard 2, psychic 2

Casting Time 1 standard action

Components V, S, M (small piece of black cloth)

Range close (25 ft. +5 ft./level)

Target up to one creature/level, no two of which can be more than 30 ft. apart

Duration 1 hour/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You befuddle the targets' senses, preventing the targets from clearly perceiving their surroundings.

Instead, hoodwinked creatures see only the roughest shapes and details and hear only muffled noises. However, targets can clearly hear verbal communication from the spell's caster. This spell does not impart understanding of the caster's language if the creature can't already understand it. Other than to hear the caster speak, targets automatically fail Perception checks with DCs greater than 5, and they are too disoriented by the spell to accurately remember the path they took while under its effects.

While under the effects of this spell, targets without the help of a guide move at half speed, and any attacks they make are treated as though the creature they are attacking had concealment. Moving faster than half speed requires targets to succeed at a DC 10 Acrobatics check. Those that fail this check fall prone. If the target is attacked or physically harmed by any creature other than another target of *hoodwink*, the spell's effect ends immediately for that target only.

Magic Items

Cults employ periapts to help swell their ranks. They search for all seven *sigils of the great cataclysm* so they can bring about devastation.

PERIAPT OF DEVOTION		PRICE 3,300 GP
SLOT neck	**CL** 1st	**WEIGHT** —
AURA faint enchantment		

This simple-looking amulet bears the symbol of a group or cult and resembles the jewelry its members normally wear. When the bearer presents the necklace to a current or prospective group member (humanoids only), the recipient is compelled to accept and don the periapt unless he succeeds at a DC 11 Will save. Thereafter, the wearer is deeply devoted to the person who gave him the periapt, as though affected by a *charm person* spell (with no additional saving throw against the effect). He always views the giver's words and actions favorably and speaks highly of her whenever the occasion arises.

CONSTRUCTION REQUIREMENTS	COST 1,650 GP
Craft Wondrous Item, *beguiling gift*[APG], *charm person*	

PERIAPT OF UTTER DEVOTION		PRICE 33,000 GP
SLOT neck	**CL** 7th	**WEIGHT** —
AURA moderate enchantment		

This amulet functions as a *periapt of devotion* but has a Will save DC of 16 and can affect nonhumanoids (as per *charm monster*).

In addition, once per day when talking to the wearer, the giver can implant a *triggered suggestion*[ACG] in the wearer's mind, as per the spell. The wearer can attempt a DC 16 Will save to negate the effect. If he surpasses the DC by 5 or more, he also breaks the periapt's charm effect.

CONSTRUCTION REQUIREMENTS	COST 16,500 GP
Craft Wondrous Item, *beguiling gift*[APG], *charm monster*, *triggered suggestion*[ACG]	

SIGILS OF THE GREAT CATACLYSM		MINOR ARTIFACT
SLOT none	**CL** 18th	**WEIGHT** —
AURA strong enchantment, evocation, necromancy, and transmutation [evil]		

Sigils of the great cataclysm are collections of items designed to bring about doom and suffering, usually to a city or large town. A set of sigils consists of seven seals of stone, clay, or black iron.

The sigils' foul magic takes effect only when they are buried or hidden on the points of an imaginary seven-pointed star covering up to a 3-mile radius. Once the final sigil is set in place, the sigils create a sequence of effects, one per week, each lasting for 1 week. For the first four sigils' effects, each living creature in the area has a certain chance to be targeted each day. Each affected creature suffers the effects at a different random time during the day. The final three sigils' effects each last for a full week and target the entire area as described below.

First Sigil: Each living creature in the area has a 10% chance of being affected by *feast of ashes*[APG] (Will DC 17 negates).

Second Sigil: Each living creature in the area has a 20% chance of being affected by *rage* (Will DC 18 negates).

Third Sigil: Each living creature in the area has a 30% chance of being affected by *contagion* with a random disease (Fortitude DC 19 negates).

Fourth Sigil: Each living creature in the area has a 40% chance of being surrounded a deadly miasma and affected as per *cloudkill* (Fortitude DC 20 negates).

Fifth Sigil: The area experiences severe storms as if under the effects of *control weather*.

Sixth Sigil: Random 40-foot-radius spaces within the area are affected as if by *earthquake*. The earthquake affects a single 40-foot-radius space each round, then moves to a new location.

Seventh Sigil: Fiery spheres fall from the sky. One sphere affects a 40-foot-radius area for 1d6 rounds, then vanishes; the next round another sphere affects a new location. A sphere deals 2d6 points of damage + 1d6 points of fire damage to creatures and objects each round (Reflex DC 23 half) and can ignite flammable materials.

Once the cycle of destruction begins, each sigil's effect can be stopped only by moving that sigil from its spot on the seven-pointed star. Moving a seal ends its effects immediately.

DESTRUCTION

Sigils of the great cataclysm can be destroyed by placing a complete set in a silk bag, submerging the bag at the bottom of a nixie's pool, and casting *bless water* on the pool at each sunrise for 1 month.

Sinister Deceivers

Illegal cults must operate with some degree of subterfuge.

CULT RECRUITER **CR 8**

XP 4,800

Human bard 9

NE Medium humanoid (human)

Init +7; **Senses** Perception +14

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 62 (9d8+18)

Fort +4, **Ref** +8, **Will** +9; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 rapier* +8/+3 (1d6/18–20)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks bardic performance 24 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 18], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 18])

Bard Spells Known (CL 9th; concentration +13)

3rd (4/day)—*confusion* (DC 18), *deep slumber* (DC 18), *glibness*, *seek thoughts*[APG] (DC 17)

2nd (5/day)—*blur*, *hoodwink*[*] (DC 17), *psychic reading*[OA], *suggestion* (DC 17)

1st (6/day)—*charm person* (DC 16), *comprehend languages*, *cure light wounds*, *disguise self*, *vanish*[APG] (DC 15)

0 (at will)—*daze* (DC 15), *lullaby* (DC 15), *mage hand*, *message*, *prestidigitation*, *sift*[APG]

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +6; **CMB** +5; **CMD** 16

Feats Improved Initiative, Psychic Sensitivity[OA], Skill Focus (Perform [oratory]), Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Appraise +6, Diplomacy +8, Intimidate +10, Knowledge (arcana, history, local, nobility, religion) +18, Perception +14, Perform (act) +16, Perform (oratory) +19, Spellcraft +9

Languages Common, Elven, Halfling

SQ bardic knowledge +4, lore master 1/day, versatile performance (act, oratory)

Combat Gear *potion of bear's endurance*, *potion of cat's grace*, *potions of cure serious wounds* (2), *potion of shield of faith*; **Other Gear** *+2 studded leather*, *+1 rapier*, light crossbow with 20 bolts, *cloak of resistance +1*, mask pendant, 68 gp

CULT ACQUISITIONIST **CR 10**

XP 9,600

Human rogue 11

NE Medium humanoid (human)

Init +4; **Senses** Perception +20

DEFENSE

AC 24, touch 15, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +4 natural)

hp 86 (11d8+33)

Fort +5, **Ref** +12, **Will** +8

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +14/+9 (1d6+1/19–20)

Ranged *+1 light crossbow* +13 (1d8+1/×3)

Special Attacks sneak attack +6d6

TACTICS

Before Combat The acquisitionist uses her wand to cast *barkskin* on herself.

Base Statistics Without *barkskin*, the acquisitionist's statistics are **AC** 20, touch 15, flat-footed 16.

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +8; **CMD** 23

Feats Iron Will, Psychic Sensitivity[OA], Skill Focus (Stealth, Use Magic Device), Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +18, Appraise +16, Climb +14, Disable Device +25, Disguise +13, Escape Artist +18, Knowledge (dungeoneering) +10, Knowledge (local) +11, Perception +20 (+24 to hear conversation or find concealed objects), Sleight of Hand +18, Stealth +24, Use Magic Device +19

Languages Aklo, Common, Daemonic

SQ rogue talents (canny observer[APG], fast stealth, finesse rogue, improved evasion, quick disable), trapfinding +5

Combat Gear *potion of bear's endurance*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of spider climb*, *wand of barkskin* (CL 9th, 12 charges); **Other Gear** *+2 studded leather*, *+1 light crossbow* with 20 bolts, *+1 short sword*, *cloak of resistance +1*, *ring of protection +1*, mwk thieves' tools

These talented thieves collect relics for the cult's use.

Sinister Enforcers

True believers in the cult and its goals, enforcers will do anything to please the cult's leader.

CULT THUG **CR 9**

XP 6,400

Human rogue (thug) 10 (*Pathfinder RPG Advanced Player's Guide* 135)

NE Medium humanoid (human)

Init +4; **Senses** Perception +14

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

hp 98 (10d8+50)

Fort +7, **Ref** +10, **Will** +7

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *unarmed strike* +12/+7 (1d3+4) or mwk sap +11/+6 (1d6+3 nonlethal) or mwk short sword +11/+6 (1d6+3/19–20)

Special Attacks sneak attack +5d6 plus 2 Str damage

STATISTICS

Str 16, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 22

Feats Combat Reflexes, Enforcer[APG], Improved Unarmed Strike, Intimidating Prowess, Iron Will, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +14, Bluff +13, Disable Device +16, Intimidate +16, Knowledge (local) +12, Perception +14, Sense Motive +14, Stealth +14

Languages Common

SQ brutal beating, frightening, rogue talents (assault leader[APG], crippling strike, knock-out blow[APG], opportunist, strong impression[APG])

Combat Gear *potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*, *potions of cure serious wounds* (2), *potion of shield of faith* (CL 6th); **Other Gear** *+2 chain shirt*, mwk sap, mwk short sword, *amulet of mighty fists +1*, *cloak of resistance +1*, mwk thieves' tools, mask pendant, 89 gp

Cult thugs use force to keep others in line and make sure dissent never has a chance to take root among the faithful. These enforcers believe the will of the master is law and must be obeyed by all members.

CULT ASSASSIN **CR 11**

XP 12,800

Half-elf slayer 12 (*Pathfinder RPG Advanced Class Guide* 53)

NE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +17

DEFENSE

AC 23, touch 16, flat-footed 18 (+4 armor, +1 Dex, +3 natural)

hp 118 (12d10+48)

Fort +11, **Ref** +14, **Will** +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk short sword +18/+13/+8 (1d6+1/19–20) or mwk dagger +18/+13/+8 (1d4+1/19–20)

Ranged *+2 light crossbow* +19/+14/+9 (1d8+2/17–20)

Special Attacks sneak attack +4d6, studied target +3 (3rd, swift action)

TACTICS

Before Combat The assassin drinks her *potion of barkskin*.

Base Statistics Without *barkskin*, the assassin's statistics are **AC** 20, touch 16, flat-footed 15.

STATISTICS

Str 12, **Dex** 20, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +13; **CMD** 29

Feats Clustered Shots[UC], Deadly Aim, Improved Critical (light crossbow), Point-Blank Shot, Precise Shot, Rapid Reload, Skill Focus (Stealth), Toughness, Weapon Finesse

Skills Acrobatics +20, Bluff +14, Disguise +14, Intimidate +14, Knowledge (local) +16, Perception +17, Stealth +31

Languages Aklo, Common, Elven

SQ combat style (crossbow[APG]), elf blood, slayer talents (camouflage[APG], deadly range[UC], fast stealth, finesse rogue, ranger combat style[ACG], stealthy sniper[APG]), stalker, swift tracker, track +6

Combat Gear *potion of barkskin* (CL 6th), *potions of cure serious wounds* (2), *potion of invisibility*, Large scorpion venom (4), sassone leaf residue (3); **Other Gear** *+1 shadow studded leather*, *+2 light crossbow* with 20 bolts, mwk dagger, mwk short sword, *cloak of resistance +1*, *ring of protection +1*, 26 gp

Devoted and bloodthirsty, cult assassins take up blade and bow against the order's enemies, silencing them by whatever means necessary.

Sinister Devotees

The cult can achieve its goals only with the help of dedicated true believers.

CULT MYSTIC **CR 10**

XP 9,600

Human medium (voice of the void*) 11 (*Pathfinder RPG Occult Adventures* 30)

CE Medium humanoid (human)

Init +6; **Senses** Perception +13

DEFENSE

AC 24, touch 16, flat-footed 21 (+7 armor, +2 Dex, +1 dodge, +1 shield, +3 guardian)

hp 102 (11d8+49)

Fort +9, **Ref** +10, **Will** +10

Defensive Abilities sudden block; **DR** 5/—; **Resist** acid 5, cold 5, electricity 5, fire 5, sonic 5

Weaknesses taboo (blasphemy)

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 corrosive dagger* +11/+6 (1d4+3/19–20 plus 1d6 acid)

Special Attacks shared seance, spirit (guardian, 1 influence), void channeler 4/day (DC 19, 5d6)

Medium Spells Known (CL 11th; concentration +15)

3rd (2/day)—*fly*, *phantasmal killer* (DC 19), *summon monster IV*

2nd (2/day)—*bestow curse* (DC 16), *greater oneiric horror*[OA] (DC 18), *haste*, *paladin's sacrifice*[APG] (DC 16), *summon monster II*

1st (3/day)—*cause fear* (DC 15), *lesser confusion* (DC 15), *paranoia*[OA] (DC 17), *protection from good*, *summon monster I*

0 (at will)—*bleed* (DC 14), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *read magic*

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +8; **CMB** +10; **CMD** 27

Feats Combat Casting, Dodge, Greater Spell Focus (illusion), Improved Initiative, Iron Will, Spell Focus (illusion), Toughness

Skills Knowledge (arcana, planes, religion) +15, Perception +13, Spellcraft +14

Languages Common

SQ blasphemy, channeled spirit (guardian), connection channel, emissary, guardian's shield, location channel (11 rounds), propitiation, spirit bonus +3, spirit surge +1d8, surge of the void +1d10, taboo

Combat Gear *scroll of call spirit*[OA], *scroll of greater false life*[UM]; **Other Gear** *+1 chainmail*, mwk light wooden shield, *+1 corrosive dagger*, *cloak of resistance +2*, *lesser talisman of healing power*[OA]

CULT CELL LEADER **CR 11**

XP 12,800

Human ranger (urban ranger) 12 (*Pathfinder RPG Advanced Player's Guide* 129)

NE Medium humanoid (human)

Init +4; **Senses** Perception +16

DEFENSE

AC 24, touch 13, flat-footed 21 (+7 armor, +3 Dex, +4 natural)

hp 106 (12d10+36)

Fort +11, **Ref** +13, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft. (20 ft. in armor); push through

Melee *+1 short sword* +16/+11/+6 (1d6+2/19–20), mwk short sword +16/+11 (1d6+1/19–20) or *+1 short sword* +18/+13/+8 (1d6+2/19–20)

Ranged *+1 light crossbow* +17/+12/+7 (1d8+1/19–20)

Special Attacks combat style (two-weapon combat), favored enemy (animals +2, humans +4, monstrous humanoids +4), quarry

Ranger Spells Prepared (CL 9th; concentration +10)

3rd—*fickle winds*[UM]

2nd—*barkskin*, *bear's endurance*

1st—*anticipate peril*[UM], *lead blades*[APG], *longstrider*

TACTICS

Before Combat A cult cell leader casts *barkskin* on herself.

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +12; **CMB** +13; **CMD** 27

Feats Combat Reflexes, Cosmopolitan[APG], Double Slice, Favored Defense[APG], Improved Two-Weapon Fighting, Quick Draw, Rapid Reload, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +10, Disable Device +24, Disguise +10, Intimidate +16, Knowledge (dungeoneering, local) +15, Perception +16, Stealth +16

Languages Aklo, Common, Daemonic

SQ blend in, favored community (city +4, nearby town +2), hunter's bond (companions), swift tracker, track +6, trapfinding +6, wild empathy +13

Combat Gear *oil of keen edge*, *potion of cure serious wounds*, *potion of eagle's splendor*, *potion of fly*, *wand of cat's grace* (10 charges); **Other Gear** *+1 glamered agile breastplate*[UE], *+1 light crossbow* with 20 bolts, *+1 short sword*, mwk short sword, *belt of giant strength +2*, *cloak of resistance +1*, *periapt of devotion**, mwk thieves' tools

Cult Librarian

Faith drives the sinister cult, but knowledge shows them the path to oblivion. The cult librarian's occult research brings the group closer to the enigmatic forces with which they work.

CULT LIBRARIAN **CR 9**

XP 6,400

Half-elf occultist 10 (*Pathfinder RPG Occult Adventures* 46)

LE Medium humanoid (elf, human)

Init +5; **Senses** aura sight, low-light vision; Perception +16

DEFENSE

AC 20, touch 12, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +4 shield)

hp 78 (10d8+30)

Fort +9, **Ref** +5, **Will** +12; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee *+1 sword cane* +9/+4 (1d6+2)

Ranged energy ray +8 touch (5d6)

Implement Schools

Abjuration (mask brooch, 2 points)—*Resonant* warding talisman; *Focus* mind barrier, unraveling

Conjuration (hideous figurine, 2 points)—*Resonant* casting focus; *Focus* servitor, side step

Divination (quartz lens, 3 points)—*Resonant* third eye; *Focus* danger sight, sudden insight

Evocation (sword cane, 7 points)—*Resonant* intense focus; *Focus* energy ray, energy ward

Transmutation (black sash, 3 points)—*Resonant* physical enhancement (Strength); *Focus* legacy weapon, mind over gravity

Occultist Spells Known (CL 10th; concentration +15)

4th (2/day)—*contact other plane*, *dimension door*, *etheric shards*[OA] (DC 19), *freedom of movement*, *parchment swarm*[OA] (DC 19)

3rd (4/day)—*cure serious wounds*, *fireball* (DC 18), *magic circle against good*, *secret page*, *seek thoughts*[APG] (DC 18)

2nd (5/day)—*analyze aura*[OA], *apport object*[OA] (DC 17), *arcane lock*, *darkness*, *perceive cues*[APG]

1st (7/day)—*charge object*[OA], *comprehend languages*, *mage armor*, *shield*, *shocking grasp*

0 (at will)—*light*, *mage hand*, *read magic*, *resistance*, *stabilize*

TACTICS

Before Combat The cult librarian casts *mage armor* and *shield*.

Base Statistics Without *mage armor* and if the cult librarian's mental focus points are unassigned, the cult librarian's statistics are **Senses** aura sight, low-light vision; Perception +15; **AC** 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex); **Fort** +8, **Ref** +4, **Will** +11; **Melee** *+1 sword cane* +9/+4 (1d6+1); **Str** 10; **CMB** +7; **CMD** 19; **Skills** Perception +15.

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 20, **Wis** 15, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 20

Feats Extra Mental Focus[OA], Improved Initiative, Iron Will, Skill Focus (Knowledge [arcana]), Toughness, Weapon Finesse

Skills Appraise +18, Knowledge (arcana) +24, Knowledge (history) +18, Knowledge (planes) +18, Knowledge (religion) +18, Linguistics +10, Perception +16, Sense Motive +15, Spellcraft +18, Use Magic Device +17; **Racial Modifiers** +2 Perception

Languages Abyssal, Aklo, Common, Daemonic, Draconic, Dwarven, Elven, Halfling, Infernal

SQ elf blood, implements 5, magic circles, magic item skill, mental focus (17), object reading, outside contact (1 name, information), shift focus

Combat Gear *potion of bear's endurance*, *potion of cat's grace*, *scrolls of deja vu*[OA] (2), *scroll of haste*, *scrolls of magic missile* (4), *wand of lightning bolt* (8 charges), *wand of nondetection* (6 charges); **Other Gear** *+1 sword cane*[UE], *headband of vast intelligence +2* (Sense Motive), *ring of protection +1*, occultist's implements[OA]

An expert in all sorts of occult phenomena and supernatural subjects, the cult librarian provides an educated and balanced counterpoint to the insane prophet's musings. His advice is highly crucial in determining the overall agenda of the cult. In his secluded library, the cult librarian may call upon a cacodaemon for guidance. Though it's not a very bright creature, the daemon performs the duties the librarian requests to the best of its ability. Though the librarian exalts daemonkind, he considers it trivial to impose on such a low-level daemon to further his group's goals.

Insane Prophet

The prophet is the mouthpiece for the harbinger of the end times. He communes directly with the things in the dark places beyond reasoned thought and brings back messages of doom and destruction.

Insane Prophet **CR 13**

XP 25,600

Human oracle 14 (*Pathfinder RPG Advanced Player's Guide* 42)

CE Medium humanoid (human)

Init +5; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 24, touch 11, flat-footed 23 (+8 armor, +1 Dex, +5 natural)

hp 135 (14d8+69)

Fort +8, **Ref** +7, **Will** +10

DR 10/adamantine (150 points)

Offense

Speed 30 ft.

Melee *+2 club* +12/+7 (1d6+2)

Oracle Spells Known (CL 14th; concentration +19)

7th (3/day)—*blasphemy* (DC 22), *insanity* (DC 22), *mass cure serious wounds*

6th (5/day)—*epidemic*[UM] (DC 21), *mass cure moderate wounds*, *mass inflict moderate wounds* (DC 21), *planar binding* (DC 21)

5th (7/day)—*commune*, *feeblemind* (DC 20), *greater forbid action*[UM] (DC 20), *insect plague*, *mass cure light wounds*

4th (7/day)—*black tentacles*, *blessing of fervor*[APG] (DC 19), *cure critical wounds*, *divination*, *divine power*, *unholy blight* (DC 19)

3rd (7/day)—*bestow curse* (DC 18), *cure serious wounds*, *prayer*, *protection from energy*, *sands of time*[UM], *tongues*

2nd (7/day)—*augury*, *cure moderate wounds*, *dread bolt*[UM] (DC 17), *dust of twilight*[APG] (DC 17), *grace*[APG], *hold person* (DC 17), *sound burst* (DC 17)

1st (8/day)—*bane* (DC 16), *bless*, *comprehend languages*, *cure light wounds*, *entropic shield*, *ray of sickening*[UM] (DC 16), *remove fear*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*

Mystery Dark Tapestry[UM]

Tactics

Before Combat The insane prophet activates his cloak of darkness revelation, then drinks a *potion of barkskin* and a *potion of stoneskin*.

During Combat The insane prophet begins battle by using a *scroll of cloak of chaos* on himself and his allies. He then casts *divine power* on himself if there is time.

Base Statistics Without cloak of darkness, *barkskin*, and *stoneskin*, the insane prophet's statistics are **AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); **DR** none; **Skills** Stealth +1.

Statistics

Str 10, **Dex** 12, **Con** 14, **Int** 14, **Wis** 8, **Cha** 21

Base Atk +10; **CMB** +10; **CMD** 21

Feats Abundant Revelations[UM] (read the tapestry), Extra Revelation[APG], Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Psychic Sensitivity[OA], Toughness

Skills Diplomacy +22, Knowledge (arcana, planes, religion) +19, Knowledge (history) +12, Perception +6, Perform (oratory) +19, Sense Motive +9, Spellcraft +12, Stealth +7

Languages Abyssal, Aklo, Celestial, Common, Daemonic; *tongues* (understand)

SQ oracle's curse (tongues [Abyssal, Aklo]), revelations (brain drain[UM], cloak of darkness[UM], many forms[UM], pierce the veil[UM], read the tapestry[UM])

Combat Gear *potion of barkskin* (CL 12th), *potions of cure serious wounds* (2), *potion of stoneskin* (CL 15th), *scroll of cloak of chaos*, *scrolls of restoration* (2), *wand of chaos hammer* (10 charges); **Other Gear** *+2 chain shirt*, *+2 club*, *belt of mighty constitution +2*, *headband of alluring charisma +2*, incense (worth 125 gp), marked bones (worth 25 gp), spell component pouch, 120 gp

The sinister cult's insane prophet believes he is unfailingly serving the group's goals by obeying the sometimes all-too-real voices that echo inside his head. While the cult's leader tries to keep the prophet in check, the latter serves as a very dangerous servant of an unknowable entity or sinister demigod from beyond the stars.

Daemonic Agent

The daemonic agent serves masters who are interested in lore related to the end of the world.

DAEMONIC AGENT **CR 13**

XP 25,600

Human cleric of the Four Horsemen 14

NE Medium humanoid (human)

Init +4; **Senses** Perception +18

DEFENSE

AC 20, touch 10, flat-footed 20 (+8 armor, +2 natural)

hp 108 (14d8+42)

Fort +10, **Ref** +4, **Will** +13

Defensive Abilities death's embrace

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 vicious sickle* +10/+5 (1d6 plus 2d6)

Ranged *+1 light crossbow* +11 (1d8+1/19–20)

Special Attacks channel negative energy 6/day (DC 20, 7d6)

Domain Spell-Like Abilities (CL 14th; concentration +18)

7/day—bleeding touch (7 rounds), touch of evil (7 rounds)

Cleric Spells Prepared (CL 14th; concentration +18)

7th—*destruction* (DC 21), *destruction*[D] (DC 21), *repulsion* (DC 21)

6th—*blade barrier* (DC 20), *greater dispel magic*, *planar ally*, *planar binding*[D] (daemons only) (DC 20)

5th—*dispel good*, *greater command* (DC 19), *slay living* (DC 19), *slay living*[D] (DC 19)

4th—*aura of doom*[UM] (DC 18), *divine power*, *fleshworm infestation*[UM] (DC 18), *freedom of movement*, *greater magic weapon*, *unholy blight*[D] (DC 18)

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *deeper darkness*, *prayer*, *vampiric touch*[D], *wrathful mantle*[APG] (DC 17)

2nd—*boiling blood*[UM] (DC 16), *cure moderate wounds* (2), *death knell*[D] (DC 16), *hold person* (DC 16), *resist energy*

1st—*cause fear*[D] (DC 15), *comprehend languages*, *doom* (DC 15), *entropic shield*, *shield of faith* (2)

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *resistance*

D domain spell; **Domains** Evil (Daemon[APG] subdomain), Death

TACTICS

During Combat The daemonic agent casts *shield of faith* and *wrathful mantle* on herself early in the combat.

Morale If reduced to fewer than 20 hit points, the daemonic agent breaks her clay figurine, triggering the *refuge* spell and returning to a hidden location where she can recover before planning her revenge.

STATISTICS

Str 9, **Dex** 10, **Con** 12, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +10; **CMB** +9; **CMD** 19

Feats Alertness, Combat Casting, Divine Interference[UM], Improved Initiative, Persuasive, Quick Channel[UM], Selective Channeling, Toughness

Skills Diplomacy +20, Intimidate +17, Knowledge (arcana) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +18, Sense Motive +21

Languages Aklo, Common, Daemonic

SQ whispering evil

Combat Gear *potion of fly*, *wand of cure serious wounds* (8 charges); **Other Gear** *+2 mithral chainmail*, *+1 light crossbow* with 20 bolts, *+1 vicious sickle*, *amulet of natural armor +2*, *headband of inspired wisdom +2*, clay figurine (prepared with *refuge* spell; worth 1,500 gp), mask pendant, silver unholy symbol of the Four Horsemen, 534 gp

The daemonic agent uses *planar ally* to call on leukodaemons or piscodaemons to serve her as bodyguards.

Sinister Mastermind

The cult's true leader is the master of his destiny and, if his plans come to fruition, the destiny of the whole world.

SINISTER MASTERMIND **CR 14**

XP 38,400

Human mesmerist (cult master) 15 (*Pathfinder RPG Occult Adventures* 38, 96)

NE Medium humanoid (human)

Init +2; **Senses** Perception +19

DEFENSE

AC 23, touch 13, flat-footed 20 (+5 armor, +2 Dex, +1 dodge, +5 natural)

hp 101 (15d8+30)

Fort +9, **Ref** +15, **Will** +17

OFFENSE

Speed 30 ft.

Melee *+2 spell storing sword cane* +15/+10/+5 (1d6+1)

Special Attacks bold stares (disorientation[OA], sapped magic[OA], timidity[OA]), hypnotic stare (–3), manifold tricks (4 tricks), mental potency (+3), mesmerist tricks 12/day ([DC 22], avenge me, die for me, double, extol, false flanker, misdirection, shadow splinter, spectral smoke)

Mesmerist Spells Known (CL 15th; concentration +20)

5th (4/day)—*mass castigate*[APG] (DC 21), *mass inflict pain*[OA] (DC 21), *seeming* (DC 20), *mass suggestion* (DC 21)

4th (5/day)—*dimension door*, *freedom of movement*, *mindwipe*[OA] (DC 20), *telepathic bond*

3rd (6/day)—*aura alteration*[OA], *charm monster* (DC 19), *displacement*, *lesser geas* (DC 19), *ray of exhaustion* (DC 18)

2nd (6/day)—*detect thoughts* (DC 17), *honeyed tongue*[APG], *hoodwink*[*] (DC 18), *mirror image*, *object reading*[OA], *suggestion* (DC 18)

1st (7/day)—*charm person* (DC 17), *expeditious retreat*, *ill omen*[APG], *mental block*[OA] (DC 16), *paranoia*[OA] (DC 16), *thought echo*[OA]

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *prestidigitation*, *touch of fatigue* (DC 15), *unwitting ally*[APG] (DC 16)

TACTICS

Before Combat The sinister mastermind drinks a *potion of barkskin*. He usually implants double in his cohort, misdirection in himself, and die for me in two followers.

During Combat Early in the fight, or beforehand if he anticipates trouble, the mastermind drinks his *potion of barkskin* and *potion of bear's endurance*. The mastermind has a *ray of exhaustion* spell stored in his sword cane and unleashes it on a powerful opponent, especially if he thinks he needs to escape from overwhelming forces.

Base Statistics Without *barkskin*, the mastermind's statistics are **AC** 18, touch 13, flat-footed 15.

STATISTICS

Str 8, **Dex** 15, **Con** 10, **Int** 18, **Wis** 12, **Cha** 20

Base Atk +11; **CMB** +10; **CMD** 23

Feats Combat Expertise, Extended Stare[OA], Great Fortitude, Intimidating Glance[OA], Leadership, Lightning Reflexes, Ready For Battle[OA], Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Appraise +14, Bluff +23, Diplomacy +30, Disguise +23, Intimidate +23, Knowledge (arcana, local) +22, Knowledge (history, nobility, religion) +15, Perception +19, Sense Motive +19, Sleight of Hand +12, Spellcraft +14

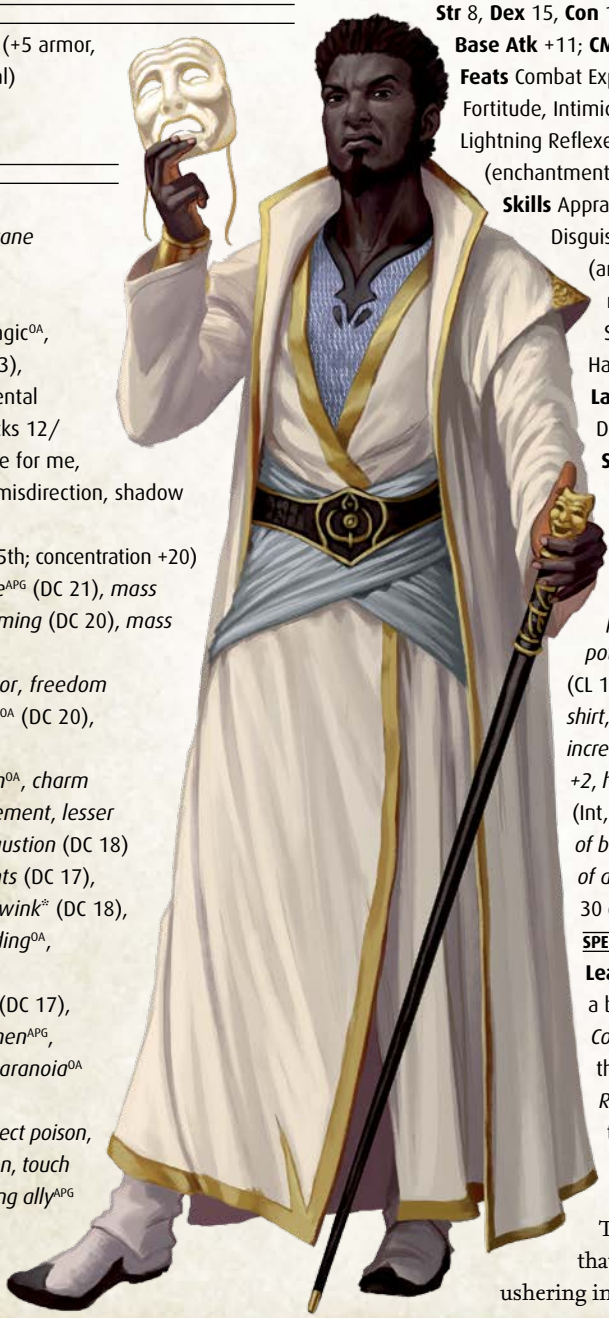
Languages Aklo, Celestial, Common, Daemonic, Elven

SQ false healing (2d8+5 hp), fanatical devotion, fanatical stare +3, glib lie (DC 30)

Combat Gear *potion of barkskin* (CL 12th), *potion of bear's endurance*, *potions of cure serious wounds* (3), *potion of fly*, *potion of shield of faith* (CL 18th); **Other Gear** *+1 mithral chain shirt*, *+2 spell storing sword cane*[UE], *belt of incredible dexterity +2*, *cloak of resistance +2*, *headband of mental prowess +2* (Int, Cha [Disguise]), *lesser talisman of beneficial winds*[OA], *lesser talisman of danger sense*[OA], ritual mask (worth 30 gp), 325 gp

SPECIAL ABILITIES

Leadership The mastermind's cohort is a brutal warlord (*Pathfinder RPG NPC Codex* 88). For his cult followers, use the following NPCs from *Pathfinder RPG GameMastery Guide*: one pilgrim, two noble scions, three doomsayers, five farmers, and 50 foot soldiers.



The sinister mastermind believes that whatever rewards come from ushering in the apocalypse are his to claim.

Encounters

Members of a doomsday cult can be found deep in the wilderness, searching ancient ruins for eldritch lore, or on the streets, within the walls of the very cities they hope one day to destroy.

Press Gang (CR 13)

Small groups of cult members prowl the city streets looking for new converts. Led by a charismatic individual, these groups can present themselves as friendly faces, merely informing the populace about the benefits of accepting the faith they profess. However, if they meet opposition, it becomes clear that they are willing to fight for what they believe in.

Cult Recruiter **CR 8**

XP 4,800

hp 62 (see page 214)

Cult Thugs (3) **CR 9**

XP 6,400 each

hp 98 each (see page 215)

Relic Hunters (CR 15)

The cult's agents often venture into uncharted territories, following clues hidden in esoteric scrolls or won in mental battles against terrifying beings. These cultists hope to find artifacts that will hasten the end of the world.

Cautious Hunters (2) **CR 9**

XP 6,400 each

hp 73 each (*Pathfinder RPG NPC Codex* 101)

Cult Acquisitionists (2) **CR 10**

XP 9,600 each

hp 86 each (see page 214)

Cult Cell Leader **CR 11**

XP 12,800

hp 106 (see page 216)

Apocalyptic Entourage (CR 17)

When his plans finally come to fruition, the mastermind behind the cult's activities must bring all of his powers and the strongest of his forces to bear. The mastermind is always prepared to deal with interference from those who would seek to thwart him.

Brutal Warlord **CR 12**

XP 19,200

hp 141 (*Pathfinder RPG NPC Codex* 88)

Daemonic Agent **CR 13**

XP 25,600

hp 108 (see page 219)

Noble Scions (2) **CR 2**

XP 600 each

hp 20 each (*Pathfinder RPG GameMastery Guide* 288)

Piscodaemons (2) **CR 10**

XP 9,600 each

hp 137 each (*Pathfinder RPG Bestiary 2* 72)

Sinister Mastermind **CR 14**

XP 38,400

hp 101 (see page 220)

Slayers' Guild

"For are not we, the instruments of death, chosen to fulfill society's own self-image? We do not act of our own direction when we are called upon to kill, but by the direction of society itself. Those with the means to engage us have been afforded those means by society, and it is for the ultimate good of society that they employ us. They are the hand on the shears that prune the world and we are the blade. Civilization itself creates the need and decides what shall blossom and grow, and what must wither and die. And so when the people call, we answer. We do not sacrifice ourselves to this purpose; we enact its will and withdraw until it calls upon us again. For the achievement of its unknowable, ever-changing will is our motivation and our reward. Each of those who fall to our blade is an aberrant growth, choking in its brambles those whom society has given means."

—The Grandmother of Slayers

Operating in total secrecy, the slayers' guild includes assassins of all stripes. They follow a simple creed that claims any assassination is just as long as it's duly paid for, and believe that their murders have great benefit to society. Most members of the cult know little of religion outside the twisted teachings of the Grandmother of Slayers. This charismatic, inspirational leader motivates them with promises of divine rewards beyond death, convoluted speeches, and ecstatic ceremonies that sometimes include the ritual sacrifice of victims marked for guild elimination. Only those who know how to contact the guild and have the coin to spend can hire guild members—all of whom are fanatically subservient to the guild and its aims. Its services are neither cheap nor easily accessible. Extensive discussions and negotiations with the guild's leader are sometimes necessary to conclude a deal, especially when special circumstances or requirements are involved. Contracts are rarely denied, but when one is, it is usually due to a conflict with the Grandmother's prophecies. Though the guild's members are ready to accept their own deaths in its service, they are not eager to die, for the bounty that awaits them in the afterlife grows with each life they take.

As spiritually and personally important as its members find it, guild work takes up only a small fraction of their time, so slayers strive to be contributing participants in society when not performing services for the guild. They see their assassinations as another public service, albeit one most people could never understand. This ongoing immersion in ordinary life is deemed vitally important both as a source of continual training, during which they learn to pass among those they might be called upon to kill, and as a means to experience the societal impact of their clandestine actions. The true workings and extent of the guild are known to the Grandmother alone, and those who hire its services do not learn the identities of the assassins they are contracting. If a member's cover is destroyed, that person is heavily compensated and either reestablished in another region, or more rarely awarded a permanent duty within a guildhouse. In cases where the cover was blown through a member's carelessness, he may find himself visited in the middle of the night by a former colleague, sent to quietly clean up this embarrassment after an internal show of support.

The Grandmother's second-in-command is a beautiful vishkanya dancer. Her charisma and persuasive—if forked—tongue enhance the Grandmother's influence as she expertly handles contract negotiations. Outsiders rarely see this deadly courtesan's true face, for she adopts an array of ever-changing disguises and identities. Her racial language is taught to all members, and they use it exclusively when discussing or undertaking guild business.

The slayers' guild is most likely to be hired by the arcane society, merchant caravan, regal court, secret society, or thieves' guild. Most other organizations prefer to rely on their own capabilities when removing or dealing with opposition. While it's conceivable that the guild could be contracted to kill a member of any organization, members of the corrupt guard, merchant caravan, regal court, and Merry Outlaws are the most likely targets. The guild might recruit new members from the carnival troupe, Fang Monastery, and thieves' guild, whose members are more likely to possess the sorts of skills valued by the slayers. Finally, the guild could purchase products and services from the arcane society, brutal slavers, and corrupt guard, such as magical reconnaissance, desperate new trainees, and logistical support, respectively.

Story Hooks

The slayers' guild is most useful when someone in the adventure wants to make a professional hit, but they can also be useful if the PCs themselves are looking for assistance from the wrong side of the law. Of course, PCs who rely upon the services of a group of assassins should take care, lest they end up being the next on the slayers' guild's list!

Assassination: A politician is growing in popularity and influence, causing tremors in the halls of government. Perhaps he's pushing for reform of a corrupt government, or maybe his personal hobbies and tastes are causing scandals. Worried about attempts on his life by those desperate to cling to power, his aides hire the PCs as bodyguards while he completes his final round of public speeches. As election day approaches, however, fears become reality when masked archers launch a coordinated attack on his entourage. In the confusion, a few overheard conversations between assassins suggest that the PCs' sponsor may be behind the attack. Will the PCs prevent the politician's assassination, or will they have to deal with the repercussions of their failure while simultaneously attempting to bring his killers to justice?

Deadly Secrets: A city governor speaks out after discovering a religious cult of murderers in his district, and disappears soon after. The mayor summons the PCs and asks them to piece together the governor's claims. The PCs must work swiftly to locate the cult's headquarters while its attacks on prominent officials increase in number and effectiveness. Eventually, the PCs themselves become a target. How many are left alive when the PCs finally succeed, and might such a success mean the end of them as they finally stumble into an arena of assassins?

Retaliation: The PCs enjoy a much-deserved evening of entertainment after exposing a corrupt noble, until their entertainers launch a surprise attack. In a compromised position and unable to mount an adequate defense, the PCs who manage to survive do so at the cost of several of their friends and employers, including those who hired the PCs to investigate the nobility. After escaping with their lives, the PCs must recover their capabilities and find out who is hunting them, all in the knowledge that anyone whose aid they call upon might end up dead.

New Rules

The assassins, murderers, and secret agents of the slayers' guild require special tools to carry out their killings with efficiency and secrecy. The members of the slayers' guild learn and use the following feats and magic items.

The deadly courtesan, second-in-command of the slayers' guild, has inspired the guild to develop a variety of new items and techniques for her personal use, and the Grandmother of Slayers has a few tricks of her own.

Feats

The following feats include a collection of techniques the deadly courtesan has discovered to augment her personal poison, a method for keeping enemies from fighting effectively if an assassination attempt goes awry, and a guarded guild secret that allows the Grandmother of Slayers to strike with deadly force.

Deadly Kiss

You can change your venom to poison those it touches.

Prerequisites: Toxic racial trait[ARG], vishkanya[ARG].

Benefit: As a swift action when applying your venom to a weapon or object, you can alter it to become a contact poison for 1d4 rounds. In its contact form, your venom has an onset time of 1 minute, and remains indistinguishable from your saliva or blood.

In addition, you can use your toxic racial trait one additional time per day.

Normal: Vishkanya venom is an injury poison.

Terrifying Assassination

Though no assassin intends to fail at an assassination attempt, you find ways to reduce the severity of failure so you have other chances to kill your targets through protracted combat. Your assassination attempts rattle enemies you fail to kill.

Prerequisites: Assassinate[UC] ninja master trick, assassinate slayer[ACG] advanced talent, or death attack.

Benefit: If you attempt to instantly kill a foe with a death attack, or with the assassinate master trick or advanced talent, and the target doesn't die, the target is shaken for 2d4 rounds.

Two-Weapon Grace (Combat)

You can fight using agility instead of brute strength, even while fighting with two weapons.

Prerequisites: Dex 15; Fencing Grace[UI], Slashing Grace[ACG], or Starry Grace[UI]; Two-Weapon Fighting; Weapon Finesse.

Benefit: You can gain the benefit of the Fencing Grace[UI], Slashing Grace[ACG], or Starry Grace[UI] feats while fighting with two weapons. Your penalties from two-weapon fighting increase by 2 on all attack rolls you make when doing so, and you can't decrease the penalties to less than –2 even if other abilities would reduce the penalties further. Add 1/2 your Dexterity bonus to damage with your off-hand weapon instead of 1/2 your Strength modifier. If you attack without using your off-hand weapon, you can use the aforementioned feats despite your other hand being occupied.

In addition, Two-Weapon Grace counts as Double Slice for the purposes of qualifying for the Two-Weapon Rend feat.

Normal: You gain no benefit from the listed feats if you don't have a free hand.

Vishkanya Perfume

You can change your toxic spittle into poisonous breath.

Prerequisites: Deadly Kiss*, toxic racial trait[ARG], vishkanya[ARG].

Benefit: As a swift action, you can expend one use of your toxic racial trait to alter your venom into an inhaled poison for 1d4 rounds. At one point within this duration, you can select one adjacent enemy to be exposed. In its inhaled form, your venom is an invisible, perfumed gas, and its DC is 2 lower.

In addition, you can use your toxic racial trait one additional time per day.

Normal: Vishkanya venom is an injury poison.

Magic Items

The slayers' guild employs these magic items to help them infiltrate, manipulate, and kill. The *ghungroos of entrancement* and the *vishkanya periapt* are particularly useful to the deadly vishkanya courtesan.

Cestus of Security		**Price** 5,305 GP
Slot hands	**CL** 1st	**Weight** 2 lbs.
Aura faint abjuration		

This *+1 cestus*[UE] of blackened leather is reinforced with strips of dark iron over the fingers and cruel spikes along the back of the hand and forearm. With a mental command, the wearer can cause a series of cords, chains, and braces around the palm to lock a held weapon in place, gaining a +10 bonus to her CMD to prevent that weapon from being disarmed. While the cestus is locked in this manner, the wearer can't use the hand wearing it to complete the somatic component of spells or for skill checks. Locking or unlocking a weapon is a move action.

If the wearer drops the weapon or is disarmed, regardless of whether the cestus was locked, a leather strap attached to the weapon prevents it from moving farther than the wielder's square, and the wielder can recover the weapon as a move action. As a move action, the wearer can issue a mental command that causes the strap to detach from the weapon. As with a weapon

cord (*Pathfinder RPG Ultimate Equipment* 75), the wearer cannot otherwise switch to a different weapon in that hand unless the strap is detached or cut (a move action or an attack, hardness 1, 5 hp). If the strap is damaged or destroyed, the cestus's wearer can spend 1 minute wrapping a mundane weapon cord around the cestus, in which case the cestus absorbs the weapon cord into itself and the leather strap mends itself completely.

CONSTRUCTION REQUIREMENTS	**COST** 2,805 GP
Craft Magic Arms and Armor, *animate rope*	

CLANDESTINE VOUCHER

PRICE 250 GP

SLOT none	**CL** 9th	**WEIGHT** —
AURA moderate transmutation		

This piece of parchment can magically transform metal coins into spots of metallic ink on its surface. A *clandestine voucher* is commonly used to transfer bribes or payment when exchanging material wealth would be illegal or draw too much attention. The voucher comes with a magical quill that, when touched to a coin, transforms the coin into ink of that color. Each coin fills the quill enough to make a single dot on the parchment. The quill can hold 200 coins worth of ink, but the ink is ruined if multiple types of coins are mixed. A single *clandestine voucher* can hold a number of dots equal to 1,600 coins. Each dot takes the same amount of space regardless of the coin's denomination.

To retrieve the coins from the *clandestine voucher*, the owner must apply a solvent to the paper, such as diluted alcohol or citrus juice. Coins that were magical or otherwise different from ordinary coins are restored as mundane coins. If the voucher is otherwise destroyed or significantly damaged, any coins stored in it are lost, though any dots that are intact can be restored normally.

The voucher can be reused, but this requires purchasing a new magical quill at a cost of 25 gp and washing any solvent out of the parchment before applying new ink. Cursed coins can't be transformed into ink and stored in the quill.

CONSTRUCTION REQUIREMENTS	**COST** 125 GP
Craft Wondrous Item, *treasure stitching*[APG]	

GHUNGROOS OF ENTRANCEMENT

PRICE 3,750 GP

SLOT feet	**CL** 3rd	**WEIGHT** —
AURA faint enchantment		

Each of these musical anklets bears rows of tiny bells that accentuate the rhythmic elements of a trained dancer's performances and enhance an accompanying musical performance, fascinating her audiences. When using a distraction bardic performance, the wearer gains a +5 competence bonus on Perform (dance) checks; when using a fascinate bardic performance, the wearer gains a +1 competence bonus to the saving throw DC. In addition, the wearer can use Perform (dance) with a countersong bardic performance, and gains a +2 competence bonus on the Perform (dance) check.

The wearer takes a –2 penalty on Stealth checks while wearing the ghungroos.

CONSTRUCTION REQUIREMENTS	**COST** 1,875 GP
Craft Wondrous Item, *hypnotism,* creator must have bardic performance and 5 ranks in Perform (dance)	

SMOKE BOMB OF FORGETFULNESS

PRICE 900 GP

SLOT none	**CL** 10th	**WEIGHT** —
AURA moderate enchantment		

Killers use *smoke bombs of forgetfulness* to conceal their identities and cover their escapes in the event of failed assassination attempts. The smoke bomb can be thrown to the ground as a standard action, destroying the item and creating a cloud of smoke with a 15-foot radius. This acts like the smoke from a smokestick, and can be thrown at the user's feet or as a ranged touch attack with a range of 20 feet.

Any creature in the smoke cloud that isn't aware of the smoke bomb's nature must succeed at a DC 16 Will save or have its memory altered as though its sight had been obscured during the previous 2 rounds. This can cause it to forget the appearance of any creatures with which it had interacted or battled with during that time. From the point the smoke bomb is thrown, it functions as normal smoke, giving the user time to escape but no longer protecting its identity from creatures that leave the smoke and can see the user.

A creature that is already aware of the abilities of a *smoke bomb of forgetfulness* and suspects this smoke bomb is one automatically succeeds at the save. The memory alteration is a mind-affecting effect.

CONSTRUCTION REQUIREMENTS	**COST** 450 GP
Craft Wondrous Item, *modify memory*	

VISHKANYA PERIAPT

PRICE 10,000 GP

SLOT neck	**CL** 7th	**WEIGHT** —
AURA moderate necromancy		

This ruby is cut like a droplet of blood and suspended on an elaborate golden necklace. Once per day as a swift action, the wearer can envenom a wielded weapon with her saliva or blood as though she were a vishkanya (*Pathfinder RPG Advanced Race Guide* 208). The wearer must be injured to use her blood with this ability, but can voluntarily deal 1 point of damage to herself with piercing or slashing weapon in order to use it.

If the wearer is a vishkanya, she can use her toxic racial trait two additional times per day, and the DC of saving throws against her venom increases by 1.

CONSTRUCTION REQUIREMENTS	**COST** 5,000 GP
Craft Wondrous Item, *poison*	

SNIPERS

Sometimes it's difficult or undesirable to get close to a mark and the guild assigns its snipers to make the hit.

SHARPSHOOTER **CR 6**

XP 2,400

Human slayer (sniper) 7 (*Pathfinder RPG Advanced Class Guide* 53, 120)

NE Medium humanoid (human)

Init +8; **Senses** Perception +10

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 50 (7d10+7)

Fort +7, **Ref** +10, **Will** +3

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk falchion +10/+5 (2d4+3/18–20) or sap +9/+4 (1d6+2 nonlethal)

Ranged *+1 darkwood heavy crossbow* +12/+7 (1d10+1/19–20)

Special Attacks sneak attack +2d6, studied target +2 (2nd, swift action)

TACTICS

Before Combat The sharpshooter applies blue whinnis poison to two bolts.

During Combat A sharpshooter attacks from range for as long as possible, preferring to use the deadly sniper ability while prone at a high vantage point, and the rogue crawl ability to assume a new hiding place between shots. If enemies approach the sharpshooter's position, the sharpshooter uses a *potion of vanish* to retreat to safety or reposition and attack again.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 23

Feats Crossbow Mastery[APG], Deadly Aim, Extra Slayer Talent[ACG] (3), Focused Shot[APG], Improved Initiative

Skills Acrobatics +11 (+7 when jumping), Bluff +9, Climb +9, Disguise +11, Intimidate +9, Knowledge (local) +11, Knowledge (nobility) +8, Perception +10, Ride +7, Stealth +11

Languages Common, Vishkanya

SQ accuracy, combat style (crossbow[APG]), deadly sniper, slayer talents (poison use[ACG], ranger combat style[ACG] [2], rogue crawl, snap shot[APG]), stalker

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, blue whinnis (2); **Other Gear** *+1 breastplate*, *+1 darkwood heavy crossbow* with 20 bolts, mwk falchion, sap, *cloak of resistance +1*, disguise kit

DEADEYE **CR 8**

XP 4,800

Human ninja 9 (*Pathfinder RPG Ultimate Combat* 13)

LE Medium humanoid (human)

Init +8; **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 71 (9d8+27)

Fort +7, **Ref** +12, **Will** +6

Defensive Abilities improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk katana +8/+3 (1d8+1/18– 20)

Ranged *+1 composite shortbow* +11/+6 (1d6+2/×3) or shuriken +10/+5 (1d2+1)

Special Attacks sneak attack +5d6

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 14, **Wis** 8, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 21

Feats Deadly Aim, Extra Rogue Talent[APG], Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills Acrobatics +16, Bluff +12, Climb +13, Diplomacy +8, Disable Device +18, Disguise +17, Escape Artist +16, Intimidate +8, Knowledge (local, nobility) +11, Perception +11, Sense Motive +7, Sleight of Hand +16, Stealth +16

Languages Common, Vishkanya

SQ ki pool (4 points), light steps, ninja tricks (bleeding attack +5, deadly range[UC], snap shot[APG], sniper's eye[APG], vanishing trick[UC]), no trace +3, poison use

Combat Gear *potion of cat's grace*, *potion of invisibility*, *smoke bomb of forgetfulness*[*]; **Other Gear** *+1 mithral chain shirt*, *+1 composite shortbow* (+1 Str) with 20 arrows, mwk katana[UE], shuriken (10), *cloak of resistance +2*, disguise kit, mwk thieves' tools

Poisoners

Poisoners craft deadly toxins for the use of all guild members.

MURDERER **CR 6**

XP 2,400

Human alchemist 7 (*Pathfinder RPG Advanced Player's Guide* 26)
NE Medium humanoid (human)
Init +4; **Senses** Perception +8

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 armor, +4 Dex, +2 natural)
hp 42 (7d8+7)
Fort +6, **Ref** +9, **Will** +0; +4 vs. poison

OFFENSE

Speed 30 ft.
Melee mwk sickle +10 (1d6)
Ranged *+1 light crossbow* +11 (1d8+1/19–20) or bomb +10 (4d6+4 fire)
Special Attacks bomb 11/day (4d6+4 fire, DC 17)
Alchemist Extracts Prepared (CL 7th; concentration +11)
3rd—*fly*, *gaseous form*
2nd—*alter self*, *invisibility*, *see invisibility*, *touch injection*[UC]
1st—*disguise self*, *expeditious retreat*, *shield*, *targeted bomb admixture*[UC], *true strike* (2)

TACTICS

Before Combat The murderer drinks a Dexterity mutagen.

STATISTICS

Str 10, **Dex** 18, **Con** 13, **Int** 18, **Wis** 6, **Cha** 12
Base Atk +5; **CMB** +5; **CMD** 19
Feats Brew Potion, Cosmopolitan[APG], Extra Discovery[APG], Point-Blank Shot, Throw Anything, Weapon Finesse, Weapon Focus (light crossbow)
Skills Bluff +11, Craft (alchemy) +14 (+21 create alchemical items), Disable Device +16, Disguise +11, Heal +8, Knowledge (local, nobility) +11, Knowledge (nature) +14, Perception +8, Spellcraft +14
Languages Common, Draconic, Elven, Halfling, Orc, Undercommon, Vishkanya
SQ alchemy +7, discoveries (concentrate poison, explosive missile[UC], poison conversion[UC], sticky poison), mutagen (+4/–2, +2 natural, 70 minutes), poison use, swift alchemy
Combat Gear blue whinnis (2), deathblade (2), hemlock; **Other Gear** mithral chain shirt, *+1 light crossbow* with 10 crossbow bolts, mwk sickle, alchemy crafting kit[APG], mwk thieves' tools, 20 gp

RUTTERKIN **CR 7**

XP 3,200

Halfling rogue (poisoner) 8 (*Advanced Player's Guide* 134)
NE Small humanoid (halfling)
Init +4; **Senses** Perception +12

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)
hp 63 (8d8+24)
Fort +6, **Ref** +12, **Will** +3; +2 vs. fear
Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 20 ft.
Melee mwk dagger +9/+4 (1d3+4/19–20), mwk dagger +9 (1d3+2/19–20) or
mwk dagger +13/+8 (1d3+4/19–20)
Ranged mwk hand crossbow +12 (1d3/19–20)
Special Attacks sneak attack +4d6

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 14, **Wis** 8, **Cha** 12
Base Atk +6; **CMB** +5; **CMD** 19
Feats Slashing Grace[ACG], Two-Weapon Fighting, Two-Weapon Grace*, Weapon Finesse, Weapon Focus (dagger)
Skills Acrobatics +16, Bluff +12, Climb +1, Craft (alchemy) +13 (+17 poison), Disable Device +16, Disguise +20, Escape Artist +10, Knowledge (local) +13, Knowledge (nobility) +10, Perception +12, Sleight of Hand +14 (+26 to conceal a weapon), Stealth +18
Languages Common, Gnome, Halfling, Vishkanya
SQ master poisoner, poison use, rogue talents (finesse rogue, hidden weapons[UC], lasting poison[APG], underhanded[UC])
Combat Gear deathblade, Large scorpion venom (4), *potion of cat's grace*; **Other Gear** *+1 chain shirt*, mwk daggers (2), mwk hand crossbow w/10 bolts, *cloak of resistance +1*, *hat of disguise*, *clandestine voucher** containing 700 gp, disguise kit, mwk thieves' tools

Skulk

When brute force is preferred, the guild's merciless skulks are deployed to lie in wait and ambush their targets. These violent killers enjoy their jobs immensely.

SKULK **CR 10**

XP 9,600

Half-orc rogue (skulking slayer) 11 (*Pathfinder RPG Advanced Race Guide* 55)

NE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 natural)

hp 86 (11d8+33)

Fort +7, **Ref** +11, **Will** +7

Defensive Abilities evasion, improved uncanny dodge, orc ferocity

OFFENSE

Speed 30 ft.

Melee *+1 falchion* +14/+9 (2d4+7/15–20)

Ranged mwk composite shortbow +9/+4 (1d6+4/×3)

Special Attacks bold strike, shifty, sneak attack +6d6 plus 2 Str

TACTICS

Before Combat The skulk drinks her *potion of barkskin*.

Base Statistics Without *barkskin*, the skulk's statistics are **AC** 18, touch 12, flat-footed 16.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +12; **CMD** 24

Feats Cleave, Combat Expertise, Great Cleave, Improved Critical (falchion), Improved Feint, Iron Will, Power Attack, Surprise Follow-Through[ARG], Weapon Focus (falchion)

Skills Acrobatics +15, Bluff +13 (+18 to feint), Climb +20, Disguise +13 (+21 to conceal half-orc heritage), Escape Artist +10, Intimidate +15, Knowledge (local) +10, Perception +14, Stealth +15; **Racial Modifiers** +2 Intimidate, pass for human

Languages Abyssal, Common, Orc, Vishkanya

SQ orc blood, pass for human, rogue talents (combat trick, crippling strike, surprise attacks, surprise follow-through[ARG], weapon training), underhanded maneuvers (+6 dirty trick, +9 steal), unexpected charge

Combat Gear *potion of barkskin* (CL 6th), *potion of bull's strength*, *potion of cat's grace*; **Other Gear** *+2 chain shirt*, *+1 falchion*, mwk composite shortbow (+6 Str) with 20 arrows, *belt of mighty constitution +2*, *cloak of resistance +2*, half-orc disguise kit[ARG]

A skulk excels at slaying small groups of targets or occupying the bodyguards of a wealthy or powerful enemy while other guild members kill the primary target. So long as the murder-crazed slayer gets the opportunity to wet her blade with blood, she's happy. As a result, the guild does its best to ensure that its skulks are kept well-employed with what they do best, for no one wants a bored murderer on her hands.

Skulks themselves are almost always loners, preferring company only when said company is someone they intend to slay as soon as possible. Although skilled at trickery and local lore, a skulk stoops to words only when such bluffs help to set up the opportunity for future mayhem. Often, a skulk in a social situation finds her patience wearing to thin too swiftly. A skulk works with another member of the slayer's guild when necessary (and usually at the express desire of the guild's leadership), but that doesn't mean she enjoys cooperation. Other members of the guild share the sentiment, and when a skulk is involved, efficiency often improves as the team as a whole works eagerly to get the job done, if only to minimize time spent with their unpleasant and blood-crazed "companion."

Infiltrators

Infiltrators can pass weeks in disguise.

BUTCHER **CR 8**

XP 4,800

Human slayer 9 (*Pathfinder RPG Advanced Class Guide* 53)

NE Medium humanoid (human)

Init +2; **Senses** Perception +11

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 72 (9d10+18)

Fort +9, **Ref** +9, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk handaxe +13/+8 (1d6+4/19–20/×3), mwk handaxe +13/+8 (1d6+2/19–20/×3)

Ranged mwk composite shortbow +12/+7 (1d6+4/×3)

Special Attacks sneak attack +3d6, studied target +2 (2nd, swift)

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 25

Feats Critical Focus, Improved Critical (handaxe), Improved Two-Weapon Fighting, Iron Will, Power Attack, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Bluff +12, Disguise +22, Intimidate +12, Knowledge (local) +13, Knowledge (nobility) +10, Perception +11, Sense Motive +11, Sleight of Hand +10, Stealth +13

Languages Common, Vishkanya

SQ combat style (two-weapon combat), slayer talents (poison use[ACG], ranger combat style[ACG] [2], swift poison[APG]), stalker, track +4

Combat Gear *potion of bull's strength*, *potion of cat's grace*, Large scorpion venom (4); **Other Gear** *+1 mithral breastplate*, mwk handaxes (2), mwk composite shortbow (+4 Str) with 20 arrows, *hat of disguise*

OPERATIVE **CR 9**

XP 6,400

Human witch 10 (*Advanced Player's Guide* 65)

NE Medium humanoid (human)

Init +3; **Senses** Perception +12

DEFENSE

AC 22, touch 14, flat-footed 19 (+4 armor, +1 deflection, +3 Dex, +4 natural)

hp 71 (10d6+20)

Fort +6, **Ref** +8, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk dagger +8 (1d4–1/19–20 plus poison), mwk dagger +8 (1d4–1/19–20 plus poison)

Special Attacks hexes (agony, cackle, charm, disguise, slumber, tongues)

Witch Spells Prepared (CL 10th; concentration +14)

5th—*baleful polymorph* (DC 19), *dominate person* (DC 19)

4th—*dimension door*, *locate creature shadow step*[UM] (2)

3rd—*heroism*, *lightning bolt* (DC 17), *tongues*, *twilight knife*[APG]

2nd—*false life*, *hold person* (2, DC 16), *invisibility* (2)

1st—*cure light wounds* (3), *mage armor*, *peacebond*[UC] (DC 15)

0 (at will)—*arcane mark*, *bleed* (DC 14), *detect magic*, *light*

Patron deception

TACTICS

Before Combat She casts *mage armor* and drinks a *potion of barkskin*.

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +5; **CMB** +6; **CMD** 18

Feats Combat Casting, Deceitful, Split Hex[UM], Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Bluff +17, Diplomacy +13, Disguise +17, Knowledge (arcana) +19, Knowledge (local) +11, Perception +12, Sense Motive +7, Stealth +15

Languages Common, Elven, Halfling, Orc, Vishkanya

SQ witch's familiar (scorpion)

Combat Gear *potion of barkskin* (CL 9th), *scroll of fly*, Large scorpion venom (2); **Other Gear** mwk daggers (2), *belt of incredible dexterity +2*, *cloak of resistance +2*, *ring of protection +1*, disguise kit, 421 gp

ZEN ASSASSIN

The third in command in the slayers' guild is a silent sniper whose deadly arrows strike fear into new recruits, who must meet his standards to be accepted as full members. He summarily executes those who fail his tests.

ZEN ASSASSIN **CR 11**

XP 12,800

Male human monk (zen archer) 6/ninja 6 (*Pathfinder RPG Advanced Player's Guide* 115, *Pathfinder RPG Ultimate Combat* 13)

LE Medium humanoid (human)

Init +1; **Senses** Perception +19

DEFENSE

AC 24, touch 17, flat-footed 23 (+4 armor, +1 deflection, +1 Dex, +1 monk, +3 natural, +4 Wis)

hp 99 (12d8+42)

Fort +10, **Ref** +12, **Will** +12

Defensive Abilities uncanny dodge

OFFENSE

Speed 50 ft.

Melee mwk quarterstaff +11/+6 (1d6+3) or unarmed strike +10/+5 (1d8+2)

Ranged *+1 human-bane composite longbow* flurry of blows +14/+14/+9 (1d8+5/19–20/×3 plus poison) or *+1 human-bane composite longbow* +14/+9 (1d8+5/19–20/×3 plus poison) or shuriken +9/+4 (1d2+2)

Special Attacks flurry of blows, perfect strike 7/day, sneak attack +3d6, zen archery

TACTICS

Before Combat The zen assassin drinks *potions of barkskin* and *mage armor*, and applies deathblade and purple worm poisons to three arrows.

During Combat The zen assassin prefers to attack at range from a high point. He uses Deadly Aim and Perfect Strike in combination with flurries of arrows. He tries to keep his sneak attack viable by attacking from within deadly range and sniping while hiding or invisible.

Base Statistics Without *barkskin* and *mage armor*, the zen assassin's statistics are **AC** 17, touch 17, flat-footed 16.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 8, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +10; **CMD** 27

Feats Deadly Aim, Deflect Arrows, Extra Rogue Talent[APG] (3), Improved Critical (longbow), Improved Precise Shot, Improved Unarmed Strike, Perfect Strike[APG], Point Blank Master[APG], Point-Blank Shot, Spider Step[APG], Toughness, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Acrobatics +16 (+30 when jumping), Climb +17, Disguise +14, Escape Artist +9, Knowledge (local) +14, Knowledge (religion) +8, Linguistics +3, Perception +19, Ride +5, Stealth +16

Languages Common, Vishkanya

SQ high jump, ki archery, ki arrows, ki pool (10 points, magic), light steps, ninja tricks (deadly range[UC] [2], flurry of stars[UC], snap shot[APG], sniper's eye[APG], vanishing trick[UC]), no trace +2, poison use, slow fall 30 ft.

Combat Gear *potion of barkskin* (CL 6th), *potion of mage armor*, *potion of owl's wisdom*, deathblade (2), purple worm poison; **Other Gear** *+1 human-bane composite longbow* (+2 Str) with 60 arrows, mwk quarterstaff, shuriken (10), *cloak of resistance +1*, *efficient quiver*, *hat of disguise*, *ring of protection +1*, disguise kit, mask

Taciturn and humorless, the zen assassin considers himself a pure instrument of death, and his existence is a single-minded exercise in training, meditating, and killing. The zen assassin was a lone wolf for many years, using connections he had formed to establish himself as a near-peerless killer for hire.

Deadly Courtesan

The deadly courtesan is a master of disguise, etiquette, and seduction—a skilled poisoner and gifted murderer who uses her skill at disguise to appear much less dangerous than she actually is.

DEADLY COURTESAN **CR 11**

XP 12,800

Female vishkanya rogue (deadly courtesan) 12 (*Pathfinder RPG Bestiary 3* 281, *Pathfinder RPG Advanced Race Guide* 208)

NE Medium humanoid (vishkanya)

Init +3; **Senses** Perception +16

DEFENSE

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

hp 81 (12d8+24)

Fort +7, **Ref** +13, **Will** +5; +12 vs. poison

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk kukri +11/+6 (1d4–1/18–20 plus poison), mwk kukri +11 (1d4–1/18–20 plus poison) or mwk kukri +13/+8 (1d4–1/18–20 plus poison)

Ranged mwk blowgun +13/+8 (1d2)

Special Attacks bardic performance 15 rounds/day (fascinate, inspire competence +3), performance strike[ARG], sneak attack +6d6

TACTICS

Before Combat The deadly courtesan drinks a *potion of barkskin* and *potion of mage armor*, then applies sleep venom to each kukri (expending each poison tattoo in the process).

During Combat The deadly courtesan quick draws her hidden poisoned kukris to assassinate her mark, applying maximum sneak attack damage with her underhanded ability. If unsuccessful, she uses her performance strike to press the attack while the mark is flat-footed.

Base Statistics Without *barkskin* and *mage armor*, the courtesan's statistics are **AC** 13, touch 13, flat-footed 10.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 14, **Wis** 9, **Cha** 18

Base Atk +9; **CMB** +8; **CMD** 21

Feats Deadly Kiss*, Quick Draw, Sleep Venom[ARG], Toughness, Two-Weapon Fighting, Vishkanya Perfume*, Weapon Finesse

Skills Acrobatics +10, Bluff +19, Diplomacy +19, Disguise +31, Escape Artist +10, Intimidate +12, Knowledge (local, nobility) +17, Perception +16, Perform (dance) +19, Perform (sing) +14, Sense Motive +14, Sleight of Hand +18 (+34 to conceal a weapon), Stealth +12; **Racial Modifiers** +2 Escape Artist, +2 Perception, +2 Stealth

Languages Common, Elven, Undercommon, Vishkanya

SQ poison use, rogue talents (assassinate[UC] [DC 20], deft palm[UC], finesse rogue, hidden weapons[UC], underhanded[UC]), toxic 6/day (DC 18, cure 2 saves), trapfinding +6

Combat Gear *potion of barkskin* (CL 6th), *potion of bear's endurance*, *potion of cat's grace*, *potion of mage armor*, poison tattoos[ARG] (2); **Other Gear** mwk blowgun with 10 darts, mwk kukris (2), shuriken (5), *cloak of resistance +2*, *ghungroos of entrancement**, *hat of disguise*, *vishkanya periapt**, disguise kit (10 uses)

The deadly courtesan has been a ward of the Grandmother of Slayers since she was a child and is utterly devoted to her foster mother. She trains the guild's members in the use of social skills and performances to captivate marks before attacking with surprise when they are defenseless.

The deadly courtesan shares much in common with the thieves' guild's master spy, in that she maintains dozens of personas, each distinct from the next. Of course, this should not be taken as an indication of cooperation between the master spy and the deadly courtesan, for when their pursuits bring them into contact, they usually clash violently.

In truth, the deadly courtesan is a vishkanya, a race of creatures known for their guile and affinity for poisons of all kinds. The deadly courtesan excels at hiding her inhuman nature with her disguises, and takes great pride in being able to seduce and trick members of a wide range of races, sexualities, and genders, even though she herself sees such companionship as a sign of weakness. Certainly, one of her favorite methods of securing the cooperation of an unfriendly target is to capture, threaten, or even kill a close family member or lover of the chosen victim. That those she so cruelly manipulates almost always end up dead at her own hand once their usefulness to her machinations has played out is of little matter to the deadly courtesan. With her skill at false promises and her innate sense of cruelty, she has little compunction against fostering false hope in those she manipulates, and indeed takes pleasure in watching those hopes die.

Grandmother of Slayers

The guild matriarch is a thin, aged woman known as the Grandmother of Slayers, for her religious rhetoric has formed her fervent congregation into a family of loyal killers.

GRANDMOTHER OF SLAYERS **CR 12**

XP 19,200

Middle-aged half-elf slayer 7/warpriest (cult leader) of Norgorber 6 (*Pathfinder RPG Advanced Class Guide* 53, 60, 128)

CE Medium humanoid (elf, human)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 23, touch 14, flat-footed 19 (+6 armor, +4 Dex, +3 natural)

hp 81 (13 HD; 6d8+7d10+13)

Fort +11, **Ref** +12, **Will** +10; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee *+1 human-bane gladius* +17/+12/+7 (1d8+7/17–20 plus poison) or *cestus of security* +16/+11/+6 (1d4) or mwk gladius +17/+12/+7 (1d8+6/17–20)

Ranged mwk shortbow +16/+11/+6 (1d6–1/×3)

Special Attacks blessings 6/day, fervor 5/day (2d6), sacred weapon (+1, 1d8, 6 rounds/day), sneak attack +4d6, studied target +2 (2nd, swift action)

Spell-Like Abilities (CL 6th; concentration +8)

At will—*enthrall* (uses 2 fervor; DC 14)

Warpriest Spells Prepared (CL 6th; concentration +8)

2nd—*bear's endurance*, *darkness*, *instrument of agony*[UC], *silence* (DC 14)

1st—*cure light wounds*, *divine favor*, *obscuring mist*, *sanctuary* (DC 13), *shield of faith*

0 (at will)—*bleed* (DC 12), *detect magic*, *guidance*, *purify food and drink* (DC 12), *read magic*

TACTICS

Before Combat The Grandmother drinks a *potion of barkskin* and *potion of darkvision*, then applies deathblade poison to her gladius and secures it with her *cestus of security*.

During Combat The Grandmother uses as much time as she can to cast spells on herself, including *bear's endurance*, *cat's grace*, *divine favor*, and *shield of faith*. She then studies her mark and applies the *vicious* weapon special ability to her gladius using her sacred weapon ability. When she has taken enough damage to merit it, either from her enemy or her *vicious* weapon, she uses fervor to cast *cure light wounds* on herself as a swift action each round. If her primary weapon is embedded due to Impaling Critical, she draws her masterwork gladius to continue attacking.

Base Statistics Without *barkskin*, the grandmother's statistics are **AC** 21, touch 14, flat-footed 17.

STATISTICS

Str 9, **Dex** 18, **Con** 8, **Int** 13, **Wis** 14, **Cha** 15

Base Atk +11; **CMB** +10; **CMD** 24 (34 vs. disarm)

Feats Critical Focus, Impaling Critical[UC] (gladius), Improved Critical (gladius), Improved Initiative, Skill Focus (Perform [oratory]), Slashing Grace[ACG], Toughness, Weapon Finesse, Weapon Focus (gladius), Weapon Specialization (gladius)

Skills Acrobatics +15, Bluff +14, Diplomacy +17, Disguise +16, Intimidate +14, Knowledge (local, religion) +10, Perception +13, Perform (oratory) +14, Sense Motive +11, Stealth +21; **Racial Modifiers** +2 Perception

Languages Common, Elven, Vishkanya

SQ blessings (Evil: unholy strike; Trickery: double), elf blood, slayer talents (bleeding attack +4, finesse rogue, poison use[ACG], weapon training), stalker, track +3

Combat Gear *potion of barkskin* +3, *potion of cat's grace*, *potion of darkvision*, *wand of cure light wounds* (20 charges), deathblade, purple worm poison; **Other Gear** mithral breastplate, *+1 human-bane gladius*[UE], *cestus of security*[*], mwk gladius, mwk shortbow with 20 arrows, *circlet of persuasion*, *cloak of resistance +1*, disguise kit, wooden unholy symbol of Norgorber

The Grandmother of Slayers has been a killer since long before most of her guild members were born. She employs her skill at Disguise in order to appear much older than she actually is, a strategy that lets her use her apparent age to help surprise her marks with her hidden speed and agility. The Grandmother of Slayers is a dangerous enemy who relishes impaling her enemies on her gladius and watching intently to see the exact moment they die.

Encounters

Encounters with the slayers' guild usually occur on the slayers' terms. The following encounters represent possible combinations of guild members assigned to contracts.

Mage Slayers (CR 10)

This group takes on missions to assassinate spellcasters.

Butcher CR 8
XP 4,800
hp 72 (see page 229)

Sharpshooter CR 6
XP 2,400
hp 50 each (see page 226)

Spell Hunter CR 6
XP 2,400
hp 64 (*Pathfinder RPG NPC Codex* 83)

Alleyway Ambush (CR 12)

This group specializes in surprise street-level attacks.

Murderer CR 6
XP 2,400
hp 42 (see page 227)

Rutterkins (2) CR 7
XP 3,200 each
hp 63 each (see page 227)

Sharpshooters (2) CR 6
XP 2,400 each
hp 50 each (see page 226)

Slayers' Seduction (CR 14)

The courtesan leads this group when it is time to reveal her true purpose to a target. Her colleagues pose as servants to back her up, enable her escape, or disable the bodyguards.

Butchers (3) CR 8
XP 4,800 each
hp 72 each (see page 229)

Deadly Courtesan CR 11
XP 12,800
hp 81 (see page 231)

Poisonous Performer CR 10
XP 9,600
hp 60 (*Pathfinder RPG NPC Codex* 102)

Assassins' Arena (CR 15)

Sometimes, those who have damaged the guild's reputation or blasphemed against the Grandmother's teachings are kidnapped and released into the guild's arena.

Grandmother of Slayers CR 12
XP 19,200
hp 81 (see page 232)

Operatives (2) CR 9
XP 6,400 each
hp 71 each (see page 229)

Skulks (2) CR 10
XP 9,600 each
hp 86 each (see page 228)

Thieves' Guild

"We—Old Urkise and I, that is—we get wind of a shipment of gems up from the mines. Now, Urkise has this friend by the name of Bletley in the merchant's guards. We pose as guards and slip sleeping draughts to the others. 'Round about the time we're popping the lockbox, them other guards jump up, all shouting and waving their swords. Turns out they were the governor's troops, in on the plan from the start—Bletley set us up. Urkise flings the box of stones and scatters them all across the floor and we hightail it out of there. Here's the thing, though, see? Later, the rumors tell about some other item that's gone missing from that shipment, some kind of magical wonder found in the mines. Everyone says the thieves' guild has got hold of it now, and the merchant is beholden to them if he wants it back. They must have had Bletley double-cross both sides and swipe it during the confusion. Had no idea he was working for the guild, the snake!"

—Story overheard at the local taproom

Wherever people come together to live and conduct business, organized crime is sure to follow. Even small cities have goods and coin to steal, merchants to intimidate, and governments to corrupt. Every sizeable town has some hidden element of criminal activity, scoundrels out to make a living off of other people's hard-earned wealth. In some cases, this might simply be a group of small-time hoods who do little more than rob folks at knifepoint in alleys or occasionally swipe a few crates of goods off the backs of wagons. In other cases, when someone truly cunning gets involved, a subtle shadow spreads to every aspect of society—and when the criminal masterminds settle down and get in on the action, that shadow is there to stay.

While great cities might have criminal organizations that rival the largest businesses in size and influence, most thieves' guilds are minor operations, their members numbered in the tens rather than in the hundreds. Yet even these small groups can rise to significant heights of power within their regions, as long as they have strong leaders with a talent for management. Their reach can extend past the borders of their settlements to make them regional players, often encompassing bandit groups that rob travelers of goods, smuggling operations that traffic in drugs or other illegal goods, or counterfeiting houses located in the middle of nowhere that ship their wares to larger cities. A leader with talent and vision might also choose to eschew such growth, sticking to the environment she knows and being content with safety through relative obscurity for her group. When every pickpocket, cat burglar, and burly enforcer is working together as part of a well-oiled operation, there is plenty of wealth to be skimmed even from lesser settlements.

The thieves' guild presented here is typical of such organizations found in towns throughout the world, smaller than most but large enough to be a constant source of unpleasantness for those who engage in commerce and the exchange of wealth. This guild is ideal for a town of perhaps a few thousand residents. To use the guild in a larger community, consider making the NPCs detailed here one division of a larger guild, and then add some higher-level NPCs to represent the upper echelons of the guild's leadership.

This thieves' guild is run by the guildmaster, a woman with grand schemes and a host of underlings to carry them out. Few know her true identity, as she switches between various disguises even among her own minions. Only her most loyal subordinates, the master spy and the chemist, have an inkling of who she is or what her purposes are. The rest of the guild contains specialists at their crafts who work in tandem to fill the guild's coffers.

Because the thieves' guild is such a mainstay of life in a fantasy world, it can find cause to interact with nearly every organization in this book. The guild could conduct covert business with any similarly themed organizations, such as the brutal slavers, carnival troupe, corrupt guard, merchant caravan, or slayers' guild. This interaction might be as simple as an agreement on territory and boundaries, or it might grow to be mutually beneficial. On the other hand, the thieves' guild might have moles planted in each of those other groups (or the reverse). For an interesting twist, the guildmaster and the corrupt guard's guard captain could be the same woman, given the guard captain's dual identities and the guildmaster's ability to blend in as anyone, and using the guildmaster's statistics for a loyal body double filling in as either identity when needed.

The thieves' guild is unlikely to unnecessarily aggravate some of the more powerful groups, but it might take jobs at their request. The arcane society, death cult, diabolical church, regal court, secret society, and sinister cult could all employ the guild's talents. Conversely, one of those other high-powered groups might exert secret influence within the guild for the other group's covert purposes.

Story Hooks

The thieves' guild's elusiveness can make it a mysterious and frustrating foe, even if the PCs aren't actively working against the organization. The guild's members often have their fingers in all the industries that make up a town's economy. If they aren't acting as antagonists, the thieves can also serve as sources of valuable information, though any favor they do for adventurers is likely to entail hidden costs. Each of the following story hooks can introduce the thieves' guild to a campaign.

Freelancers: One way to draw the PCs' attention to the thieves' guild is to have the organization seek restitution or retribution when the PCs perform unsanctioned criminal activities on the guild's turf. Alternatively, the PCs might be wrongly accused of a minor crime within the guild's territory. Either way, when the guild gets wind of illegal operations within its jurisdiction, it sends someone to intimidate the PCs or make an example out of them.

Scammed: A guild street hustler hoodwinks a PC or NPC acquaintance, causing the character to lose an important item. All efforts fail to convince the hustler to return it, and he refuses even to sell it back to the owner, so the PCs have to resort to other means of recovering the treasure. Their search leads them deeper into the labyrinthine world of the guild, and along the way, they can make a powerful enemy (or ally, depending on the campaign).

The Setup: Someone—either the typical mysterious stranger or someone the PCs have dealt with before who might not be completely on the up-and-up—needs the PCs' particular skill set for a challenging but rewarding job. Whatever the task is, the PCs find themselves double-crossed at the end and publicly blamed for the crime. The guild, of course, is ultimately behind the setup.

New Rules

The following section includes new equipment and magic items, as well as other rules options specially tailored for use by the thieves' guild.

Discoveries

The following discoveries are useful for an alchemist interested in breaking into or destroying objects with precision rather than directly attacking and injuring foes. These discoveries don't stack with other discoveries that modify bombs.

Incendiary Charge: An incendiary charge is a bomb specifically designed to overcome the effects of any nonmagical object's hardness. As a full-round action, the alchemist can place an incendiary charge that burns and eats away at an object, dealing normal bomb damage to it. (The damage is not halved against an object with hardness, unlike most energy damage.) Furthermore, the incendiary charge ignores the first 5 points of hardness of the material being damaged.

The alchemist must be at least 4th level before selecting this discovery.

Penetrating Charge: A penetrating charge is a bomb specifically designed to disable locks and similar mechanisms, though not other means of sealing a door, a container, or other sorts of devices. As a full-round action, the alchemist can place a penetrating charge on a lock. Instead of dealing damage, the penetrating charge seeps into the mechanism and eats away at it, granting a +5 circumstance bonus on any subsequent Disable Device checks against the mechanism. A creature can spend 10 minutes and attempt an appropriate Craft check (DC 15) to fix the lock and remove this bonus.

Archetype

The following archetype is suitable for any alchemist associated with a thieves' guild and focused on breaking into safes and vaults.

Vaultbreaker (Alchemist)

The vaultbreaker combines stealth with his bomb-making talents to construct special focused charges that can disable or destroy hinges, locks, and similar mechanisms.

Breaking and Entering (Ex): A vaultbreaker gains Stealth as a class skill and can disarm magical traps as if he were a rogue with the trapfinding ability.

This ability replaces the Brew Potion bonus feat.

Rogue Talents: A vaultbreaker can choose any of the following rogue talents in place of a discovery: expert leaper[APG], fast stealth, ledge walker, nimble climber[APG], or wall scramble[APG].

This ability alters discoveries.

Safecracking (Ex): At 1st level, a vaultbreaker's bombs can help him disable locks. He gains penetrating charge (see above) as a bonus discovery. Because this ability replaces Throw Anything, the vaultbreaker's bombs do not add his Intelligence bonus to damage rolls.

This ability alters bombs and replaces the Throw Anything bonus feat.

Enhanced Safecracking (Ex): At 3rd level, a vaultbreaker gains incendiary charge (see above) as a bonus discovery, and his incendiary charges ignore 10 points of an object's hardness instead of 5.

This ability alters bombs and replaces the poison use class ability.

Equipment

The following items can be found among the equipment of the members of the thieves' guild.

Loaded Shell Game Cups

Price 10 GP
Weight 1 lb.

This set of three cups and accompanying balls are designed for cheating at the popular shell game. In the game, a dealer places three identical cups opening-side down and shows the customer (or mark) a small ball. The dealer then sets the ball down upon a table, places one of the cups over it, and then rapidly shuffles the three cups around, back and forth, with the expectation that the mark cannot keep up and will be unable to accurately choose the cup that hides the ball.

With this set, a small lever hidden upon the base of each cup flips an extra chamber inside the cup back and forth. When the chamber is open, the ball is visible, and when it is shut, the cup scoops the ball inside and hides it from view. The dealer can control which cup "reveals" a ball while keeping the other two balls hidden in their respective cups. To do this, the dealer must succeed at a Sleight of Hand check with a +5 bonus opposed by the mark's Perception check to activate the levers without being noticed.

Quick-Pack Table

Price 5 GP
Weight 20 lbs.

A quick-pack table is a piece of lightweight furniture designed to be both portable and versatile. Street-corner hawkers commonly use such tables to display small goods for sale.

A quick-pack table can be set up in a relatively small area and usually takes up a few square feet. When opened, the table has four legs and a flat top surface, along with a bookcase-style upright display where items such as jewelry can be exhibited. When necessary, the table and its contents can be closed, folded up, and collapsed in a single round, with all the goods safely held in their respective compartments. The owner can carry the folded table under one arm.

Spell

Thieves use this spell to leave one another messages.

GEOMESSAGE

School illusion (figment); **Level** bard 3, medium 3, occultist 3, ranger 3, sorcerer/wizard 4

Casting Time 1 minute

Components V, S, M (a scrap of vellum)

Range touch

Target surface touched

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

You create a written message of 50 words or fewer, or else an image, a drawing, or a similar diagram. The figment hangs invisible and obscured upon the target surface for the duration of the spell. Another casting of *geomessage* is needed to cause the figment to arrange itself into the intended message.

When you cast the spell, you can choose to incorporate a passphrase into the spell. If you do so, the message is protected as if *nondetection* had been cast on it for the full duration of the spell, though creatures that cast *geomessage* on the surface and speak the passphrase ignore the *nondetection* effect and cause the image to become visible until the caster speaks the passphrase again.

Without a passphrase, the message simply remains invisible to those who cast *geomessage*. Detection methods like *detect magic* and *see invisibility* indicate the message's presence but do not reveal its contents.

Magic Items

The following magic items are favorites among members of the thieves' guild.

DOORKNOBS OF PEREGRINATION		PRICE 40,000 GP
SLOT none	**CL** 7th	**WEIGHT** 2 lbs.
AURA moderate conjuration		

These matching doorknobs or handles with latches are made of solid brass and are inscribed with unusual spiraling patterns that appear to be merely decorative.

To use the *doorknobs of peregrination*, a user affixes the pair of them upon two entirely separate, unconnected portals. When one of the doors is opened by means of one such doorknob, it causes the other door to open as well, and the user and anyone with him can step through the opening as if the two doors were one. The doorknobs have a range of 400 feet; if the two doors are farther apart, the *doorknobs of peregrination* don't function, and if the door on either side is locked, stuck, or otherwise secured, the doorknob fails to open the first door (even if the second door is the one that is locked).

Doorknobs of peregrination can be removed and placed on a variety of doors as often as desired (placing a doorknob is a standard action, as is removing one). They can be placed upon different types of doors, as long as the surface of each door is solid rather than open-air. Thus, the knob can't function on a gate or portcullis, but it works on an otherwise solid door with a small, sliding window (such as a prison door) as long as the window is closed at the time of use. A knob can be placed upon a door and activated to connect with its twin, and the user can remove the first knob while the door is open as a standard action that provokes an attack of opportunity in order to bring it with him when he steps through. If he does so, the magic of the portal lasts for 1 additional round and then fades.

CONSTRUCTION REQUIREMENTS	COST 20,000 GP
Craft Wondrous Item, *dimension door*	

SLIPPERS OF SCAMPERING		PRICE 1,200 GP
SLOT feet	**CL** 4th	**WEIGHT** 1/2 lb.
AURA faint transmutation		

Slippers of scampering function in almost every way like *slippers of spider climbing*, except the slippers can be used for 10 rounds per day, split up as the wearer chooses (minimum 1 round per use).

CONSTRUCTION REQUIREMENTS	COST 600 GP
Craft Wondrous Item, *spider climb*	

Street Hustlers

The foot soldiers of the thieves' guild, street hustlers are the machinery that keeps coin flowing in.

GUTTERSNIPE **CR 2**

XP 600

Halfling rogue (cutpurse) 3 (*Pathfinder RPG Advanced Player's Guide* 133)

N Small humanoid (halfling)

Init +3; **Senses** Perception +9

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 17 (3d8)

Fort +2, **Ref** +7, **Will** +3; +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d4+3/18–20)

Special Attacks sneak attack +2d6, stab and grab

TACTICS

Morale The guttersnipe avoids combat unless there is no choice, preferring to run away and hide or use a *potion of gaseous form* to escape.

STATISTICS

Str 6, **Dex** 17, **Con** 10, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +2; **CMB** –1; **CMD** 12

Feats Fencing Grace[UI], Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +3, Bluff +8, Climb +3, Diplomacy +8, Disguise +8, Escape Artist +9, Knowledge (local) +8, Perception +9, Perform (act) +8, Perform (comedy) +8, Sense Motive +7, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +2 Perception

Languages Common, Elven, Gnome, Halfling

SQ measure the mark, rogue talent (finesse rogue)

Combat Gear *potion of gaseous form*; **Other Gear** mwk rapier, mithral chain shirt

Guttersnipes pretend to be beggars, and keep tabs on the comings and goings in their neighborhoods. This makes them far more important to the guild than the handful of coppers they gather each day.

STREET-CORNER PUNK **CR 4**

XP 1,200

Human rogue 5

NE Medium humanoid (human)

Init +5; **Senses** Perception +7

DEFENSE

AC 18, touch 15, flat-footed 13 (+3 armor, +5 Dex)

hp 41 (5d8+15)

Fort +4, **Ref** +10 (+1 bonus vs. traps), **Will** +1; +1 morale bonus vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dagger +10 (1d4/19–20)

Ranged sling +9 (1d4)

Special Attacks sneak attack +3d6

TACTICS

Before Combat The street-corner punk drinks his *potion of cat's grace* and his *potion of aid.*

Base Statistics Without the *potion of cat's grace* and the *potion of aid,* the punk's statistics are **Init** +3; **AC** 16, touch 13, flat-footed 13; **hp** 36; **Ref** +8; **Melee** mwk dagger +7 (1d4/19–20); **Ranged** sling +6 (1d4); **Dex** 16; **CMD** 16; **Skills** Acrobatics +11, Sleight of Hand +14, Stealth +11.

STATISTICS

Str 10, **Dex** 20, **Con** 15, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 18

Feats Deceitful, Extra Rogue Talent[APG], Skill Focus (Sleight of Hand), Weapon Finesse

Skills Acrobatics +13, Appraise +9, Bluff +12, Diplomacy +10, Disguise +12, Linguistics +9, Perception +7 (+9 to locate traps), Sense Motive +7, Sleight of Hand +16, Stealth +13, Use Magic Device +10

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling, Orc

SQ rogue talents (charmer[APG], fast fingers[APG], honeyed words 2/day[APG]), trapfinding +2

Combat Gear *potion of aid*, *potion of cat's grace*, *potion of cure light wounds*, *potion of darkvision*, *wand of invisibility* (11 charges); **Other Gear** mwk studded leather armor, mwk dagger, sling, *cloak of resistance +1*, loaded shell game cups*, quick-pack table*, 38 gp

Street-corner punks are always dealing, scamming marks, or plotting petty robberies. They would prefer to run their own schemes, but they know the guild has eyes and ears everywhere, so they make no moves without permission.

Racketeers

One step above the common street criminals are the racketeers, the middle agents of the thieves' guild.

WISEGUY **CR 2**

XP 600

Human fighter 3

NE Medium humanoid (human)

Init –1; **Senses** Perception +0

DEFENSE

AC 13, touch 9, flat-footed 13 (+6 armor, –1 Dex)

hp 30 (3d10+9)

Fort +5, **Ref** +1, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk greatclub +9 (1d10+7) or mwk brass knuckles +9 (1d3+5)

TACTICS

Before Combat The wiseguy drinks a *potion of bull's strength.*

During Combat The wiseguy seeks the strongest melee foe among any enemies to battle.

Base Statistics Without the potion, the wiseguy's base statistics are **Melee** mwk greatclub +7 (1d6+4) or mwk brass knuckles +7 (1d3+3); **Str** 17; **CMB** +6; **CMD** 15; **Skills** Intimidate +13.

STATISTICS

Str 21, **Dex** 8, **Con** 13, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +8; **CMD** 17

Feats Bludgeoner[UC], Catch Off-Guard, Intimidating Prowess, Persuasive, Power Attack

Skills Bluff +5, Diplomacy +7, Intimidate +15, Sense Motive +3

Languages Common, Halfling

SQ armor training 1

Combat Gear *potion of bull's strength*; **Other Gear** mwk breastplate, mwk greatclub, mwk brass knuckles[UE], *cloak of resistance +1*, 4 gp

Wiseguys usually travel with handfuls of street thugs (*Pathfinder RPG GameMastery Guide* 265) as backup.

GAMBLER **CR 4**

XP 1,200

Human rogue 5

CN Medium humanoid (human)

Init +2; **Senses** Perception +13

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 31 (5d8+5)

Fort +2, **Ref** +7 (+1 bonus vs. traps), **Will** +4

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged mwk light crossbow +6 (1d8/19–20)

Special Attacks sneak attack +3d6

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +3; **CMB** +2; **CMD** 14

Feats Alertness, Skill Focus (Bluff), Skill Focus (Sleight of Hand), Toughness

Skills Appraise +9, Bluff +14, Diplomacy +11, Disguise +11, Intimidate +11, Knowledge (local) +9, Perception +13 (+15 to locate traps), Profession (gambler) +10, Sense Motive +13, Sleight of Hand +13, Stealth +10

Languages Common, Halfling

SQ rogue talents (fast fingers[APG], hard to fool[APG]), trapfinding +2

Combat Gear *potion of invisibility*; **Other Gear** *+1 studded leather*, mwk dagger, mwk light crossbow with 10 bolts, *cloak of resistance +1,* marked cards[UE], superior loaded dice[UE], 3 gp

Gamblers tend to spend their time hanging out in a favorite taprooms playing cards and fleecing marks.

Night Crews

Night crews are teams of expert thieves who do complicated breaking-and-entering jobs without leaving a trace.

SECOND-STORY THIEF **CR 3**

XP 800

Half-elf rogue (heister) 4 (*Pathfinder RPG Ultimate Intrigue* 45)
CN Medium humanoid (elf, human)
Init +6; **Senses** low-light vision; Perception +10

DEFENSE

AC 18, touch 16, flat-footed 12 (+2 armor, +6 Dex)
hp 25 (4d8+4)
Fort +1, **Ref** +10 (+1 bonus vs. traps), **Will** +2; +2 vs. enchantments
Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.
Melee mwk dagger +3 (1d4–1/19–20)
Ranged mwk hand crossbow +10 (1d4/19–20)
Special Attacks sneak attack +2d6

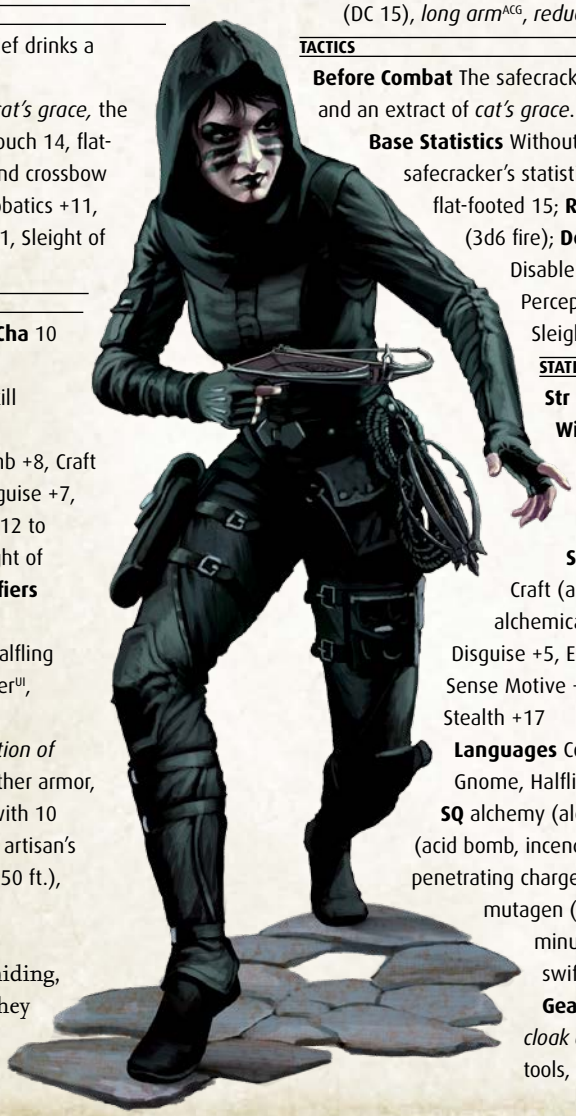
TACTICS

Before Combat If there is time, the thief drinks a *potion of cat's grace.*
Base Statistics Without the *potion of cat's grace,* the thief's statistics are **Init** +4; **AC** 16, touch 14, flat-footed 12; **Ref** +8; **Ranged** mwk hand crossbow +8 (1d4/19–20); **Dex** 18; **Skills** Acrobatics +11, Disable Device +18, Escape Artist +11, Sleight of Hand +11, Stealth +11.

STATISTICS

Str 8, **Dex** 22, **Con** 12, **Int** 14, **Wis** 13, **Cha** 10
Base Atk +3; **CMB** +2; **CMD** 18
Feats Deadly Aim, Point-Blank Shot, Skill Focus (Disable Device), Stealthy
Skills Acrobatics +13, Appraise +9, Climb +8, Craft (locks) +11, Disable Device +20, Disguise +7, Escape Artist +13, Perception +10 (+12 to locate traps), Sense Motive +8, Sleight of Hand +13, Stealth +13; **Racial Modifiers** +2 Perception
Languages Common, Elven, Gnome, Halfling
SQ elf blood, ferret's grace[UI], rum dubber[UI], trapfinding +2
Combat Gear *potion of cat's grace*, *potion of gaseous form*; **Other Gear** mwk leather armor, mwk dagger, mwk hand crossbow with 10 bolts, *slippers of scampering**, mwk artisan's tools, mwk thieves' tools, silk rope (50 ft.), grappling hook

Second-story thieves excel at hiding, climbing, and lock-picking, and they take pride in pulling off jobs without killing a soul.



SAFECRACKER **CR 5**

XP 1,600

Human alchemist (vaultbreaker*) 6
NE Medium humanoid (human)
Init +6; **Senses** Perception +11

DEFENSE

AC 22, touch 16, flat-footed 17 (+4 armor, +6 Dex, +2 natural)
hp 43 (6d8+12)
Fort +7, **Ref** +12, **Will** +5; +4 bonus vs. poison
Resist poison resistance

OFFENSE

Speed 30 ft.
Melee quarterstaff +4 (1d6)
Ranged acid bomb +11 (3d6 acid) or bomb +11 (3d6 fire)
Special Attacks bomb 10/day (3d6 fire, DC 17)
Alchemist Extracts Prepared (CL 6th; concentration +10)
2nd—*cat's grace, invisibility, levitate, spider climb*
1st—*ant haul*[APG] (DC 15), *detect secret doors*, *keen senses*[APG] (DC 15), *long arm*[ACG], *reduce person* (DC 15)

TACTICS

Before Combat The safecracker drinks a Dexterity mutagen and an extract of *cat's grace*.
Base Statistics Without the mutagen and extract, the safecracker's statistics are **Init** +2; **AC** 17, touch 13, flat-footed 15; **Ref** +8, **Will** +6; **Ranged** bomb +7 (3d6 fire); **Dex** 14, **Wis** 12; **CMD** 17; **Skills** Disable Device +13, Escape Artist +10, Perception +12, Sense Motive +3, Sleight of Hand +11, Stealth +13.

STATISTICS

Str 10, **Dex** 22, **Con** 13, **Int** 18, **Wis** 10, **Cha** 8
Base Atk +4; **CMB** +4; **CMD** 21
Feats Alertness, Iron Will, Master Alchemist[APG], Stealthy
Skills Appraise +13, Climb +6, Craft (alchemy) +15 (+21 to create alchemical items), Disable Device +17, Disguise +5, Escape Artist +14, Perception +11, Sense Motive +2, Sleight of Hand +15, Stealth +17
Languages Common, Dwarven, Elven, Gnome, Halfling
SQ alchemy (alchemy crafting +6), discoveries (acid bomb, incendiary charge*, infusion, penetrating charge*, precise bombs [4 squares]), mutagen (+4/–2, +2 natural armor, 60 minutes), rogue talents (fast stealth), swift alchemy
Gear *+1 studded leather*, quarterstaff, *cloak of resistance +1*, mwk thieves' tools, 375 gp

Spies

The guild understands the importance of having accurate knowledge about law enforcement, shipments of valuables, private security, and a host of other details. While street hustlers can provide basic reconnaissance, it takes true professionals to root out hidden information.

Sleuth **CR 3**

XP 800

Human rogue (snoop) 4 (*Pathfinder RPG Ultimate Intrigue* 47)
N Medium humanoid (human)
Init +3; **Senses** Perception +10

Defense

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)
hp 26 (4d8+4)
Fort +1, **Ref** +7 (+1 bonus vs. traps), **Will** +2
Defensive Abilities trap sense +1

Offense

Speed 30 ft.
Melee mwk rapier +7 (1d6–1/18–20)
Ranged mwk light crossbow +7 (1d8/19–20)
Special Attacks sneak attack +2d6

Statistics

Str 8, **Dex** 16, **Con** 10, **Int** 16, **Wis** 12, **Cha** 13
Base Atk +3; **CMB** +2; **CMD** 15
Feats Alertness, Extra Rogue Talent[APG], Weapon Finesse
Skills Bluff +8, Climb +6, Diplomacy +8, Disable Device +12, Disguise +8, Escape Artist +10, Intimidate +1 (+3 to interrogate), Linguistics +10, Perception +10 (+14 to eavesdrop or find hidden things), Sense Motive +10 (+12 to discern false information), Sleight of Hand +10, Stealth +10, Swim +6
Languages Common, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Orc
SQ inspiration (5), investigator talents (underworld inspiration), rogue talents (canny observer[APG], coax information[APG]), uncanny snoop[UI]
Combat Gear *potion of darkvision*, *potion of invisibility*; **Other Gear** mithral chain shirt, mwk light crossbow with 10 bolts, mwk rapier, mwk thieves' tools, 10 gp

Experts at digging up information, sleuths have myriad contacts they can question and many talents to help them ferret out details. They use stealth to access restricted libraries and personal correspondence to discover important secrets for the guild.

Mole **CR 5**

XP 1,600

Human bard 6
N Medium humanoid (human)
Init +2; **Senses** Perception +8

Defense

AC 16, touch 12, flat-footed 16 (+4 armor, +2 Dex)
hp 37 (6d8+6)
Fort +4, **Ref** +8, **Will** +5 (+3 vs. mind-affecting); +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.
Melee *+1 rapier* +7 (1d6+1/18–20)
Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16])
Bard Spells Known (CL 6th; concentration +9)
2nd (4/day)—*anonymous interaction*[ACG] (DC 15), *detect thoughts* (DC 15), *honeyed tongue*[APG], *misdirection*
1st (5/day)—*charm person* (DC 14), *disguise self*, *heightened awareness*[ACG], *innocence*[APG]
0 (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *lullaby* (DC 13), *mage hand*, *message*

Statistics

Str 10, **Dex** 14, **Con** 13, **Int** 14, **Wis** 8, **Cha** 16
Base Atk +4; **CMB** +4; **CMD** 16
Feats Skill Focus (Perform [sing]), Steadfast Personality[ACG], Stealthy, Weapon Finesse
Skills Diplomacy +14, Disguise +12, Escape Artist +13, Knowledge (nobility) +14, Linguistics +11, Perception +8, Perform (dance) +12, Perform (sing) +15, Sleight of Hand +11, Stealth +13
Languages Common, Dwarven, Elven, Gnoll, Gnome, Goblin, Halfling, Orc, Undercommon
SQ bardic knowledge +3, lore master 1/day, versatile performances (dance, sing)
Gear mithral chain shirt, *+1 rapier*, *cloak of resistance +1*, *scroll of geomessage**

Moles are masters of disguise, misdirection, and fake personae. They act as spies deep undercover in a noble's court, playing the game of politics under the guise of simple courtiers. They use guile, flirtation, and flattery to gain others' confidence and then subtly extract information from them without them even being aware. To moles, nothing is more important than maintaining their covers, for exposure invites death from all sides.

MASTER SPY

The master spy is the spider at the center of the thieves' guild's web of informants.

MASTER SPY **CR 6**

XP 2,400

Human rogue (spy) 7 (*Pathfinder RPG Advanced Player's Guide* 135)

NE Medium humanoid (human)

Init +3; **Senses** Perception +13

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 49 (7d8+14)

Fort +6, **Ref** +11, **Will** +6

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee *+1 short sword* +11 (1d6/19–20) or mwk dagger +11 (1d4–1/19–20)

Ranged mwk light crossbow +11 (1d8/19–20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat The master spy drinks a *potion of heroism*.

Base Statistics Without a *potion of heroism*, the master spy's statistics are **Fort** +4, **Ref** +9, **Will** +4; **Melee** *+1 short sword* +9 (1d6/19–20); **Ranged** mwk light crossbow +9 (1d8/19–20); **CMB** +6; **Skills** all 2 lower.

STATISTICS

Str 8, **Dex** 16, **Con** 12, **Int** 14, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +8; **CMD** 19

Feats Deceitful, Extra Rogue Talent[APG], Extra Rogue Talent[APG], Skill Focus (Disguise), Weapon Finesse

Skills Appraise +14, Bluff +15 (+18 to deceive), Climb +13, Diplomacy +13, Disable Device +17, Disguise +18, Intimidate +13, Perception +13 (+17 to eavesdrop or find hidden things), Sense Motive +13, Sleight of Hand +15, Stealth +15

Languages Common, Dwarven, Elven

SQ poison use, rogue talents (canny observer[APG], coax information[APG], hard to fool[APG], honeyed words 2/day[APG], quick disguise[APG]), skilled liar

Combat Gear *potion of darkvision*, *potion of heroism*; **Other Gear** *+1 mithral chain shirt*, *+1 short sword*, mwk dagger, mwk light crossbow with 10 bolts, *cloak of resistance +1*, mwk thieves' tools, spyglass, 43 gp

From the lowly beggars in the streets, to the investigators she sends on specific missions, to the moles she plants in important organizations, the master spy sends out agents to gather intelligence on every facet of her area's business and society and pieces them together to pinpoint potential guild opportunities. She is an expert at taking seemingly disparate bits of data and identifying plots and schemes in the guild's territory. She deciphers codes, plants false evidence, and learns information crucial to her missions' success. In many ways, she is the guild's brain and nerve center.

Rarely, a master spy will perform tasks that are so sensitive she can't entrust them to anyone else. When she does so, she always cloaks her movements carefully—even from her own subordinates—to move as freely and unnoticed as possible. She uses stealth, clever disguises, and magical deception to keep would-be pursuers off her trail.

The master spy knows she can't hold her own in combat against determined opposition, but she is usually clever enough to avoid getting caught and vanishes at the first opportunity when detected. She knows secret routes, hidden tunnels, and obscured doorways throughout the major buildings within the city and makes good use of them.

Although the master spy doesn't quite qualify (yet) for the requirements to take levels in the master spy prestige class (*Pathfinder RPG Advanced Player's Guide* 270), working her way into this upper echelon of spycraft is very much one of her personal goals. While she has not yet reached this level of expertise in her chosen field, she also understands that it's never too late to prepare for tomorrow.

As a result, the master spy, perhaps more so than any of her thieving companions, keeps a wide network of agents, allies, and those who owe her favors. She can often call upon these favors with surprising speed, making her an increasingly dangerous foe to face the more one gives her time to prepare for a confrontation. In addition, the master spy fosters dozens of different identities and can adopt any one of these numerous personae to throw off pursuit. Indeed, it's likely that no more than a few of her minions and contacts know her as the same person. While the master spy may well have dozens of these contacts among the various guards, merchants, scoundrels, mercenaries, and laborers of any city, very few would realize they all serve the same woman.

Chemist

The chemist provides arcane and poisonous materials and helps clean up messes when a job goes south.

CHEMIST **CR 7**

XP 3,200

Dwarf alchemist 8 (*Pathfinder RPG Advanced Player's Guide* 26)
NE Medium humanoid (dwarf)

Init +4; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 23, touch 14, flat-footed 19 (+4 armor, +4 Dex, +5 natural)
hp 72 (8d8+32)
Fort +11, **Ref** +13, **Will** +6; +8 vs. poison, +2 vs. spells and spell-like abilities
Defensive Abilities all-around vision, defensive training; **Resist** poison resistance

OFFENSE

Speed 20 ft., fly 60 ft. (good)
Melee mwk morningstar +9/+4 (1d8)
Ranged bomb +13/+8 (4d6+4 fire)
Special Attacks bomb 12/day (4d6+4 fire, DC 18), hatred
Alchemist Extracts Prepared (CL 8th; concentration +12)
3rd—*countless eyes*[UM], *cure serious wounds*, *gaseous form*
2nd—*acute senses*[UM] (DC 16), *alchemical allocation*[APG] (2), *barkskin*, *spider climb*
1st—*anticipate peril*[UM] (DC 15), *cure light wounds*, *detect secret doors*, *shield*, *true strike*

TACTICS

Before Combat The chemist applies deathblade to his morningstar, drinks a Dexterity mutagen and extracts of *barkskin* and *countless eyes*. He uses *alchemical allocation* to gain the benefits of a *potion of heroism* and a *potion of fly* without consuming them.
Base Statistics Without his mutagen, extracts, and potions, the chemist's statistics are **Init** +2; **AC** 16, touch 12, flat-footed 14; **Fort** +8, **Ref** +9, **Will** +5; **Defensive Abilities** no all-around vision; **Speed** no fly speed; **Melee** mwk heavy mace +7/+2 (1d8); **Ranged** bomb +9/+4 (4d6+3 fire); **Dex** 14, **Wis** 14; **CMB** +6; **CMD** 18 (22 vs. bull rush and trip); **Skills** Acrobatics +2 (–2 when jumping), Fly +2, Heal +13, Perception +13, Sense Motive +10, Stealth +10, all others 2 lower.

STATISTICS

Str 10, **Dex** 18, **Con** 16, **Int** 18, **Wis** 12, **Cha** 6
Base Atk +6; **CMB** +8; **CMD** 20 (24 vs. bull rush and trip)
Feats Brew Potion, Extra Discovery[APG], Point-Blank Shot, Precise Shot, Rapid Shot, Throw Anything
Skills Acrobatics +6 (+2 when jumping), Appraise +17 (+19 for nonmagical metals or gemstones), Craft (alchemy) +17 (+25 to create alchemical items), Fly +10, Heal +14, Perception +14 (+16 for stonework), Sense Motive +11, Spellcraft +17, Stealth +14, Use Magic Device +11; **Racial Modifiers** +2 Appraise nonmagical metals or gemstones, +2 Perception for stonework
Languages Common, Dwarven, Gnome, Goblin, Undercommon
SQ alchemy, discoveries (fast bombs, infusion, precise bombs [3 squares], sticky poison, tanglefoot bomb[UM]), mutagen (+4/–2, +2 natural armor, 80 minutes), poison use, swift alchemy
Combat Gear *potion of fly, potion of heroism*, deathblade (2); **Other Gear** mithral chain shirt, mwk heavy mace, daggers (2), *cloak of resistance +1, headband of vast intelligence +2*

The chemist rarely ventures from the safety of his alchemy lab, located deep in the heart of the guild's headquarters. The potions he produces are invaluable resources for members of the spy network, the night crews, and even the street hustlers. The guild relies on the chemist to enhance the abilities of members assigned to important or dangerous missions.

In addition to concocting useful potions, the chemist is an expert on brewing deadly poisons. Though the guild leaves assassinations to the slayers' guild, it occasionally needs to have someone silenced forever, and in such circumstances, the leadership often looks to one of its expert rogues to deliver a lethal dose of the chemist's poison to get the job done right.

Guildmaster

The guildmaster is the force of personality behind all that the thieves' guild accomplishes. Though she works through a myriad of subordinates, she remains the true heart of the guild, and her machinations always produce results.

GUILDMASTER **CR 8**

XP 4,800

Human rogue (chameleon) 9 (*Pathfinder RPG Ultimate Combat* 70)
NE Medium humanoid (human)

Init +10 (+12 in urban terrain); **Senses** Perception +16 (+18 in urban terrain)

DEFENSE

AC 21, touch 16, flat-footed 15 (+5 armor, +6 Dex)
hp 62 (9d8+18)
Fort +6, **Ref** +12, **Will** +7
Defensive Abilities evasion, improved uncanny dodge

OFFENSE

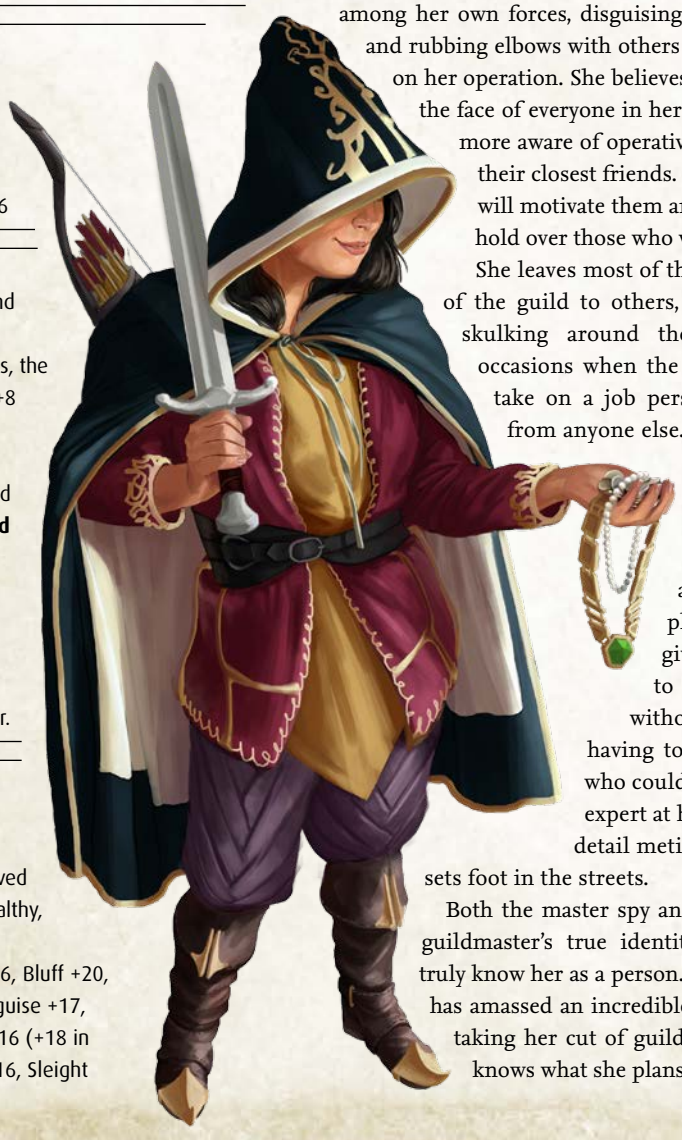
Speed 30 ft.
Melee mwk short sword +15/+10 (1d6–1/19–20)
Ranged mwk composite shortbow +15/+10 (1d6–1/×3)
Special Attacks sneak attack +5d6

TACTICS

Before Combat The guildmaster drinks her *potion of heroism* and her *potion of cat's grace.*
Base Statistics Without the potions, the guildmaster's statistics are **Init** +8 (+10 in urban terrain); **AC** 19, touch 14; **Fort** +4, **Ref** +10, **Will** +5; **Melee** mwk short sword +11/+6 (1d6–1/19–20); **Ranged** mwk composite shortbow +11/+6 (1d6–1/×3); **CMB** +5; **CMD** 19; **Skills** Acrobatics +16, Escape Artist +18, Sleight of Hand +16, Stealth +23 (+25 in urban terrain), all others 2 lower.

STATISTICS

Str 8, **Dex** 22, **Con** 12, **Int** 14, **Wis** 14, **Cha** 10
Base Atk +6; **CMB** +7; **CMD** 21
Feats Extra Rogue Talent[APG], Improved Initiative, Skill Focus (Bluff), Stealthy, Toughness, Weapon Finesse
Skills Acrobatics +20, Appraise +16, Bluff +20, Climb +13, Diplomacy +17, Disguise +17, Escape Artist +22, Perception +16 (+18 in urban terrain), Sense Motive +16, Sleight of Hand +20, Stealth +27 (+29 in urban terrain), Survival +13 (+15 in urban terrain)
Languages Common, Elven, Halfling
SQ effortless sneak (plains, underground, urban), favored terrain (urban +2), misdirection (12 stealth points), rogue talents (black market connections[UC], expert leaper[APG], fast stealth, quick disguise[APG], terrain mastery[ACG])
Combat Gear *potion of heroism*, *potion of cat's grace*; **Other Gear** *+1 shadow mithral chain shirt*, mwk composite shortbow with 20 arrows, mwk short sword, *circlet of persuasion*, 5 sp



Few people know the guildmaster's true identity. She remains hidden in the shadows and speaks and acts through her underlings. Few have met her face-to-face, sparking rumors that she is actually a council of leaders, that the cloaked and hooded woman who claims to be the guildmaster is merely an actress hired as a mouthpiece, and that there is no one actually leading the guild.

Yet the guildmaster does exist. She moves incognito even among her own forces, disguising herself as a lowly thief and rubbing elbows with others as a way of keeping tabs on her operation. She believes it is important to know the face of everyone in her organization, and she is more aware of operatives' history than many of their closest friends. She knows what rewards will motivate them and what leverage she can hold over those who would challenge her.

She leaves most of the day-to-day operations of the guild to others, instead spending time skulking around the city. On those few occasions when the guildmaster decides to take on a job personally, she refuses aid from anyone else. Not only does she wish to avoid becoming indebted to anyone, including her own lieutenants, but she also wants to maintain plausible deniability and give herself the chance to slip away undetected without running the risk of having to leave someone behind who could reveal her presence. An expert at her craft, she plans every detail meticulously before she ever sets foot in the streets.

Both the master spy and the chemist know the guildmaster's true identity, but even they don't truly know her as a person. Rumors persist that she has amassed an incredible fortune in her years of taking her cut of guild operations, but no one knows what she plans to do with her haul.

Encounters

The following encounters involve guild task forces.

Expert Break-In (CR 8)

A group of heist experts break into a secure facility.

Burglars (4) **CR 2**
XP 600 each
hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

Safecracker **CR 5**
XP 1,600
hp 43 (see page 240)

Second-Story Thief **CR 3**
XP 800
hp 25 (see page 240)

Turf War (CR 10)

A large force of thieves' guild members is on the march to take down a rival gang encroaching on its territory—and the results are likely to be bloody. Consider dividing the NPCs below into two groups that start the encounter fighting one another, for a lower CR encounter overall and the opportunity for the PCs to ally with one group.

Guild Initiates (4) **CR 4**
XP 1,200 each
hp 41 each (*Pathfinder RPG NPC Codex* 146)

Skulking Brutes (5) **CR 1**
XP 400 each
hp 19 each (*Pathfinder RPG NPC Codex* 144)

Street Thugs (5) **CR 1**
XP 400 each
hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

Wiseguy **CR 2**
XP 600
hp 30 (see page 239)

Deep in the Guild House (CR 12)

The top leaders of the guild meet to discuss business and plot upcoming jobs, along with a coterie of followers and protectors. It is likely the leaders attempt to flee while the rank and file delay pursuers.

Burglars (5) **CR 2**
XP 600 each
hp 16 each (*Pathfinder RPG GameMastery Guide* 265)

Chemist **CR 7**
XP 3,200
hp 72 (see page 243)

Guild Initiates (5) **CR 4**
XP 1,200 each
hp 41 each (*Pathfinder RPG NPC Codex* 146)

Guildmaster **CR 8**
XP 4,800
hp 62 (see page 244)

Master Spy **CR 6**
XP 2,400
hp 49 (see page 242)

Appendix 1: Other Organizations

While each chapter of *Villain Codex* includes an organization full of NPCs who work together in interesting ways, this appendix lists various other ways to group the NPCs from this book, crossing chapters to create thematic organizations, cabals, or evil adventuring parties.

Arcane Annex

This organization of arcane villains who aren't members of the arcane society can serve as a lesser rival to that more prominent organization or as a source of additional members, particularly of lower level ones than those included in the arcane society chapter. The arcane annex includes the arcane artillerist (page 171), Bog's Embrace (page 147), a caller (page 205), a death chanter (page 72), a diabolist (page 94), an enchantress (page 22), a Fang Monastery ascendant (page 110), a guard mage (page 47), the High Sire (page 206), an immolator (page 143), an operative (page 229), a plaguebrewer (page 74), a rage mage (page 180), a ruthless moneylender (page 121), a sea witch (page 193), a shadowcaster (page 84), the stagecrafter (page 39), and a succubus recruiter (page 87). When using the arcane annex as a separate organization from the arcane society, the High Sire makes a great leader for the annex.

Beast Squad

The members of this team of monstrous foes recognize that emulating the teamwork of the good-aligned races is necessary for evil to triumph. The founding members of the beast squad are Bog's Embrace (page 147), a geek (page 35), a pestilent messenger (page 73), and the Wrathbringer (page 146), but the group accepts exceptional monstrous creatures of all sorts who are willing to put their differences aside and work together. Intelligent monsters from *Pathfinder RPG Monster Codex* or the *Pathfinder RPG Bestiary* volumes also make perfect fits for this ideology. Despite the pestilent messenger's protests, the beast squad denies membership to the undead, as the unliving have their own agenda of death and nihilism separate from the agendas of living monsters.

Brazen Heroes

This unscrupulous adventuring party consists of an awakened voice (page 72), the chief detective (page 51), the face (page 123), a war strider (page 178), and a wildfire (page 143). The face and the chief detective try to keep up the group's seemingly legitimate public front, but they have trouble handling the brash actions of the wildfire and the war strider. The awakened voice often breaks ties when they occur, usually in favor of the more convincing face and chief detective. More than once, after the wildfire or war strider has nearly saddled the group with fines or jail time for destructive behavior, the face and the chief detective have managed to blame the destruction on local humanoid tribes and spin the townsfolk's resulting anger into a paid mission to exterminate the supposed threat.

Chromatic College of Atonal Arts

Without a doubt the most intrigue-filled bardic college in existence, the Chromatic College of Atonal Arts is full of recruiters, advocates, and spies for just about every major evil organization. No promising student makes it out of these halls without an offer to join one of these societies. Staff members serve on a rotating basis, but may include a bawdy joker (page 169), a crafty courtier (page 154), a cult recruiter (page 214), the face (page 123), a firebrand (page 96), the fortune-teller (page 37), the mad seeress (page 183), a merry minstrel (page 130), a mole (page 241), a persuader (page 50), the slave master (page 28), a swift-talking scoundrel (page 191), a war singer (page 180), and the Wrathbringer (page 146).

Chymic Conference

This amoral scientific conference was established by the experimenter (page 27) as a way to advance science through studies involving human experimentation and other questionable methods eschewed by more conventional scientific communities and publications. Fellow members include a black-powder sage (page 61), a chemist (page 243), the chief detective (page 51), a murderer (page 227), a safecracker (page 240), a ship's surgeon (page 193), and a reluctant witty jury-rigger (page 167). The jury-rigger's employers force him to regularly attend the conference and report on the most impressive findings, but the methodologies disgust him. He is considering undermining the conference some day but is frightened of the more powerful members' wrath.

Crimson Coin

This coalition of merchants, slavers, and bureaucrats believes that true power lies in economic control, more so than personal magical or martial abilities. The leaders of the organization are the caravan master (page 124), the slave master (page 28), the vile admiral (page 196), and the vizier (page 158). Together, they hope to corner markets across their entire kingdom and engage in blatant commercial manipulation once they control the lion's share of goods. Each member has a part to play in the scheme. The caravan master moves goods back and forth without paying tariffs, while the slave master provides cheap labor. The vile admiral aggressively targets all vessels that don't belong to the Crimson Coin and protects those that do, thus shifting the costs associated with the risks of shipping in the Crimson Coin's favor. The vizier ensures the passage of laws favorable to the organization and provides a fail-safe to bail out any of the others if they are caught. By lowering the Crimson Coin's costs and increasing its rivals', members can undercut prices for the first phase of their plan.

Dark Pantheists

This group of evil clerics hopes to build a council with one member from each cult of the major nongood deities. It includes a guard healer (page 49) representing Abadar, the hierarch (page 100) representing Asmodeus, the Reaper (page 76) representing Urgathoa, the rebel friar (page 135) representing Norgorber, a sadistic healer (page 23) representing Zon-Kuthon, a snake-oil seller (page 118) representing Calistria, and a vrock ritualist (page 86) representing Lamashtu. The daemonic agent (page 219), who is not a member, seeks to bring the dark pantheists down for refusing to acknowledge the power of the Four Horsemen.

Esoteric Order

The malign occult scholars of the esoteric order believes that knowledge of the true workings of the multiverse is worth any cost, even their sanity. Members include a bearer (page 204), a channeler (page 203), a cult librarian (page 217), a cult mystic (page 216), the ghost captain (page 195), the Grand Dam and Grand Malkin (page 208), the High Talon (page 207), the ringmaster (page 40), the sinister mastermind (page 220), and the vizier (page 158). The order's members have used their combined psychic powers to create an egregore master (*Pathfinder RPG Bestiary 5* 105), who works as a bizarre sort of librarian and guardian for the order. These scholars believe the common experience of mortalkind is nothing more than shadows playing out on the wall compared to true existence and the deeper layers of multiversal mysteries. Their most important secrets are written in a mystic script that can be understood only by a creature whose total sanity damage its greater than its sanity edge (*Pathfinder RPG Horror Adventures* 12). Not even magical assistance helps (though each attempt at reading causes sanity damage, eventually allowing a determined seeker to read the script).

The Four Shadows

This ninja clan consists of a deadeye (page 226), an elven spy (page 156), a Fang Monastery assassin (page 107), and a zen assassin (page 230), as well as many low-level ninja disciples and trainees. The zen assassin rules the clan as First Shadow, and has instituted policies to expedite training through harsh methods that increase the risk of trainees' deaths. The elven spy chafes at the cruelty of the zen assassin's leadership, but she doesn't feel strong enough to challenge him to single combat, which is the clan's ancient tradition for choosing its leader.

The Furies

The furies are a deadly all-female adventuring group styled after the erinyes, the Furies of Hell. The group includes Bog's Embrace (page 147), the deadly courtesan (page 231), the knight tyrant (page 98) and her erinyes companion, the Reaper (page 76), and a wicked orator (page 11). The knight tyrant founded the group, though Bog's Embrace chafes whenever anyone calls the knight tyrant the "leader." The furies are merciless, cruel, and efficient, and they always follow their contracts once accepted. It doesn't matter to them whether the specific task is evil, neutral, or even good so long as they continue to increase their party's power, influence, and wealth.

Kingdom of Cats

The queen (page 160)—with a cat familiar instead of her mirror—rules this kingdom, but the queen also manipulates the secret society, competing with the Grand Malkin to influence the Grand Dam (page 208). With political ties all the way to the top, the society has influence throughout the entire kingdom, and even the common folk's customs have been twisted by the society's philosophies. Most of the secret society members have high ranks in the government, as do regal court members other than the king and the vizier.

Legion of Dominion

The legion of dominion is a cabal of the most powerful and influential villains across several nations, formed by the Eminent Spellqueen (page 16) as an alliance of mutual

self-interest to assist against the depredations performed in the name of "justice" by so-called heroes. Other members include the Grand Dam and the Grand Malkin (page 208), the Grandmother of Slayers (page 232), the Merciless Balor (page 88), the queen (page 160), and the sinister mastermind (page 220). They meet covertly to discuss major issues affecting them and make decisions on their highest-level agenda, usually in their secret demiplane meeting chambers. The Eminent Spellqueen performs unwavering vigilance rituals (see page 9) to ensure that any thugs (such as paladins) who assault one of the legion's members must deal with all of them.

Order of the Flame

Founded by the Crimson Lord (page 184), the Order of the Flame is a group obsessed with the beauty of fire and its roles as both a creative and destructive force. It includes the arcane artillerist (page 171), a firebreather (page 35), a hellpriest (page 96), an immolator (page 143), an infernalist (page 97), a murderer (page 227), a safecracker (page 240), an undead apostle (page 75), a wildfire (page 143), and its founder, the Crimson Lord.

The Prodigies

The members of this fledgling adventuring party yearn to make a name for themselves, but don't yet have the skill to back up either their bluster or their pretentious name. The group includes a guard healer (page 49), a guard spotter (page 46), a guttersnipe (page 238), a merry minstrel (page 130), and the leader, a ruthless moneylender (page 121). What they lack in experience they easily make up for in bravado, and while not all of them are evil, their arrogance makes them potential foils for adventuring groups of any alignment (especially other fledgling adventurers), as even the prodigies are self-aware enough not to challenge an established adventuring group.

Queen in Exile

This group represents the forces of the regal court's queen, were she to leave her kingdom and lead a rebel army, calling in her musketeers and hiring mercenaries to fill in the gaps. It includes the lord marshal (page 64), the mercenary captain (page 172), the queen (page 160), the queen's champion (page 157), various other members of the cruel musketeers other than the baroness, and certain members of the ruthless brigands. The queen hopes her rebel army can crush the king's forces quickly and soundly to avoid damaging the kingdom so greatly that she tarnishes her prize; to that end, she uses propaganda to undermine the king and win the hearts and minds of the people. Either or both sides might attempt to secure the PCs' aid against the other, leaving the PCs to play kingmaker.

Radiant Crusade

This group of do-gooders makes a potential adversary for evil PCs or an ally for good PCs. It includes an elven spy (page 156), a little devil (page 58), a misguided paladin (page 48), a petitioning paladin (page 156), and a witty jury-rigger (page 167). This is a philosophical organization with members of a variety of power levels rather than an active group; an encounter with it might include additional good-aligned allies from the *Pathfinder RPG NPC Codex* or good-aligned monsters from one of the *Pathfinder RPG Bestiary* volumes.

Silent Oath

An order of minions working across various evil organizations, the Silent Oath provides numerous benefits to its members, from a place to vent and share frustration at their overlords' demands to an avenue for the organizations to coordinate through, even when their leaders are too opposed publicly to allow an official alliance. With the threat of retribution from their organizations' commanders, members swear the namesake oath of silence. The founder is a bearer (page 204) who managed to find and attune a number of *society rings* (page 201) that the secret society had forgotten through the years. Other members include a cult librarian (page 217), a Fang Monastery ascendant (page 110), an operative (page 229), the Renewer (page 144), a shadowcaster (page 84), the spellmaster (page 12), and the stagecrafter (page 39).

Siren's Call

The Blight Caller (page 148), Bog's Embrace (page 147), a caller (page 205), the ghost captain (page 195), the guard captain (page 52), and a wicked orator (page 11) are the members of this powerful evil adventuring group. They take on quests both by land and by sea. When at sea, the Blight Caller might deign to use a form better at swimming, but he always chooses one with a big bite attack, like a shark.

Skull Bashers

This adventuring group includes a Fang Monastery enforcer (page 106), the fiend-born rager (page 182), a pestilent messenger (page 73), a schir inductee (page 82), a ship's surgeon (page 193), and the Wrathbringer (page 146). Unapologetically violent murderers, they'll kill anyone for money, though potential patrons have learned the hard way that collateral damage is assured, and a patron who pays late or doesn't pay enough will find his death added to the toll.

The Syndicate

The syndicate is a preeminent underworld organization that controls crime on multiple levels across several kingdoms. The thieves' guild and slayers' guild comprise two separate branches, and the instructors at the Fang Monastery serve to train members in various combat skills. The guard captain's (page 52) vigilante identity works for the syndicate, meaning even the local guard is in its pocket. The merchant caravan works for the syndicate, and the carnival troupe spies for it; in fact, the ringmaster (page 40) is the pupil of the syndicate's true leader, the vizier (page 158), and the only one who knows the leader's true identity. The vizier uses his influence in court to subtly but aggressively advance the syndicate's interests.

Voice of Life

This adventuring party consists of a bearer (page 204), a cult recruiter (page 214), an interrogator (page 49), the mad seeress (page 183), the Renewer (page 144), and a sea witch (page 193). The Renewer founded the adventuring group ostensibly to protect and cherish life, though her methods are extreme and far more twisted than they seem. The group tends to keep the sea witch, the only member without significant persuasive skills, out of the public eye. The other five members enjoy celebrity status in many communities, with few people aware of the secret evil being perpetrated in their midst.

White Arrows

These evil archers believe that archery is the purest expression of martial combat, and thus they could serve as rivals to the cruel musketeers or as a striker squad for any of the other groups. The group includes a cult assassin (page 215), a deadeye (page 226), an elite marauder (page 133), a Fang Monastery sniper (page 108), a guard sniper (page 46), a guard spotter (page 46), a guide (page 25), the Hood (page 136), an interrogator (page 49), an outlaw archer (page 132), a seasoned forager (page 168), a sharpshooter (page 226), a succubus recruiter (page 87), a tracker (page 145), a wicked orator (page 11), a wolf arrow (page 179), a woodsman outlaw (page 131), and a zen assassin (page 230).

Appendix 2: Ability Index

The NPCs in this volume draw from the following sourcebooks: "ACG" refers to the *Advanced Class Guide*, "APG" refers to the *Advanced Player's Guide*, "CRB" refers to the *Core Rulebook*, "OA" refers to *Occult Adventures*, "UC" refers to *Ultimate Combat*, "UI" refers to *Ultimate Intrigue*, and "UM" refers to *Ultimate Magic*.

alchemy ACG 30, APG 26
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arcane pool UM 9
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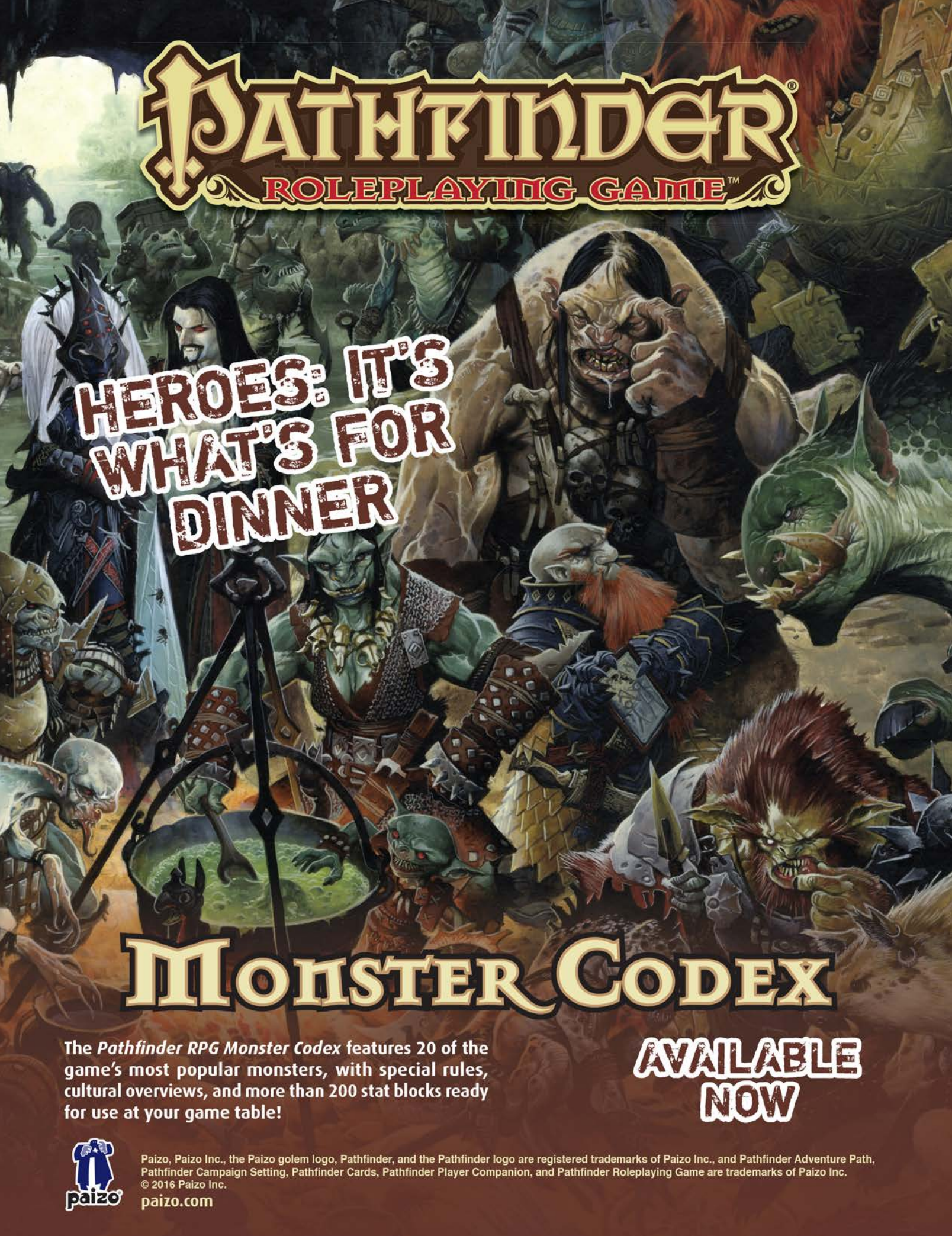
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- Information on each organization's history and structure, along with plot hooks to get the players interested in confronting the group.
- New rules in each villain section, including feats, spells, and magic items.
- A wide variety of new stat blocks for all organization members, using each villain section's new rules.
- Premade encounter groups, allowing Game Masters to quickly make use of the villains in every section.
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