



FROG GOD GAMES ADVENTURES

# Fortune Hunters



Cat's  
Cradle



PATHFINDER 1E  
COMPATIBLE

NPC SOURCEBOOK



# Fortune Hunters

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# INTRODUCTION

The wonderful thing about non-player characters is that they give life to a game. Interesting NPCs make a game feel unique and special, especially when players get to interact with them (for better or worse). Not only that, but they help the players feel like they are playing in a real world, and that their actions matter to people. And over time, these characters will grow alongside the players, making the stakes of the adventure greater. A map and adventures are great, but the places need to be populated in order to make them feel alive.

The NPCs presented in this book each are given three stats blocks: one for levels 3, 6, and 10. While each character has a description, these different stat blocks are also accompanied by informational text about the characters at that point in their life (what was going on with them at Level 3. How are they different now at Level 6? And even more so at Level 10). We did this to allow Gamemasters to have NPCs that could grow and advance along with the players. Perhaps an NPC is an early adversary for them, but they either get away, are allowed to live, or the players simply never engage them in combat to the death. The Gamemaster can now decide that enough time has gone by and use the next stat block iteration up (3 to 6, or 6 to 10) to allow for a greater challenge. And who knows, with what the NPCs go through behind the scenes, perhaps they eventually become an ally. Or maybe an ally character becomes an enemy!

We decided to do the characters this way so that you, the Gamemaster, have the tools to create a living, breathing world your players can interact with as it evolves through time. While it doesn't have to be done for every character, we wanted the NPCs here to help bring Cat's Cradle to life, to make the players connect with the people and places they come across. Gamemasters are welcome to add onto the stories presented, omit what they don't like, or tie something in directly to their adventure or campaign to make everything feel even more connected. Whether they be allies to fight alongside, antagonists to stop, shopkeepers to interact with, or simply be quest-givers for the party, each character is unique and contributes to the overall roleplaying experience.

## ARIVER KYDAM

*This tall, sawn-skinned young human knight holds himself rigidly in his ill-fitting plate armor. His shoulder-length greasy black hair frames his gaunt, hawk-nosed face as he glares as the "plebs" that occupy the street around him. He rests his gauntleted hand on the hilt of his bastard sword, waiting for an excuse to draw his blade and declare a duel against anyone who dares challenges him.*

The third son of a local noble family, Ariver Kydam was born with a silver spoon in his mouth, and he loves to pull his noble birth rank whenever he can, typically demanding either first refusals or for preferential treatment. Flanking him at all times are a few of his friends that he uses as backup when he hopes to intimidate those that get in his way or have something he wants. His stuck-up arrogance is known the instant words come out of his mouth, usually in the form of an insult or snide comment. In addition, Ariver can often be found observing the scene of a crime being investigated by the local guards, although it is never from the standpoint of having any sympathy for the victim(s). Instead he enjoys seeing the aftermath of the risky and dangerous lifestyle that criminals lead, and while he would never socialize with them openly, wishes to have a connection with the criminal underworld.

### ARIVER KYDAM

XP 600

Human fighter 3

LE Medium humanoid (human)

Init +2; Senses Perception -1

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 23 (3d10+6)

Fort +4, Ref +2, Will +0 (+1 vs. fear)

Speed 30 ft. (20 ft. in armor)

Melee mwk bastard sword +7 (1d10 + 4/19-20)

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

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

Base Atk +3; CMB +6; CMD 17

Feats Exotic Weapon Proficiency (bastard sword), Noble Scion of

CR 2



War, Point-Blank Shot, Power Attack, Precise Shot  
Skills Acrobatics -5 (-9 to jump), Bluff +4, Diplomacy +4,  
Knowledge (nobility) +8, Sense Motive +1

Languages Common

SQ armor training 1

Other Gear half-plate, arrows (20), mwk bastard sword, mwk  
composite longbow (+3 Str), 14 gp

Humiliated from a previous encounter with a group of do-gooders, Ser Kydam began looking for an extra edge in combat, more than simply his childhood friends to support him in battle. Not only has he improved his overall combat prowess, but Ariver has greased the palms of some local guardsmen to "shake down" his adversaries prior to any physical engagement. In addition, he has been able to use his increasing noble status to be the legitimate front for the shady dealings of a smuggling-focused thieves guild that deals out of Old Town and the Docks known as the "Wharf Rats". Because of this, Ariver can call upon a half dozen rogue thugs that shadow him throughout town to join in any conflict he engages in. He does not ever join in any of the smuggling or thieving enterprises, but is always hungry to hear of the nitty gritty details once the venture has been completed.

### ARIVER KYDAM

XP 1,600

Human fighter 5/noble scion 1

LE Medium humanoid (human)

Init +2; Senses Perception +8

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 49 (6 HD; 1d8+5d10+17)

Fort +6, Ref +2, Will +1 (+1 vs. fear)

Speed 30 ft. (20 ft. in armor)

Melee +1 bastard sword +11 (1d10 + 8/19-20)

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

CR 5



## Special Attacks weapon training (heavy blades +1)

**Str 16, Dex 12, Con 14, Int 10, Wis 8, Cha 15**

**Base Atk +5; CMB +8; CMD 19**

**Feats** Exotic Weapon Proficiency (bastard sword), Noble Scion of War, Point-Blank Shot, Power Attack, Precise Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)  
**Skills** Acrobatics -3 (-7 to jump), Bluff +7, Diplomacy +7, Intimidate +9, Knowledge (nobility) +11, Perception +8, Sense Motive +4

**Languages** Common

**SQ** affluent, armor training 1

**Combat Gear** +1 arrow, +1 human-bane arrow (4); **Other Gear** mwk full plate, +1 bastard sword, arrows (20), mwk composite longbow (+3 Str), 3 gp, 7 sp, 5 cp

Ariver Kydam has become a noble of the court under Baron Scale within Cat's Cradle and the area around it, having a small keep in a province a few miles from the city proper. He has amassed a great deal of wealth from his criminal connections, and due to the fact that he had his two older brothers assassinated, he was ensured to acquire his inherited position when his parents died. Since his severe scarring and disfigurement from a previous fight with troublesome "good" adversaries, Ariver has become a bitter, jealous, and short-fused man, Lord Kydam primarily stays in his keep, but commands a small military force that patrols his lands and enforces his iron-fisted rule. His criminal connections have also expanded: not only have the Wharf Rats smuggling organization grown in their enterprise in the city, but Ariver has known ties with the Crimson Skull pirates, the Crystal Husk witch coven from deep within the Forest of Cantricle, and even the Black Tongue assassins that work out of the city of Voles to the North.

## ARIVER KYDAM

**XP 6,400**

Human fighter 5/noble scion 5

LE Medium humanoid (human)

**Init** +7; **Senses** Perception +12

**AC** 22, touch 11, flat-footed 21 (+11 armor, +1 Dex)

**hp** 75 (10 HD; 5d8+5d10+25)

**Fort** +8, **Ref** +4, **Will** +3 (+1 vs. fear)

**Speed** 30 ft. (20 ft. in armor)

**Melee** +1 human-bane bastard sword +15/+10 (1d10 + 9/19-20 plus 2d6 + 2 vs. Human)

**Ranged** +1 adaptive human-bane composite longbow +11/+6 (1d8 + 5/x3 plus 2d6 + 2 vs. Human)

**Special Attacks** sneak attack +1d6, weapon training (heavy blades +1)

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

**Base Atk +8; CMB +12; CMD 22**

**Feats** Cornugon Smash, Exotic Weapon Proficiency (bastard sword), Hurtful, Improved Initiative, Leadership, Noble Scion of War, Point-Blank Shot, Power Attack, Precise Shot, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

**Skills** Acrobatics -3 (-7 to jump), Bluff +16, Diplomacy +10, Intimidate +16, Knowledge (nobility) +17, Perception +12, Sense Motive +10, Languages Common

**SQ** affluent, aristocratic erudition, armor training 1, dilettante studies (dilettante scoundrel, dilettante warrior), prestigious influence, regional expertise (cheliex)

**Combat Gear** potion of cure moderate wounds (2); **Other Gear** +2 full plate, +1 adaptive human-bane composite longbow, +1 human-bane bastard sword, 15 gp

## Special Abilities

**Cornugon Smash** When you damage an opponent with a Power Attack, you may make an immediate Intimidate check as a free action to attempt to demoralize your opponent.

**Hurtful** Make melee attack against creature you have just demoralized as free action.

**Prestigious Influence** (200 gp/week) (Ex) Use influence to receive special treatment, favors, and services.

# AULRICH STEELSPADE

*The brow of the dark skinned dwarven proprietor cannot help but furrow as he observes the crowd of individuals that occupy his establishment. The owner of The Rebellious Boggart Tavern and Game Hall stands confidently with his hands firmly on the second-floor railing as he stares over it onto the ground floor below. Both his slicked back black hair and long braided bandholz beard are groomed perfectly, matching his freshly laundered and pressed nobleman attire, perfectly tailored to fit his wide muscular frame. The glint of a mithril chain shirt can be spotted from his open shirt, and while a scimitar is strapped to his belt, a warhammer leans nearby within arm's reach.*

Aulrich Steelspade is a gruff, foul-mouthed dwarf who is originally from the areas around the city of Voles to the North. He doesn't speak to anyone about the details of his youth, but it has been gathered over the years that he was on the run and hunted. Through the random anecdotes he grumbles off from time to time, many have theorized that it either included a mighty debt, a catastrophic fire, or a great number of people killed (perhaps even all three!). Whatever the case may be, Aulrich came to Cat's Cradle to start a new life for himself and found himself joining the late Baron in the Salt Wars. When the fighting was over, and with the connections and wealth he acquired, he decided to open a business in the budding town: The Rebellious Boggart Tavern and Game Hall, and business is good. And while he employs a variety of staff (from bartenders to wait staff, entertainers to croupiers, and even his own alchemist team hidden away in the cellar) Aulrich is always looking for trustworthy freelancers to check out the competition throughout town.

## AULRICH STEELSPADE

**CR 2**

**XP 600**

Dwarf fighter 3

LN Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft.; Perception +1 (+3 to notice unusual stonework)

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

**hp** 26 (3d10+9)

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





## Defensive Abilities defensive training

**Speed** 20 ft.

**Melee** mwk scimitar +2 (1d6 + 2/18-20), warhammer +1 (1d8 + 1/×3) or

mwk scimitar +6 (1d6 + 2/18-20) or

warhammer +5 (1d8 + 2/×3)

**Special Attacks** hatred

**Str** 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 12, **Cha** 6

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

**Feats** Combat Reflexes, Two-weapon Defense, Two-weapon Fighting, Weapon Trick (two Weapons)

**Skills** Acrobatics +2 (-2 to jump), Appraise +4 (+6 to assess nonmagical metals or gemstones), Linguistics +2, Perception +1 (+3 to notice unusual stonework), Profession (barkeep) +7, Survival +6; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven, Elven, Goblin

**SQ** armor training 1

**Combat Gear** *potion of cure light wounds* (4); **Other Gear** mithral shirt, mwk scimitar, warhammer, 23 gp

## Special Abilities

**Arm Bind** (*Two-Weapon Defense, Two-Weapon Fighting*) You can attempt a combat maneuver check to disarm a foe even if the foe has no weapons. This functions as the disarm combat maneuver. If you succeed and the foe has no weapon, you ensnare an arm of your choice, preventing your foe from using that limb until the end of your next turn. A foe can take a standard action to free its arm.

**Off-Hand Opportunity** (*Combat Reflexes*) You can make one additional attack of opportunity each round with your off-hand weapon.

**Weapon Juggle** (*Two-Weapon Fighting*) You can draw a weapon even while wielding two weapons. Doing so takes the same type of action as drawing that weapon normally would. As part of the action to draw the weapon, you must sheathe one of the two weapons you were wielding.

Aulrich finds himself in a bit of pickle these days. In his attempt at expanding his ownership over various businesses throughout the city of Cat's Cradle, he has inadvertently upset a rival businessperson in town who has strong political ties to nobles in Baron Scale's circles, an elven entrepreneur by the name of Willowren Skystar. While there hasn't been any open conflict between Willowren and Aulrich, each has been sending agents to spy on and disrupt each other's interests in Cat's Cradle. He has reached out to some of the other tavern and inn owners in Old Town and the Gold District (such as the Upper Crust Inn and Treesa's Pub) in an attempt to gain support. As their establishments are streets apart from one another, and not in any direct competition with one another, Aulrich hopes to create an alliance that serves to be mutually beneficial for all involved, while also undermining the enterprises of Ser Skystar.

## AULRICH STEELSPADE

**XP** 1,600

Dwarf fighter 6

LN Medium humanoid (dwarf)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1 (+3 to notice unusual stonework)

**AC** 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield)

**hp** 51 (6d10+18)

**Fort** +7, **Ref** +5, **Will** +3 (+2 vs. fear); +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

**Speed** 20 ft.

**Melee** mwk warhammer +8/+3 (1d8 + 3/×3), mwk scimitar +7(1d6 + 2/18-20) or

mwk scimitar +9/+4 (1d6 + 2/18-20) or

mwk warhammer +10/+5 (1d8 + 3/×3)

**Special Attacks** hatred, weapon training (hammers +1)

**Str** 14, **Dex** 16, **Con** 15, **Int** 12, **Wis** 12, **Cha** 6

**Base Atk** +6; **CMB** +8; **CMD** 21 (25 vs. bull rush, 25 vs. trip)

**Feats** Barroom Brawler, Combat Reflexes, Double Slice, Two-weapon Defense, Two-weapon Fighting, Vital Strike, Weapon Trick (two Weapons)

**Skills** Acrobatics +3 (-1 to jump), Appraise +6 (+8 to assess nonmagical metals or gemstones), Linguistics +2, Perception +1 (+3 to notice unusual stonework), Profession (barkeep) +10, Survival +10; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven, Elven, Goblin

**SQ** armor training 1

**Combat Gear** *potion of cure light wounds* (2), *potion of cure moderate wounds*; **Other Gear** mithral shirt, mwk scimitar, mwk warhammer, *effortless lace*, 23 gp

## Special Abilities

**Barroom Brawler** (1/day) As a move action, gain a combat feat that you meet the prereqs for for 1 min.

**Arm Bind** (*Two-Weapon Defense, Two-Weapon Fighting*) You can attempt a combat maneuver check to disarm a foe even if the foe has no weapons. This functions as the disarm combat maneuver. If you succeed and the foe has no weapon, you ensnare an arm of your choice, preventing your foe from using that limb until the end of your next turn. A foe can take a standard action to free its arm.

**Off-Hand Opportunity** (*Combat Reflexes*) You can make one additional attack of opportunity each round with your off-hand weapon.

**Weapon Juggle** (*Two-Weapon Fighting*) You can draw a weapon even while wielding two weapons. Doing so takes the same type of action as drawing that weapon normally would. As part of the action to draw the weapon, you must sheathe one of the two weapons you were wielding.

Having recently recovered from an assassination attempt on his life, Aulrich is even more gruff and rough in nature but is invigorated with in a new level determination and gusto for life more than ever. Unlike in years past, where the tavern owner would keep a reasonable distance from the general crowds that frequent his establishment, instead choosing to observe them from his private interior second story balcony that overlooks the entirety of the main floor hall of the tavern, he instead sits openly at a game table near the main bar. Aulrich is usually accompanied by one of his lieutenants, and a scribe or courier to take and deliver notes, as well as an entertainer of some description. While he keeps his disdain for the current rulership in check to avoid any direct trouble with Baron Scale's men, Aulrich has begun secretly communicating with interested parties in the rival city of Five-and-Copper to the East.

## AULRICH STEELSPADE

**CR** 9

**XP** 6,400

Dwarf fighter 10

LN Medium humanoid (dwarf)

**Init** +3; **Senses** darkvision 60 ft.; Perception +1 (+3 to notice unusual stonework)

**AC** 21, touch 14, flat-footed 18 (+6 armor, +1 deflection, +3 Dex, +1 shield)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +7, **Will** +5 (+3 vs. fear); +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

**Speed** 20 ft.

**Melee** +1 scimitar +12/+7 (1d6 + 4/18-20), +1 warhammer +14/+9 (1d8 + 7/×3) or

+1 scimitar +14/+9 (1d6 + 4/18-20) or

+1 warhammer +14/+9 (1d8 + 7/×3)

**Special Attacks** hatred, weapon trainings (hammers +2, heavy blades +1)

**Str** 14, **Dex** 17, **Con** 15, **Int** 12, **Wis** 12, **Cha** 6

**Base Atk** +10; **CMB** +12; **CMD** 26 (30 vs. bull rush, 30 vs. trip)

**Feats** Advanced Weapon Training, Barroom Brawler, Combat Reflexes, Double Slice, Improved Two-weapon Fighting, Two-



weapon Defense, Two-weapon Fighting, Vital Strike, Weapon Focus (warhammer), Weapon Specialization (warhammer), Weapon Trick (two Weapons)

**Skills** Acrobatics +3 (-1 to jump), Appraise +10 (+12 to assess nonmagical metals or gemstones), Linguistics +2, Perception +1 (+3 to notice unusual stonework), Profession (barkeep) +14, Survival +14; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven, Elven, Goblin

**SQ** armor training 2

**Other Gear** +2 mithral shirt, +1 scimitar, +1 warhammer, cloak of resistance +1, ring of protection +1, 23 gp

### Special Abilities

**Barroom Brawler** (1/day) As a move action, gain a combat feat that you meet the prereqs for for 1 min.

**Arm Bind** (Two-Weapon Defense, Two-Weapon Fighting) You can attempt a combat maneuver check to disarm a foe even if the foe has no weapons. This functions as the disarm combat maneuver. If you succeed and the foe has no weapon, you ensnare an arm of your choice, preventing your foe from using that limb until the end of your next turn. A foe can take a standard action to free its arm.

**Off-Hand Opportunity** (Combat Reflexes) You can make one additional attack of opportunity each round with your off-hand weapon.

**Weapon Juggle** (Two-Weapon Fighting) You can draw a weapon even while wielding two weapons. Doing so takes the same type of action as drawing that weapon normally would. As part of the action to draw the weapon, you must sheathe one of the two weapons you were wielding.

## BARON SCALE

A young and inexperienced baron, Scale is only nineteen years old. He is an even-tempered and serious young man, yet friendly to everyone regardless of status. While it is clear that most of the running of Cat's Cradle is being handled by Scale's mother and advisers, it is also clear that Scale takes an interest in every subject and takes seriously his duties and responsibilities. He listens to all sides of a matter before approving his advisers' recommendations, seeking to truly understand all sides of an issue before he signs off on their decisions.

Because he is working hard to finish his education while participating fully in his baronial duties, Scale is always busy. His advisers book those social events they think will benefit his long term position as baron, and Scale makes little other room in his schedule for relaxation or entertainment. Those seeking an audience must either convince his advisers that a meeting is worthwhile, wait through the long lines to address him publicly during his twice-a-week all-comers audience hall, get invited to the sorts of parties he must attend for networking purposes, or catch him during a rare quiet moment, such as between his various daily lessons. This last is perhaps the most difficult, as his guards rarely let strangers close.

### BARON SCALE

**XP 600**

Human fighter (aldori defender, steelbound fighter) 3  
LG Medium humanoid (human)  
**Init** +2; **Senses** Perception +0

**AC** 20, touch 11, flat-footed 19 (+8 armor, +1 dodge, +1 shield)  
**hp** 17 (3d10)  
**Fort** +3, **Ref** +3, **Will** +1 (+1 vs. fear)  
**Defensive Abilities** defensive parry +1

**Speed** 30 ft. (20 ft. in armor)  
**Melee** mwk aldori dueling sword +7 (1d8 + 2/19-20)

**Str** 12, **Dex** 15, **Con** 10, **Int** 13, **Wis** 10, **Cha** 14  
**Base Atk** +3; **CMB** +4; **CMD** 17  
**Feats** Dodge, Exotic Weapon Proficiency (aldori dueling sword), Slashing Grace, Weapon Finesse, Weapon Focus (aldori dueling sword)



**Skills** Acrobatics -1 (-5 to jump), Diplomacy +5, Knowledge (local) +4, Knowledge (nobility) +4, Sense Motive +3

**Languages** Common, Dwarven

**SQ** steelbound weapon

**Combat Gear** *potion of cure light wounds* (2), *potion of cure moderate wounds*; **Other Gear** mwk half-plate, mwk buckler, mwk aldori dueling sword, 25 gp

### Special Abilities

**Defensive Parry** +1 (Ex) Gain dodge bonus to AC against melee attacks after making a full attack with Aldori dueling sword.

**Steelbound Weapon** (Aldori dueling sword) (Ex) When not carrying chosen weapon, take -2 Wis and lose all fighter abilities.

At the age of 27, Baron Scale is handsome, charming, and masterful, easily able to take command of any situation. He is even-tempered and highly energetic, but he keeps himself very busy, making little time for relaxation or entertainment. That said, Scale does make time for networking events with the city's wealthy and higher-class. In charm and bearing he can seem so perfect at times that it is difficult to believe he is real, or that he is merely a baron.

Underneath this perfect veneer, however, Scale shows signs of a cunning intellect, and a shrewd skill for manipulation. Indeed, as courteous and charming as he is, the man is also often difficult to read or predict. What is certain is that Cat's Cradle is prospering under his rule, and his common people like and respect him. The aristocracy and well-to-do seem to find Scale less flawless—far too concerned for their tastes with the plight of the commoner—but so charming and clever they can't quite seem to dislike him either.

Scale is known to possess a serviceable skill with his ancestors' renowned enchanted blade, and to deal honestly with those who deal honestly with him. Due to his strict instructions to his advisers, it is easiest to gain an audience with him by using the right key phrases in requesting an appointment. Scale's secretaries will make appointments for well-spoken, respectfully-garbed visitors (regardless of social class) if they can make a good case for their visit to the baron being beneficial to all the people of his holdings. Scale is said to have no interest in his own personal gain, though—as he is quite a wealthy man—this may be an exaggeration.



## BARON SCALE

XP 1,600

Human fighter (aldori defender, steelbound fighter) 6

LG Medium humanoid (human)

Init +3; Senses Perception +2

AC 20, touch 11, flat-footed 19 (+8 armor, +1 dodge, +1 shield)

hp 33 (6d10)

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

Defensive Abilities defensive parry +1

Speed 30 ft. (20 ft. in armor)

Melee +1 *dueling sword* +12/+7 (1d8 + 5/19-20)

Special Attacks disarming strike

Str 12, Dex 16, Con 10, Int 13, Wis 10, Cha 14

Base Atk +6; CMB +7; CMD 21

Feats Aldori Style, Aldori Style Aegis, Combat Reflexes, Dodge, Exotic Weapon Proficiency (aldori dueling sword), Slashing Grace, Weapon Finesse, Weapon Focus (aldori dueling sword)

Skills Acrobatics +0 (-4 to jump), Diplomacy +8, Intimidate +8, Knowledge (local) +7, Knowledge (nobility) +7, Perception +2, Sense Motive +8

Languages Common, Dwarven

SQ steelbound awakening, steelbound weapon

Combat Gear *potion of cure light wounds* (2), *potion of cure moderate wounds*; Other Gear +1 aldori dueling sword, mwk half-plate, mwk buckler, 25 gp

## Special Abilities

**Aldori Style** Gain a +2 bonus on damage when fighting defensively or using Combat Expertise.

**Aldori Style Aegis** While using Aldori Style, at the beginning of your turn, you can designate a focused target as a swift action. This designation lasts until the beginning of your next turn, and you take a -2 penalty to your AC against all other creatures' attacks for that duration. As an immediate action while using Combat Expertise or fighting defensively, you can attempt to parry the focused target's attack. This functions as the swashbuckler's opportune parry and riposte deed, except that it does not cost panache and you cannot riposte.

**Defensive Parry +1 (Ex)** Gain dodge bonus to AC against melee attacks after making a full attack with Aldori dueling sword.

**Disarming Strike (Ex)** Deal damage to foe when you disarm them with dueling sword.

**Steelbound Awakening (Su)** The steelbound weapon grants its wielder Alertness as a bonus feat as long as the weapon is wielded. A steelbound fighter gains a +1 bonus on attack rolls and damage rolls with his steelbound weapon. This bonus increases to +2 at 9th level, +3 at 13th level, +4 at 17th level, and +5 at 20th level.

A steelbound weapon gains Intelligence, Wisdom, and Charisma scores of 10 when it awakens, and has the same alignment as its wielder. It communicates via empathy and has senses that extend 30 feet. It has 5 ranks in Perception.

**Steelbound Weapon (Aldori dueling sword) (Ex)** When not carrying chosen weapon, take -2 Wis and lose all fighter abilities.

At 36, Baron Scale is a doting husband and father of two small children. His wife, Liera, is the youngest daughter of a distant count, and she and her husband make a highly effective and like-minded pair, working together toward their common goals of peace and prosperity for Cat's Cradle. Starting a family seems to have softened Baron Scale, such that he has become easier to read and more honest about his goals.

This has had the effect of making the man more popular than ever with his people, but his moves have also become easier to predict, and his support among the wealthy and upper classes is slipping. It seems clear to these sections of society that Baron Scale cares more for the poor than the rich, and has no interest in larger-scale power games.

The baron and his wife, however, remain charming and courteous at those upper-scale events they feel compelled to attend, and the baron is still a cunning long-term strategist and natural leader, able to manipulate even those who dislike him, to make the deals Cat's Cradle needs for its long term prosperity. He dislikes flattery and is well known for his swordplay.

## CR 5 BARON SCALE

XP 6,400

Human fighter (aldori defender, steelbound fighter) 10

LG Medium humanoid (human)

Init +5; Senses Perception +14

AC 24, touch 12, flat-footed 22 (+10 armor, +1 Dex, +1 dodge, +2 shield)

hp 59 (10d10+4)

Fort +8, Ref +7, Will +4 (+3 vs. fear)

Defensive Abilities defensive parry +2, steel net

Speed 30 ft. (20 ft. in armor)

Melee +2 *dueling sword* +18/+13 (1d8 + 9/19-20)

Special Attacks counterattack, disarming strike

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

Base Atk +10; CMB +11; CMD 25

Feats Aldori Dueling Mastery, Aldori Style, Aldori Style Aegis, Aldori Style Conquest, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (aldori dueling sword), Quick Draw, Slashing Grace, Weapon Finesse, Weapon Focus (aldori dueling sword)

Skills Acrobatics +1 (-3 to jump), Diplomacy +12, Intimidate +8, Knowledge (local) +12, Knowledge (nobility) +12, Perception +14, Sense Motive +14

Languages Common, Dwarven

SQ steelbound awakening, steelbound weapon

Combat Gear *potion of cure light wounds* (3), *potion of cure moderate wounds* (2); Other Gear +1 aldori dueling sword, +1 full plate, cloak of resistance +1, 30 gp

## Special Abilities

**Aldori Dueling Mastery** You gain a +2 bonus on initiative checks as long as you start combat with an Aldori dueling sword in your hand. As long as you wield only a single Aldori dueling sword in one hand (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons), you gain a +2-shield bonus to your AC.

**Aldori Style** Gain a +2 bonus on damage when fighting defensively or using Combat Expertise.

**Aldori Style Aegis** While using Aldori Style, at the beginning of your turn, you can designate a focused target as a swift action. This designation lasts until the beginning of your next turn, and you take a -2 penalty to your AC against all other creatures' attacks for that duration. As an immediate action while using Combat Expertise or fighting defensively, you can attempt to parry the focused target's attack. This functions as the swashbuckler's opportune parry and riposte deed, except that it does not cost panache and you cannot riposte.

**Aldori Style Conquest** When you attempt to parry an attack using Aldori Style Aegis, you do not take any penalties on the attack roll incurred from using Combat Expertise or fighting defensively.

**Counterattack (Ex)** Make AoO vs. foe within in reach that has hit you with melee attack.

**Defensive Parry +2 (Ex)** Gain dodge bonus to AC against melee attacks after making a full attack with Aldori dueling sword.

**Disarming Strike (Ex)** Deal damage to foe when you disarm them with dueling sword.

**Steel Net (Ex)** When fighting defensively or using Combat Expertise, the penalties on attacks decrease by 2 and the dodge bonus to AC by 2.

**Steelbound Awakening (Su)** The steelbound weapon grants its wielder Alertness as a bonus feat as long as the weapon is wielded. A steelbound fighter gains a +1 bonus on attack rolls and damage rolls with his steelbound weapon. This bonus increases to +2 at 9th level, +3 at 13th level, +4 at 17th level, and +5 at 20th level.

A steelbound weapon has Intelligence, Wisdom, and Charisma scores of 12, and has the same alignment as its wielder. It communicates via empathy and speech and has senses that extend 30 feet. It has 5 ranks in Perception and can cast *haste* once per day.

**Steelbound Weapon (Aldori dueling sword) (Ex)** When not carrying chosen weapon, take -2 Wis and lose all fighter abilities.



# ERROL SYLVANNIS

A tall, emaciated man with sallow skin pulls his tatter black robes closer around himself as he moves away from the larger crowds. His bright blue eyes are watery and red-ringed eyes, but dart around with acute attention, soaking in his surroundings. He uses a 4-foot rod made of a single piece of bone to prod at some of the wares of a market stall before scowling in the direction of some passing guards, and hurries away.

Errol's life has been filled with tragedy for as long as he could remember. When he was a youth, he and his family were forced to flee their home due to foreign invaders. Those of them that were not butchered were forced into squalor, living in filthy conditions as place after place turned them away. Unfortunately, the family members that survived these harsh times as refugees and finally found a new home soon perished due to sickness. Errol always had a knack for learning new skills and was able to tap into the arcane energies of the universe, and had aspirations to one day go and join one of the arcane colleges, but these back-to-back horrible events broke the mind of the young lad. He leaned into this magical aptitude, stealing potions and scrolls in an attempt to either turn back time or to return his fallen family to him... as one could imagine, things did not go well for him. Years later, Errol finds himself in Cat's Cradle. The tales of the power of the salts drew him here, and he looks to add them to his ongoing dark and dangerous experiments.

## ERROL SYLVANNIS

CR 2

XP 600

Human undead master necromancer (undead) 3

NE Medium humanoid (human)

Init +2; Senses Perception +1

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 11 (3d6)

Fort +2, Ref +4, Will +5

Speed 30 ft.

Melee mwk bone quarterstaff +1 (1d6 - 3) or  
mithral dagger +1 (1d4 - 1/19-20)

Special Attacks command undead (DC 14, 6/day)

Spell-Like Abilities (CL 3rd; concentration +4)  
3/day—*touch of fatigue* (DC 12)

Necromancer (Undead Master) Spells Prepared (CL 3rd;  
concentration +6)  
2nd—*blindness/deafness* (DC 16), *command undead* (DC 16),  
*false life*  
1st—*charm person* (DC 14), *grasping corpse*, *mage armor*, *ray of*  
*enfeeblement* (DC 15)  
0 (at will)—*dancing lights*, *detect magic*, *ray of frost*, *read magic*  
Opposition Schools Abjuration, Transmutation

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

Base Atk +1; CMB +0; CMD 12

Feats Command Undead, Improved Channel, Spell Focus  
(necromancy), Undead Master, Varisian Tattoo

Skills Diplomacy +1 (+2 on checks regarding undead creatures,  
-1 on checks regarding living creatures), Knowledge (arcana)  
+9 (+10 on checks regarding undead creatures, +7 on checks  
regarding living creatures), Knowledge (dungeoneering) +7 (+8  
on checks regarding undead creatures, +5 on checks regarding  
living creatures), Knowledge (engineering) +7 (+8 on checks  
regarding undead creatures, +5 on checks regarding living  
creatures), Knowledge (geography) +7 (+8 on checks regarding  
undead creatures, +5 on checks regarding living creatures),  
Knowledge (history) +7 (+8 on checks regarding undead  
creatures, +5 on checks regarding living creatures), Knowledge  
(local) +9 (+10 on checks regarding undead creatures, +7 on  
checks regarding living creatures), Knowledge (nature) +7 (+8  
on checks regarding undead creatures, +5 on checks regarding  
living creatures), Knowledge (nobility) +7 (+8 on checks  
regarding undead creatures, +5 on checks regarding living  
creatures), Knowledge (planes) +9 (+10 on checks regarding  
undead creatures, +7 on checks regarding living creatures),  
Knowledge (religion) +9 (+10 on checks regarding undead  
creatures, +7 on checks regarding living creatures), Spellcraft +9  
Languages Common, Draconic, Dwarven, Elven



SQ arcane bond (masterwork bone quarterstaff), bolster,  
necropolitan, reanimator

Combat Gear *potion of cure light wounds* (2); Other Gear  
mithral dagger, mwk bone quarterstaff, *cloak of resistance* +1,  
necromancer spellbook, 8 gp

## Special Abilities

**Bolster** (+1, 1 round, 6/day) (Sp) As a standard action, touched  
undead gains desecrate spell benefits for duration.

**Command Undead** (6/day, DC 14) Standard action, 1 channel  
energy, undead in 30 ft. obey your commands as per control  
undead (Will neg).

**Reanimator** An undead master adds the following spells to his  
spellbook at the given wizard levels: 1st—*repair undead*; 3rd—  
*lesser animate dead*; 5th—*animate dead*; 7th—*undead anatomy*  
*I*; 9th—*create undead*; 11th—*undeath to death*; 13th—*create*  
*greater undead*; 15th—*undead anatomy IV*; 17th—*cursed earth*.  
He can spontaneously cast any of these spells by sacrificing a  
prepared spell of the same level or higher. The undead master  
can cast *lesser animate dead*, *animate dead*, *create undead*, and  
*create greater undead* as if they were 1 level lower than their  
normal wizard spell level; this does not alter their level for the  
purpose of item crafting and the like.

**Varisian Tattoo** (Necromancy) Spells from chosen school gain +1  
caster level.

Skirting around the city limits, Errol had learned to patrol patterns of the  
guards and soldiers that him the most amount of hassle and avoids them,  
preferring to enter the city during shift changes, or when there are guards on  
duty who would prefer a simple bribe to let him enter rather than waste their  
time detaining him. Errol's destinations are always the same: Alchemist's  
Row and the shop of Jall Krukrih the ratfolk, both for picking up supplies  
and components of both the arcane, and the more unsavory nature. Traveling  
with him are hooded, cloaked, and enchanted skeletons that act as bodyguards,  
or as distractions should the occasion arise that Errol needs to make a quick  
getaway! (use the **skeleton** from *Pathfinder Roleplaying Game Bestiary*, but  
with the *permanent image* spell permanently cast up on them).



## ERROL SYLVANNIS

XP 1,600

Human undead master necromancer (undead) 6

NE Medium humanoid (human)

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

**AC** 14, touch 13, flat-footed 12 (+1 deflection, +2 Dex, +1 natural)  
**hp** 21 (6d6)

**Fort** +2, **Ref** +4, **Will** +6

**Speed** 30 ft.

**Melee** mwk bone quarterstaff +3 (1d6 - 3) or  
mithral dagger +3 (1d4 - 1/19-20)

**Special Attacks** command undead (DC 16, 7/day)

**Spell-Like Abilities** (CL 6th; concentration +7)  
3/day—*touch of fatigue* (DC 13)

**Necromancer (Undead Master) Spells Prepared** (CL 6th;  
concentration +10)

3rd—*aura of cannibalism* (DC 19), *dispel magic*, *vampiric touch*

2nd—*blindness/deafness* (DC 18), *command undead* (DC 18),

*defending bone*, *false life*, *invisibility*

1st—*charm person* (DC 15), *chill touch* (DC 17), *grasping corpse*,  
*mage armor*, *ray of enfeeblement* (DC 17)

0 (at will)—*dancing lights*, *detect magic*, *ray of frost*, *read magic*

**Opposition Schools** Abjuration, Transmutation

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

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Command Undead, Greater Spell Focus (necromancy),  
Improved Channel, Spell Focus (necromancy), Undead Master,  
Varisian Tattoo

**Skills** Diplomacy +1 (+4 on checks regarding undead creatures,  
-1 on checks regarding living creatures), Knowledge (arcana)  
+13 (+16 on checks regarding undead creatures, +11 on checks  
regarding living creatures), Knowledge (dungeoneering) +8 (+11  
on checks regarding undead creatures, +6 on checks regarding  
living creatures), Knowledge (engineering) +8 (+11 on checks  
regarding undead creatures, +6 on checks regarding living  
creatures), Knowledge (geography) +8 (+11 on checks regarding  
undead creatures, +6 on checks regarding living creatures),  
Knowledge (history) +8 (+11 on checks regarding undead  
creatures, +6 on checks regarding living creatures), Knowledge  
(local) +13 (+16 on checks regarding undead creatures, +11 on  
checks regarding living creatures), Knowledge (nature) +13 (+16  
on checks regarding undead creatures, +11 on checks regarding  
living creatures), Knowledge (nobility) +8 (+11 on checks  
regarding undead creatures, +6 on checks regarding living  
creatures), Knowledge (planes) +13 (+16 on checks regarding  
undead creatures, +11 on checks regarding living creatures),  
Knowledge (religion) +13 (+16 on checks regarding undead  
creatures, +11 on checks regarding living creatures), Linguistics  
+8, Spellcraft +13, Use Magic Device +7

**Languages** Common, Draconic, Dwarven, Elven, Infernal  
**SQ** arcane bond (masterwork bone quarterstaff), bolster,  
necropolitan, reanimator

**Combat Gear** *potion of cure light wounds* (2); **Other Gear**  
mithral dagger, mwk bone quarterstaff, *amulet of natural armor*  
+1, *ring of protection* +1, necromancer spellbook, 8 gp

## Special Abilities

**Bolster** (+2, 3 rounds, 7/day) (Sp) As a standard action, touched  
undead gains desecrate spell benefits for duration.

**Command Undead** (7/day, DC 16) Standard action, 1 channel  
energy, undead in 30 ft. obey your commands as per control  
undead (Will neg).

**Reanimator** An undead master adds the following spells to his  
spellbook at the given wizard levels: 1st—*repair undead*; 3rd—  
*lesser animate dead*; 5th—*animate dead*; 7th—*undead anatomy*  
*I*; 9th—*create undead*; 11th—*undeath to death*; 13th—*create*  
*greater undead*; 15th—*undead anatomy IV*; 17th—*cursed earth*.  
He can spontaneously cast any of these spells by sacrificing a  
prepared spell of the same level or higher. The undead master  
can cast *lesser animate dead*, *animate dead*, *create undead*, and  
*create greater undead* as if they were 1 level lower than their

## CR 5

normal wizard spell level; this does not alter their level for the  
purpose of item crafting and the like.

**Varisian Tattoo** (Necromancy) Spells from chosen school gain +1  
caster level.

Errol is now situated at the Graveyard of Mur, which resides outside  
the city of Cat's Cradle, on the way to the Salt Mines (albeit, a bit off the  
beaten track). While he looks like a withered older man (evidence that his  
necromantic practices have taken a toll on his general appearance), he is still  
a vigorous young man in his late 20s. He handles all of the gravedigging and  
groundskeeping work of the property by himself, preferring to work alone (He  
finds that people either disapprove of his philosophies, are judgmental of his  
work, or wish to do him harm. Even though he tends to keep them out of sight  
as much as he is able, Errol is known to have at least a dozen undead with him  
at all times. He continues his work for immortality and is constantly seeking  
rare components, tomes, and spell books that can assist him in his quest.

## ERROL SYLVANNIS

XP 6,400

Human undead master necromancer (undead) 10

NE Medium humanoid (human)

**Init** +2; **Senses** life sight (10 feet, 10 rounds/day); Perception +1

**AC** 14, touch 13, flat-footed 12 (+1 deflection, +2 Dex, +1 natural)  
**hp** 35 (10d6)

**Fort** +3, **Ref** +5, **Will** +8

**Speed** 30 ft.

**Melee** +1 bone quarterstaff +5 (1d6 - 2) or  
mithral dagger +5 (1d4 - 1/19-20)

**Special Attacks** command undead (DC 19, 8/day)

**Spell-Like Abilities** (CL 10th; concentration +12)  
3/day—*touch of fatigue* (DC 14)

**Necromancer (Undead Master) Spells Prepared** (CL 10th;  
concentration +15)

5th—*possession* (DC 22), *secret chest*, *suffocation* (DC 22),

*wracking ray* (DC 22)

4th—*bestow curse* (DC 21), *boneshatter* (DC 21), *enervation* (2),  
*screying* (DC 19)

3rd—*aura of cannibalism* (DC 20), *dispel magic*, *gentle repose*  
(DC 20), *vampiric touch* (2)

2nd—*blindness/deafness* (2, DC 19), *command undead* (DC 19),  
*defending bone*, *false life*, *invisibility*

1st—*charm person* (DC 16), *chill touch* (DC 18), *grasping corpse*,  
*infernal healing*, *mage armor*, *ray of enfeeblement* (DC 18),  
*unlock flesh* (DC 18)

0 (at will)—*dancing lights*, *detect magic*, *ray of frost*, *read magic*

**Opposition Schools** Transmutation

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

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

**Feats** Command Undead, Ghost Whisperer, Greater Spell Focus  
(necromancy), Improved Channel, Opposition Research, Spell  
Focus (necromancy), Undead Master, Varisian Tattoo

**Skills** Appraise +18, Bluff +2 (+4 vs. undead or when speaking  
Necronomus), Diplomacy +2 (+7 on checks regarding undead  
creatures, +0 on checks regarding living creatures, +4 vs.  
undead or when speaking Necronomus), Intimidate +2 (+4 vs.  
undead or when speaking Necronomus), Knowledge (arcana)  
+18 (+23 on checks regarding undead creatures, +16 on checks  
regarding living creatures), Knowledge (dungeoneering) +13  
(+18 on checks regarding undead creatures, +11 on checks  
regarding living creatures), Knowledge (engineering) +9 (+14  
on checks regarding undead creatures, +7 on checks regarding  
living creatures), Knowledge (geography) +9 (+14 on checks  
regarding undead creatures, +7 on checks regarding living  
creatures), Knowledge (history) +9 (+14 on checks regarding  
undead creatures, +7 on checks regarding living creatures),  
Knowledge (local) +18 (+23 on checks regarding undead  
creatures, +16 on checks regarding living creatures), Knowledge  
(nature) +18 (+23 on checks regarding undead creatures, +16 on  
checks regarding living creatures), Knowledge (nobility) +9 (+14  
on checks regarding undead creatures, +7 on checks regarding  
living creatures), Knowledge (planes) +18 (+23 on checks  
regarding undead creatures, +16 on checks regarding living



creatures), Knowledge (religion) +18 (+23 on checks regarding undead creatures, +16 on checks regarding living creatures), Linguistics +9, Sense Motive +1 (+3 vs. undead or when speaking Necronomus), Spellcraft +18, Use Magic Device +12  
**Languages** Common, Draconic, Dwarven, Elven, Infernal, Necronomus

**SQ** arcane bond (+1 bone quarterstaff), bolster, necropolitan, reanimator

**Combat Gear** *potion of cure light wounds, robe of bones, wand of cure light wounds*; **Other Gear** +1 bone quarterstaff, mithral dagger, *amulet of natural armor* +1, *headband of vast intelligence* +2, *ring of protection* +1, necromancer spellbook, 8 gp

## Special Abilities

**Bolster** (+3, 5 rounds, 8/day) (Sp) As a standard action, touched undead gains desecrate spell benefits for duration.

**Command Undead** (8/day, DC 19) Standard action, 1 channel energy, undead in 30 ft. obey your commands as per control undead (Will neg).

**Life Sight** (10 feet, 10 rounds/day) (Su) Gain special blindsight which only sees living and undead.

**Necropolitan** +5/-2 (Ex) +5 on Diplomacy and Knowledge checks vs. undead and -2 on checks vs. living creatures.

**Reanimator** An undead master adds the following spells to his spellbook at the given wizard levels: 1st—*repair undead*; 3rd—*lesser animate dead*; 5th—*animate dead*; 7th—*undead anatomy I*; 9th—*create undead*; 11th—*undeath to death*; 13th—*create greater undead*; 15th—*undead anatomy IV*; 17th—*cursed earth*. He can spontaneously cast any of these spells by sacrificing a prepared spell of the same level or higher. The undead master can cast *lesser animate dead*, *animate dead*, *create undead*, and *create greater undead* as if they were 1 level lower than their normal wizard spell level; this does not alter their level for the purpose of item crafting and the like.

**Varisian Tattoo** (Necromancy) Spells from chosen school gain +1 caster level.

# FLOYD THE BAKER

The proprietor of the 'Happy Surprise Bakery' in the Gold District of Cat's Cradle is a pleasant portly human man over average height with light chestnut hair that is starting to go grey. He has no facial hair other than bushy, prominent mutton chops down the sides of his face that reach his jawline. Wearing a cook's apron, this human man has a smile on his reddish, ruddy face and a twinkle in his bright green eyes.

Floyd Tarryfoot, or Floyd the Baker to everyone in town, is known for his wonderful fresh bread, his "good spirit" pastries (said to have blessings baked right into them!), and for his jovial laugh. While not officially an alchemist or apothecary, he is a cleric and often has a handful of lesser potions for sale in his shop, placed on his immaculate oak countertop in there right next to the freshly baked cookies. When not inside tending to customers or seeing to his ovens, Floyd sits out on the front stoop of the shop chatting with some of the town locals, a passing guard, or travelers looking for some supplies. He often can be found recounting outlandish tales he has overheard being told by his customers (either to him, or amongst themselves). While he denies being any source of information or even one to further rumors, he always seems to have something ready to tell as he gives a little nudge and wink.

## FLOYD TARRYFOOT

XP 600

Human cleric of Loki 3

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +3

**AC** 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)  
**hp** 17 (3d8+3)

**Fort** +4, **Ref** +2, **Will** +6

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk morningstar +2 (1d8 - 1)

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

## CR 2



**Special Attacks** channel negative energy 5/day (DC 13, 2d6)

**Domain Spell-Like Abilities** (CL 3rd; concentration +6)

6/day—*bit of luck*, *copycat* (3 rounds)

**Cleric Spells Prepared** (CL 3rd; concentration +6)

2nd—*invisibility*[D], *lesser restoration*, *silence* (DC 15)

1st—*bless*, *cure light wounds*, *disguise self* [D], *pick your poison*

0 (at will)—*enhanced diplomacy*, *guidance*, *purify food and drink* (DC 13), *resistance*

D Domain spell; **Domains** Luck, Trickery

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

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

**Feats** Brew Potion, Defiant Luck, Inexplicable Luck

**Skills** Acrobatics -5 (-9 to jump), Bluff +8, Diplomacy +7,

Knowledge (religion) +5, Profession (baker) +10, Sense Motive +9

**Languages** Common

**Combat Gear** *oil of magic weapon*, *oil of shillelagh*, *potion of cure light wounds* (6), *potion of enlarge person*, *potion of mage armor*, *potion of pass without trace*, *potion of reduce person*;

**Other Gear** mwk chainmail, mwk light steel shield, mwk light crossbow, mwk morningstar, *traveler's any-tool*

## Special Abilities

**Bit of Luck** (6/day) (Sp) Target takes the higher of 2d20 for a d20 roll.

**Copycat** (6/day) (Sp) Create a single mirror image duplicate

**Defiant Luck** (1/day) Reroll a natural 1 on a save or force a reroll of a critical hit confirmation roll.

**Inexplicable Luck** (1/day) Gain +8 bonus to a single roll, or +4 after the roll is made.

After a lengthy renovation period of his shop (which the player may or may not have been roped into by their friendly neighborhood baker), the Happy Surprise Baker has reopened and is better than ever! With glass window displays showing off his fresh baked goods, racks of sugars, spices, and potions, and tables both inside and out to have warm drinks, the place is a welcoming haven. Unbeknownst to anyone, Floyd has set



up a shrine underneath the shop in devotion to his deity: Loki, the god of mischief and trickery. A devout follower, Floyd has worked for years to master the arts of deception, misinformation and practical jokes. While he never intentionally performs these duties with malice or harm in his heart, he gets no greater joy than leading someone astray or causing a mishap. Maybe it was a swapped potion label, or serving decaf instead of a caffeinated beverage, or maybe that rumor that illegal goods were being shipped in through slip four at midnight was completely up-to-snuff. In any event, Floyd gets a good laugh, and at the end of the day, no one gets hurt.

## FLOYD TARRYFOOT

XP 1,600

Human cleric of Loki 6  
CN Medium humanoid (human)  
**Init** +1; **Senses** Perception +4

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)  
**hp** 33 (6d8+6)  
**Fort** +6, **Ref** +3, **Will** +9

**Speed** 30 ft. (20 ft. in armor)  
**Melee** mwk morningstar +4 (1d8 - 1)  
**Ranged** mwk light crossbow +6 (1d8/19-20)  
**Special Attacks** channel negative energy 5/day (DC 15, 3d6)  
**Domain Spell-Like Abilities** (CL 6th; concentration +10)  
7/day—*bit of luck*, *copycat* (6 rounds)  
**Cleric Spells Prepared** (CL 6th; concentration +10)  
3rd—*beacon of luck*, *bestow insight*, *dispel magic*, *nondetection*[D]  
2nd—*blessing of luck and resolve*, *enthral* (DC 16), *invisibility*[D], *lesser restoration*, *silence* (DC 16)  
1st—*bless*, *cure light wounds*, *disguise self*[D], *ears of the city*, *pick your poison*  
0 (at will)—*enhanced diplomacy*, *guidance*, *purify food and drink* (DC 14), *resistance*  
D Domain spell; **Domains** Luck, Trickery

**Str** 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 18, **Cha** 14  
**Base Atk** +4; **CMB** +3; **CMD** 14  
**Feats** Bestow Luck, Brew Potion, Defiant Luck, Inexplicable Luck  
**Skills** Acrobatics -5 (-9 to jump), Bluff +11, Diplomacy +11, Disguise +8, Knowledge (religion) +5, Profession (baker) +15, Sense Motive +10  
**Languages** Common  
**SQ** good fortune (1/day)  
**Combat Gear** *oil of darkness*, *oil of daylight*, *oil of invisibility*, *oil of magic stone*, *oil of magic weapon*, *oil of shillelagh*, *potion of cure light wounds* (6), *potion of enlarge person*, *potion of hide from animals*, *potion of hide from undead*, *potion of jump*, *potion of lesser restoration*, *potion of mage armor*, *potion of pass without trace*, *potion of reduce person*, *potion of sanctuary*; **Other Gear** +1 chainmail, +1 buckler, crossbow bolts (10), mwk light crossbow, mwk morningstar, *traveler's any-tool*, disguise kit, wooden holy symbol of Loki

## Special Abilities

*Bit of Luck* (7/day) (Sp) Target takes the higher of 2d20 for a d20 roll.  
*Copycat* (7/day) (Sp) Create a single mirror image duplicate  
*Defiant Luck* (2/day) Reroll a natural 1 on a save or force a reroll of a critical hit confirmation roll.  
*Good Fortune* (1/day) (Ex) As an immediate action, reroll a die before result is known. Must take 2nd roll.  
*Inexplicable Luck* (1/day) Gain +8 bonus to a single roll, or +4 after the roll is made.

At the behest of his patron deity, Floyd has expanded his misinformation giving into a side job to his thriving bakery business. Never wanting the trail to ever make his way back to him, Floyd has started forging bounty notices, help wanted posters, lost item requests, and missing people reports that he has posted all over town. Not only that, but one in four of his potions are now diluted to either last only half the normal length, or only perform half the desired effect. While he continues with the mindset that he doesn't want

any serious harm to come to anyone, he always makes sure to sprinkle a little bit of truth in all of his tricks. Floyd knows that he is starting to cross a dangerous line when it comes to his mischief, but he can't help but find it all so terribly funny.

## FLOYD TARRYFOOT

XP 6,400

Human cleric of Loki 10  
CN Medium humanoid (human)  
**Init** +2; **Senses** Perception +4

**AC** 22, touch 13, flat-footed 20 (+7 armor, +1 deflection, +2 Dex, +2 shield)  
**hp** 55 (10d8+10)  
**Fort** +9, **Ref** +6, **Will** +12

**Speed** 30 ft. (20 ft. in armor)  
**Melee** +1 morningstar +7/+2 (1d8)  
**Ranged** mwk light crossbow +10 (1d8/19-20)  
**Special Attacks** channel negative energy 5/day (DC 17, 5d6)  
**Domain Spell-Like Abilities** (CL 10th; concentration +14)  
At will—*master's illusion* (10 rounds/day)  
7/day—*bit of luck*, *copycat* (10 rounds)  
**Cleric Spells Prepared** (CL 10th; concentration +14)  
5th—*false vision*[D], *plane shift* (DC 19), *true seeing*  
4th—*bit of luck*, *confusion*[D] (DC 18), *freedom of movement*, *sending*, *tongues*  
3rd—*beacon of luck*, *bestow insight*, *dispel magic*, *false alibi* (DC 17), *nondetection*[D]  
2nd—*blessing of luck and resolve*, *conditional favor*, *enthral* (DC 16), *invisibility*[D], *lesser restoration*, *silence* (DC 16)  
1st—*bless*, *cure light wounds*, *disguise self*[D], *ears of the city*, *obscuring mist*, *pick your poison*  
0 (at will)—*enhanced diplomacy*, *guidance*, *purify food and drink* (DC 14), *resistance*  
D Domain spell; **Domains** Luck, Trickery

**Str** 8, **Dex** 14, **Con** 12, **Int** 10, **Wis** 18, **Cha** 14  
**Base Atk** +7; **CMB** +6; **CMD** 19  
**Feats** Bestow Luck, Brew Potion, Deceitful, Defiant Luck, Inexplicable Luck, Intoxicating Flattery  
**Skills** Acrobatics -2 (-6 to jump), Bluff +19, Diplomacy +15, Disguise +10, Knowledge (religion) +5, Profession (baker) +19, Sense Motive +14  
**Languages** Common  
**SQ** good fortune (1/day)  
**Combat Gear** *fortunate charm*, *oil of darkness*, *oil of daylight*, *oil of invisibility*, *oil of magic stone*, *oil of magic weapon*, *oil of shillelagh*, *potion of cure light wounds* (6), *potion of enlarge person*, *potion of hide from animals*, *potion of hide from undead*, *potion of jump*, *potion of lesser restoration*, *potion of mage armor*, *potion of pass without trace*, *potion of reduce person*, *potion of sanctuary*; **Other Gear** +1 chainmail, +1 buckler, +1 morningstar, crossbow bolts (10), mwk light crossbow, *cloak of resistance* +1, *ring of protection* +1, *traveler's any-tool*, disguise kit, tattoo holy symbol of Loki, wooden holy symbol of Loki

## Special Abilities

*Bit of Luck* (7/day) (Sp) Target takes the higher of 2d20 for a d20 roll.  
*Copycat* (7/day) (Sp) Create a single mirror image duplicate  
*Defiant Luck* (2/day) Reroll a natural 1 on a save or force a reroll of a critical hit confirmation roll.  
*Good Fortune* (1/day) (Ex) As an immediate action, reroll a die before result is known. Must take 2nd roll.  
*Inexplicable Luck* (1/day) Gain +8 bonus to a single roll, or +4 after the roll is made.  
*Intoxicating Flattery* Flatter someone to weaken Wisdom-based checks  
*Master's Illusion* (10 rounds/day, DC 19) (Sp) Hide self and allies in 30 ft, as with *veil* but enhanced DC.



# GARRON THORN

One of the Kennick Syndicate's most trusted operatives in the Ovens District, Garron Thorn is a halfling whose character is made of equal parts ruthlessness and cunning. A rising star with the Syndicate, Thorn leads a crew of 20 or so low-level soldiers who specialize in protection, extortion and petty robbery. His self-applied nickname "The Boss of Bricktown" has begun to catch on, earning him even more notoriety in the eyes of Old Man Kennick.

Thorn is outwardly an unassuming halfling who dresses modestly and seems relatively ordinary save for the well-used shortsword at his side. Though his overall demeanor is calm and can be quite garrulous and even friendly, Thorn is infamous for his fiery temper, which can explode into acts of appalling violence — mercilessly beating victims, engaging in the torture of those who have resisted his gang's protection rackets, and even nailing the limbs and heads of disloyal minions to the floor. Thorn's cruelty has created a cult of both fear and respect, as he allows only the most fanatical and loyal of Kennick operatives to join his growing organization.

## GARRON THORN

CR 2

XP 600

Halfling unchained rogue 3  
NE Small humanoid (halfling)  
Init +3; Senses Perception +9

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)  
hp 23 (3d8+9)  
Fort +4, Ref +7, Will +3; +2 vs. fear  
Defensive Abilities danger sense +1, evasion

Speed 20 ft.

Melee mwk short sword +7 (1d4 + 3/19-20)

Ranged mwk light crossbow +7 (1d6/19-20)

Special Attacks sneak attack +2d6

Str 10, Dex 17, Con 14, Int 10, Wis 13, Cha 10

Base Atk +2; CMB +1; CMD 14

Feats Black Market Dealings, Black Market Sleuth, Weapon Finesse

Skills Acrobatics +5 (+1 to jump), Bluff +6, Climb +2, Diplomacy +6 (+10 to locate black markets), Disable Device +12, Knowledge (local) +6, Perception +9, Sense Motive +7, Sleight of Hand +9, Stealth +13; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ rogue talent (black market connections), trapfinding +1

Combat Gear oil of magic weapon, potion of cure light wounds, potion of invisibility, potion of jump, potion of reduce person, potion of shield of faith +2; Other Gear mwk studded leather, crossbow bolts (10), mwk light crossbow, mwk short sword, concealable thieves' tools, grappling bolt, masterwork backpack, silk rope (50 ft.), 28 gp

The Boss of Brickton has fully earned his moniker and now he controls a small army of thugs and operatives as Old Man Kennick's most trusted subordinates. He dresses in grey and black, and habitually wears a broad-brimmed black hat pulled low over his eyes. He has grown smarter, crueler and even more clever, but with his successes have come troubles as well. Ensnared in a well-protected home in the heart of the Ovens, Garron Thorn is intensely jealous of his power, and increasingly fearful of competition from other aspiring gang leaders. He has also developed a deep fear of the water — a liability in a lake city like Cat's Cradle. He particularly fears the serpents that lurk in the deep water, and a single monster he calls only "Winston" in particular. Some of Thorn's associates feel that he is losing his mind, and that "Winston" is nothing but a figment of his imagination.

## GARRON THORN

CR 5

XP 1,600

Halfling unchained rogue 6  
NE Small humanoid (halfling)  
Init +3; Senses Perception +12

AC 19, touch 15, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 size)  
hp 45 (6d8+18)

12 | FORTUNE HUNTERS



Fort +5, Ref +9, Will +4; +2 vs. fear

Defensive Abilities danger sense +2, evasion, uncanny dodge

Speed 20 ft.

Melee +1 short sword +9 (1d4 + 4/19-20)

Ranged mwk light crossbow +9 (1d6/19-20)

Special Attacks sneak attack +3d6

Rogue (Unchained) Spell-Like Abilities (CL 6th; concentration +6)

At will—detect magic

3/day—vanish

Str 10, Dex 17, Con 14, Int 11, Wis 13, Cha 10

Base Atk +4; CMB +3; CMD 17

Feats Black Market Dealings, Black Market Sleuth, Dodge, Weapon Finesse

Skills Acrobatics +5 (+1 to jump), Bluff +9, Climb +2, Diplomacy +9 (+13 to locate black markets), Disable Device +17, Knowledge (local) +9, Perception +12, Sense Motive +10, Sleight of Hand +12, Stealth +16; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling

SQ debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, rogue talents (black market connections, major magic, minor magic), trapfinding +3

Combat Gear elixir of hiding, potion of cure moderate wounds; Other Gear +1 studded leather, +1 short sword, crossbow bolts (10), mwk light crossbow, concealable thieves' tools, grappling bolt, masterwork backpack, silk rope (50 ft.), 28 gp

## Special Abilities

Debilitating Injury: Bewildered -2/-4 (Ex) Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

Debilitating Injury: Disoriented -2/-4 (Ex) Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

Debilitating Injury: Hampered (Ex) Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

At the height of his power, Thorn is the undisputed gang chief of the Ovens, but his crippling paranoia and fear keeps him in his fortified residence, from which he oversees Syndicate operations, issuing orders, disciplining subordinates and meting out justice to turncoats or uncooperative shopkeepers. He has avoided arrest by the Watch and by those members of the Constabulary determined to bring him to justice, yet he grows increasingly fearful, still afraid of the lake and the ever-present “Winston”, whom he claims watches him through his windows at night.

## GARRON THORN

CR 9

XP 6,400

Halfling unchained rogue 10

NE Small humanoid (halfling)

**Init** +5; **Senses** Perception +16

**AC** 23, touch 18, flat-footed 17 (+4 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural, +1 size)

**hp** 75 (10d8+30)

**Fort** +6, **Ref** +13, **Will** +5 (+2 against attempts to scry on you or read your mind); +2 vs. fear

**Defensive Abilities** danger sense +3, evasion, improved uncanny dodge

**Speed** 20 ft.

**Melee** +1 *short sword* +14/+9 (1d4 + 6/19-20)

**Ranged** mwk light crossbow +14 (1d6/19-20)

**Special Attacks** sneak attack +5d6

**Rogue (Unchained) Spell-Like Abilities** (CL 10th; concentration +10)

At will—*detect magic*

5/day—*vanish*

1/day—*knock*

**Str** 10, **Dex** 20, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10

**Base Atk** +7; **CMB** +6; **CMD** 23

**Feats** Black Market Dealings, Black Market Sleuth, Bookish

Rogue, Careful Speaker, Dodge, Weapon Finesse

**Skills** Acrobatics +7 (+3 to jump), Bluff +13 (+15 to fool someone, +15 to pass secret messages), Climb +2, Diplomacy +13 (+17 to locate black markets), Disable Device +25, Knowledge (local) +13, Perception +16, Sense Motive +14, Sleight of Hand +18, Stealth +22; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Common, Halfling

**SQ** debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, rogue talents (black market connections, dispelling attack, major magic, minor magic, occult dungeoneer), trapfinding +5

**Combat Gear** *elixir of hiding*, *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of reduce person*; **Other Gear** +1 studded leather, +1 *short sword*, crossbow bolts (10), mwk light crossbow, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *ring of protection* +1, concealable thieves' tools, grappling bolt, masterwork backpack, silk rope (50 ft.), 28 gp

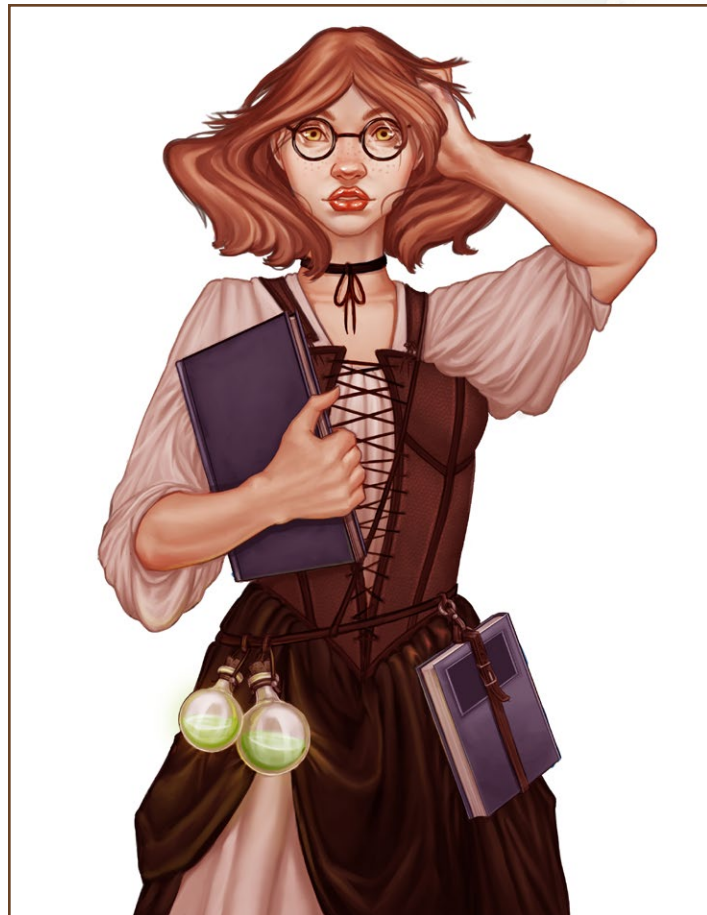
## Special Abilities

**Debilitating Injury: Bewildered** -2/-6 (Ex) Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

**Debilitating Injury: Disoriented** -2/-6 (Ex) Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

**Debilitating Injury: Hampered** (Ex) Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

**Dispelling Attack** (Su) Your sneak attacks attempt to dispel the target's active spells.



## HELEZIA ARREN

An accomplished alchemist in her hometown, Helezia Arren ventured to Cat's Cradle in the hope of learning the trade of alchemy at the city college. Despite her magical accomplishment, the college's fees proved penurious, forcing her into freelance work as a freelance spellcaster and occasional adventurer, as well as serving as an assistant to her instructors in exchange for discounted tuition. She has taken to her classes with enthusiasm, prompting her instructors to describe her as a natural talent, and if encountered will always be carrying 2d6 randomly determined potions or alchemical substances (see Appendix B).

Helezia is quietly obsessed with her science, to the extent that she doesn't pay much attention to her appearance or keeping her garments in order, and presents herself as a somewhat wild-haired, intense-eyed woman clad in modest garments more suited to a country villager than a skilled and aspiring alchemist. Despite her eccentricities — or perhaps because of them — she is popular with adventurers and other transient, knockabout types, who appreciate her presence on explorations or dungeon delves, where she is far more interested in collecting rare substances and potions than in gold and other traditional treasures.

## HELEZIA ARREN

CR 2

XP 600

Human alchemist 3

NG Medium humanoid (human)

**Init** +2; **Senses** Perception +7

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 20 (3d8+6)

**Fort** +4, **Ref** +5, **Will** +2; +2 bonus vs. poison

**Speed** 30 ft. (20 ft. in armor)

**Ranged** bomb +5 (2d6 + 3 fire)

**Special Attacks** bomb 6/day (2d6 + 3 fire, DC 14)

**Alchemist Extracts Prepared** (CL 3rd; concentration +6)

1st—*adhesive spittle* (DC 14), *crafter's fortune* (DC 14), *cure light*



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

**Base Atk +2; CMB +2; CMD 14**

**Feats** Brew Potion, Improvisational Healer, Instant Alchemy, Sure-handed Alchemy, Throw Anything

**Skills** Acrobatics -1 (-5 to jump), Craft (alchemy) +13 (+16 to create alchemical items), Heal +7, Knowledge (arcana) +9, Knowledge (nature) +9, Perception +7, Spellcraft +9, Survival +7, Use Magic Device +5

**Languages** Common, Draconic, Dwarven, Elven

**SQ** alchemy (alchemy crafting +3), discovery (enhance potion), mutagen (+4/-2, +2 natural armor, 30 minutes), poison use, swift alchemy

**Combat Gear** *potion of cure light wounds, potion of endure elements, potion of enlarge person, potion of hide from animals, potion of hide from undead, potion of jump, potion of mage armor, potion of magic fang, potion of pass without trace, potion of protection from chaos, potion of protection from evil, potion of reduce person, potion of remove fear, potion of sanctuary, potion of shield of faith* +2, acid, alchemist's fire, alkali flask, bottled lightning, holy water, shard gel, tangleburn bag, tanglefoot bag, thunderstone; **Other Gear** mwk lamellar (leather) armor, formula alembic, hybridization funnel, traveler's any-tool, alchemist starting formula book, alchemist's lab, alchemy crafting kit, masterwork backpack, 1 gp, 6 sp, 9 cp

## Special Abilities

**Enhance Potion (3/day)** A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

**Improvisational Healer** Treat without using healer kit charges (+2 if use charge). Can use heal ranks as CL for certain potions.

In her third year at the college, Helezia continues to grow and evolve into a skilled alchemist. She earns significant income from sales of her various products, both through Academy Sales and on her own. Her popularity as an adventuring companion has grown as well, and now she is finding her schedule starting to get crowded as she divides her time between class and dungeoneering. Her potions are more potent now, further adding to her popularity.

## HELEZIA ARREN

**XP 1,600**

Human alchemist 6

NG Medium humanoid (human)

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

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 39 (6d8+12)

**Fort** +6, **Ref** +7, **Will** +3; +4 bonus vs. poison

**Speed** 30 ft.

**Melee** dagger +4 (1d4/19-20)

**Ranged** bomb +7 (3d6 + 4 fire)

**Special Attacks** bomb 10/day (3d6 + 4 fire, DC 17)

**Alchemist Extracts Prepared** (CL 6th; concentration +10)

2nd—*alchemical allocation* (2), *barkskin*, *cure moderate wounds*

1st—*adhesive spittle* (DC 15), *crafter's fortune* (DC 15), *cure light wounds*, *firebelly* (DC 15), *shield*

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

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

**Feats** Brew Potion, Improvisational Healer, Instant Alchemy, Natural Poison Harvester, Sure-handed Alchemy, Throw Anything

**Skills** Appraise +13, Craft (alchemy) +17 (+23 to create alchemical items, +19 when creating poison harvested from poisonous monsters), Heal +12 (+13 circumstance to treat wounds or deadly wounds), Knowledge (arcana) +13, Knowledge (nature) +13, Perception +10, Spellcraft +13, Survival +10, Use Magic Device +8

**Languages** Common, Draconic, Dwarven, Elven

**SQ** alchemy (alchemy crafting +6), discoveries (enhance potion,

infusion, spontaneous healing), mutagen (+4/-2, +2 natural armor, 60 minutes), poison use, swift alchemy

**Combat Gear** *potion of cure light wounds, potion of endure elements, potion of enlarge person, potion of hide from animals, potion of hide from undead, potion of jump, potion of mage armor, potion of magic fang, potion of pass without trace, potion of protection from chaos, potion of protection from evil, potion of reduce person, potion of remove fear, potion of sanctuary, potion of shield of faith* +2, acid, alchemist's fire, alkali flask, bottled lightning, healer's kit, holy water, shard gel, tangleburn bag, tanglefoot bag, thunderstone; **Other Gear** +1 lamellar (leather) armor, dagger, formula alembic, handy haversack, hybridization funnel, traveler's any-tool, alchemist starting formula book, alchemist's lab, alchemy crafting kit, surgeon's tools, 13 gp, 3 cp

## Special Abilities

**Enhance Potion (4/day)** A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

**Improvisational Healer** Treat without using healer kit charges (+2 if use charge). Can use heal ranks as CL for certain potions.

**Spontaneous Healing (15 HP/day)** The alchemist gains the ability to heal from wounds rapidly. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this manner for every 2 alchemist levels he possesses.

On the verge of graduation, Helezia has been the head of the Alchemical Students' Organization for a year now and contemplates taking employment as a part-time instructor at the college. Though she still occasionally ventures out of Cat's Cradle with adventurers, she more frequently employs them herself, sending them out to obtain rare and important ingredients.

## HELEZIA ARREN

**CR 9**

**XP 6,400**

Human alchemist 10

NG Medium humanoid (human)

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

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

**hp** 65 (10d8+20)

**Fort** +8, **Ref** +9, **Will** +5

**Immune** poison

**Speed** 30 ft.

**Melee** dagger +7/+2 (1d4/19-20)

**Ranged** bomb +10 (5d6 + 4 fire)

**Special Attacks** bomb 14/day (5d6 + 4 fire, DC 19)

**Alchemist Extracts Prepared** (CL 10th; concentration +14)

4th—*cure critical wounds* (2)

3rd—*cure serious wounds* (2), *remove curse*, *remove disease*

2nd—*alchemical allocation* (2), *barkskin*, *cure moderate wounds*, *mage armor*

1st—*adhesive spittle* (DC 15), *crafter's fortune* (DC 15), *cure light wounds*, *firebelly* (DC 15), *polypurpose panacea*, *shield*

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

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

**Feats** Alchemical Strike, Brew Potion, Concentrated Splash, Improvisational Healer, Instant Alchemy, Natural Poison Harvester, Sure-handed Alchemy, Throw Anything

**Skills** Appraise +17, Craft (alchemy) +21 (+31 to create alchemical items, +23 when creating poison harvested from poisonous monsters), Heal +17 (+18 circumstance to treat wounds or deadly wounds), Knowledge (arcana) +17, Knowledge (nature) +17, Perception +15, Spellcraft +17, Survival +15, Use Magic Device +12

**Languages** Common, Draconic, Dwarven, Elven

**SQ** alchemy (alchemy crafting +10), discoveries (enhance potion, extend potion, infusion, spell knowledge, spontaneous healing), mutagen (+4/-2, +2 natural armor, 100 minutes), poison use, swift alchemy

**Combat Gear** *oil of bless weapon, oil of magic weapon, potion of aid, potion of barkskin* +2, *potion of bear's endurance*, *potion*



of blur, potion of bull's strength, potion of cat's grace, potion of cure light wounds, potion of cure moderate wounds, potion of cure serious wounds, potion of darkvision, potion of delay poison, potion of displacement, potion of eagle's splendor, potion of endure elements, potion of enlarge person, potion of fly, potion of fox's cunning, potion of gaseous form, potion of good hope, potion of haste, potion of heroism, potion of hide from animals, potion of hide from undead, potion of invisibility, potion of jump, potion of lesser restoration, potion of mage armor, potion of magic fang, potion of neutralize poison, potion of owl's wisdom, potion of pass without trace, potion of protection from chaos, potion of protection from evil, potion of reduce person, potion of remove blindness/deafness, potion of remove fear, potion of remove paralysis, potion of resist acid 10, potion of resist cold 10, potion of resist electricity 10, potion of resist fire 10, potion of resist sonic 10, potion of sanctuary, potion of shield of faith +2, potion of spider climb, potion of tongues, potion of water breathing, potion of water walk, universal solvent, acid, alchemical glue, alchemical glue accelerant, alchemical solvent, alchemist's fire, alkali flask, blanch bomb, adamantine, blanch bomb, cold iron, blanch bomb, silver, bottled lightning, healer's kit, holy water, shard gel, smoke bomb, tangleburn bag, tanglefoot bag, thunderstone, unstable accelerant, weapon blanch (adamantine), weapon blanch (cold iron), weapon blanch (ghost salt), weapon blanch (silver); **Other Gear** +1 lamellar (leather) armor, dagger, formula alembic, handy haversack, hybridization funnel, traveler's any-tool, alchemist starting formula book, alchemist's lab, alchemy crafting kit, sunrod, surgeon's tools, 15 gp, 7 sp, 6 cp

## Special Abilities

**Alchemical Strike** +2 As full attack you can throw 1 alchemical item (no bombs) and increase DC by listed bonus.

**Concentrated Splash** You may choose to forgo splash damage to increase direct damage by 50%.

**Enhance Potion (4/day)** A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

**Extend Potion (4/day)** Cause any non-instantaneous potion to have 2x duration.

**Improvisational Healer** Treat without using healer kit charges (+2 if use charge). Can use heal ranks as CL for certain potions.

**Spontaneous Healing (25 HP/day)** The alchemist gains the ability to heal from wounds rapidly. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this manner for every 2 alchemist levels he possesses.

# HENRIC HAMMERHILL

A stout dwarven man with dark skin and a long black beard he keeps braided and clasped to his studded leather jerkin. His shaven head is kept covered not only with his hooded cloak, but also with a leather cap inscribed with the pattern of a bird of prey. While seemingly like any other dwarf at first glance, he is surprisingly more agile and stealthy than his slower moving, stocky brethren. When springing into combat, he either dual wields a short sword and handaxe, fires his elaborately engraved shortbow, or swings his mithril-headed maul.

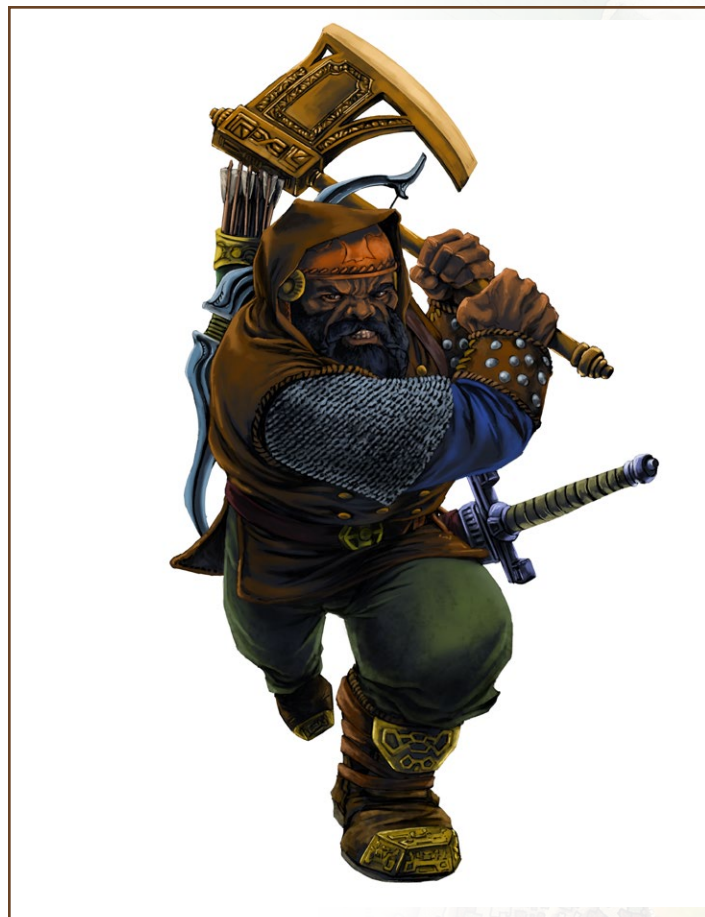
Relatively new to Cat's Cradle, Henric Hammerhill came into the region from the west riding a dwarven war ram and accompanied by his only friend and companion: an black and red feathered axe beak by the name of Muuaji. Without a silver to his name, he has begun hiring his services out to the locals in exchange for coin when he can get it (or food, drink, and lodging when he cannot). While not yet familiar with the surrounding terrain, Henric is a skilled survivalist and hunter, and has begun to earn the reputation of being reliable and honest, making sure to keep a level head in tense situations and be a voice of reason. Whether it be helping track something in the wilds, provide an extra blade in battle, or guarding people along the trade routes in and out of town, the stoic Henric Hammerhill is willing to do just about anything within his skill set for pay.

## HENRIC HAMMERHILL

XP 600

Dwarf hunter 3

## CR 2



LN Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft.; Perception +9 (+11 to notice unusual stonework)

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 23 (3d8+9)

**Fort** +5, **Ref** +5, **Will** +4; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

**Speed** 20 ft.

**Melee** mwk handaxe +2 (1d6 + 1/×3), mwk short sword +2 (1d6 + 1/19-20) or

mwk handaxe +4 (1d6 + 1/×3) or

mwk short sword +4 (1d6 + 1/19-20) or

mwk silver greatclub +4 (1d10 + 1)

**Ranged** mwk composite shortbow +5 (1d6 + 1/×3)

**Special Attacks** hatred

**Hunter Spells Known** (CL 3rd; concentration +6)

1st (4/day)—calm animals (DC 14), cure light wounds, pass without trace, speak with animals, summon nature's ally I

0 (at will)—create water, detect poison, guidance, know direction, purify food and drink (DC 13), resistance

**Str** 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

**Base Atk** +2; **CMB** +3; **CMD** 15 (19 vs. bull rush, 19 vs. trip)

**Feats** Double Slice, Precise Shot, Precise Strike, Two-weapon Fighting

**Skills** Acrobatics +1 (-3 to jump), Appraise +0 (+2 to assess nonmagical metals or gemstones), Handle Animal +4 (+6 vs. Muuaji while worn), Knowledge (geography) +6, Knowledge (nature) +6, Perception +9 (+11 to notice unusual stonework), Stealth +7, Survival +9 (+11 to get along in the wild, endure severe weather, avoid getting lost, spot natural hazards, and predict weather); **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** animal companion (axe beak named Muuaji), animal focus (3



minutes/day), hunter tactics, nature training, track +1, wild empathy +3  
**Other Gear** studded leather, arrows (20), mwk composite shortbow (+1 Str), mwk handaxe, mwk short sword, mwk silver greatclub, basic maps (major landmarks only), flint and steel, knife, utility, mess kit, waterskin (2), 8 gp

## Special Abilities

**Animal Focus** (3 minutes/day) (Su) As a swift action, gain bonuses from emulated animal(s). If no companion, +1 slots.  
**Precise Strike** +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

## MUUAJI

Axe beak  
N Medium animal

**Init** +4; **Senses** low-light vision; Perception +6

**AC** 17, touch 15, flat-footed 12 (+4 Dex, +1 dodge, +2 natural)  
**hp** 17 (3d8+3)  
**Fort** +4, **Ref** +7, **Will** +1  
**Defensive Abilities** evasion

**Speed** 50 ft.  
**Melee** bite +6 (1d6)

**Str** 11, **Dex** 18, **Con** 12, **Int** 2, **Wis** 11, **Cha** 10  
**Base Atk** +2; **CMB** +2; **CMD** 17  
**Feats** Dodge, Precise Strike, Weapon Finesse  
**Tricks** Attack, Attack, Attack Any Target, Defend, Down, Flank, Guard, Protect, Stay  
**Skills** Acrobatics +4 (+12 to jump), Perception +6  
**SQ** animal focus, attack, attack any target, defend, down, flank, guard, protect, stay  
**Other Gear** pack saddle, training harness

## Special Abilities

**Animal Focus** (Su) As a swift action, gain bonuses from emulated animal(s).  
**Precise Strike** +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

One of the prominent hunters and trackers in the region, Henric Hammerhill can usually be found sitting quietly on the porch of one of the better known taverns or inns in town. Accompanying him nearby (or sometimes even at his table, making a mess and eating bits of leftover venison) is his axe beak companion Muuaji. Both dwarf and large bird watch passersby with a modicum of interest, content in their solitude but ready for any job should the opportunity present itself. Henric often provides guidance to those new to the area and need to get their bearing when traversing the surrounding wilderness, but also provides game to the local food merchants (sanctioned by the city lords, of course).

As most of his time is dedicated toward official hunting trips or for performing escort missions, Henric is always in need of people to handle a few odd jobs for him. He may require a package of meat to be delivered to an out-of-the-way client, or perhaps pick up a bundle of expensive hides from a furrier who has had some bandit trouble of late. On a more personal note, Hammerhill is looking for someone who can track down and handle a tribe of goblins in the nearby forest who have been rumored to be training owlbears to aid in their harassment of other rangers, woodsmen, and even miners in the region.

## HENRIC HAMMERHILL

XP 1,600

Dwarf hunter 6

LN Medium humanoid (dwarf)

**Init** +2; **Senses** darkvision 60 ft.; Perception +12 (+14 to notice unusual stonework)

**AC** 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

**hp** 45 (6d8+18)

**Fort** +7, **Ref** +7, **Will** +5; +2 vs. poison, spells, and spell-like abilities

## Defensive Abilities defensive training

**Speed** 20 ft.

**Melee** mwk handaxe +5 (1d6 + 2/×3), mwk short sword +5 (1d6 + 2/19-20) or  
mwk handaxe +7 (1d6 + 2/×3) or  
mwk short sword +7 (1d6 + 2/19-20) or  
mithral greatclub +7 (1d10 + 3)

**Ranged** mwk composite shortbow +7 (1d6 + 1/×3)

**Special Attacks** hatred

**Hunter Spells Known** (CL 6th; concentration +9)

2nd (4/day)—*arrow eruption*, *barkskin*, *chameleon stride*, *hold animal* (DC 15), *summon nature's ally II*

1st (5/day)—*calm animals* (DC 14), *cure light wounds*, *pass without trace*, *speak with animals*, *summon nature's ally I*

0 (at will)—*create water*, *detect poison*, *guidance*, *know direction*, *purify food and drink* (DC 13), *resistance*

**Str** 14, **Dex** 15, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

**Base Atk** +4; **CMB** +6; **CMD** 18 (22 vs. bull rush, 22 vs. trip)

**Feats** Double Slice, Outflank, Power Attack, Precise Shot, Precise Strike, Two-weapon Fighting

**Skills** Acrobatics +1 (-3 to jump), Appraise +0 (+2 to assess nonmagical metals or gemstones), Handle Animal +7, Knowledge (geography) +9, Knowledge (nature) +9, Perception +12 (+14 to notice unusual stonework), Stealth +10, Survival +12; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** animal companion (axe beak named Muuaji), animal focus (6 minutes/day), hunter tactics, improved empathic link, nature training, track +3, wild empathy +6, woodland stride

**Other Gear** studded leather, arrows (20), mithral greatclub, mwk composite shortbow (+1 Str), mwk handaxe, mwk short sword

## Special Abilities

**Animal Focus** (6 minutes/day) (Su) As a swift action, gain bonuses from emulated animal(s). If no companion, +1 slots.

**Outflank** Increase flank bonus by +2 if flanking ally has same feat. If you crit, ally gets an AoO.

**Precise Strike** +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

## MUUAJI

Axe beak

N Large animal

**Init** +4; **Senses** low-light vision; Perception +9

**AC** 20, touch 14, flat-footed 15 (+4 Dex, +1 dodge, +6 natural, -1 size)

**hp** 45 (6d8+18)

**Fort** +8, **Ref** +9, **Will** +2 (+4 morale bonus vs. enchantment effects)

**Defensive Abilities** evasion

**Speed** 50 ft.

**Melee** bite +8 (2d6 + 7)

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

**Special Attacks** sudden charge

**Str** 20, **Dex** 18, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +4; **CMB** +10; **CMD** 25

**Feats** Combat Reflexes, Dodge, Improved Natural Attack (bite), Outflank, Precise Strike

**Tricks** Attack, Attack, Attack Any Target, Defend, Deliver, Down, Flank, Guard, Protect, Stay

**Skills** Acrobatics +4 (+12 to jump), Perception +9

**SQ** animal focus, attack, attack any target, defend, deliver, devotion, down, flank, guard, protect, stay, woodland stride

## Special Abilities

**Animal Focus** (Su) As a swift action, gain bonuses from emulated animal(s).



Outflank Increase flank bonus by +2 if flanking ally has same feat.

If you crit, ally gets an AoO.

Precise Strike +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

*Sudden Charge (Ex)* On charge, if bite hits then make free trip attack.

Henric Hammerhill has become a bit of a recluse during the course of the last few years. While still known as one of the premiere hunters and trackers of the region, he no longer attends the court nor offers his services to anyone since the deaths of his family at the hands (or more accurately: claws and fangs) of Jokulvargr, an awakened demonic winter wolf. Henric has all but retired, keeping to himself at his cabin in the woods outside of Cat's Cradle, still accompanied by his axe beak Muuaji. In actuality though, Henric seeks out knowledge and allies in order to one day mount an expedition to the extradimensional home plane where Jokulvargr resides, along with her pack the Burning Frost Tribe. Information, equipment, and magic for planar travel is what Henric now seeks to obtain and will pay handsomely for any brought to him.

## HENRIC HAMMERHILL

CR 9

XP 6,400

Dwarf hunter 10

LN Medium humanoid (dwarf)

**Init** +3; **Senses** darkvision 60 ft.; Perception +16 (+18 to notice unusual stonework)

**AC** 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 natural)

**hp** 75 (10d8+30)

**Fort** +9, **Ref** +10, **Will** +6; +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** defensive training

**Speed** 20 ft.

**Melee** +1 *mithral greatclub* +10/+5 (1d10 + 4) or mwk handaxe +8 (1d6 + 2/×3), mwk short sword +8/+3 (1d6 + 2/19-20) or

mwk handaxe +10/+5 (1d6 + 2/×3) or

mwk short sword +10/+5 (1d6 + 2/19-20)

**Ranged** mwk composite shortbow +11/+6 (1d6 + 2/×3)

**Special Attacks** hatred

**Hunter Spell-Like Abilities** (CL 10th; concentration +13)

At will—*raise animal companion* (neg level when cast)

**Hunter Spells Known** (CL 10th; concentration +13)

4th (1/day)—*commune with plane, find quarry, summon nature's ally IV*

3rd (4/day)—*greater magic fang, planar aegis, planar inquiry, communal resist energy, summon nature's ally III*

2nd (5/day)—*arrow eruption, barkskin, celestial companion, chameleon stride, hold animal* (DC 15), *summon nature's ally II*

1st (6/day)—*calm animals* (DC 14), *cure light wounds, hunter's howl* (DC 14), *pass without trace, speak with animals, summon nature's ally I*

0 (at will)—*create water, detect poison, guidance, know direction, purify food and drink* (DC 13), *resistance*

**Str** 14, **Dex** 16, **Con** 14, **Int** 10, **Wis** 16, **Cha** 6

**Base Atk** +7; **CMB** +9; **CMD** 23 (27 vs. bull rush, 27 vs. trip)

**Feats** Double Slice, Lookout, Nemesis, Outflank, Planewalker's Insight,

Power Attack, Precise Shot, Precise Strike, Two-weapon Fighting

**Skills** Acrobatics +3 (-1 to jump), Appraise +0 (+2 to assess nonmagical metals or gemstones), Handle Animal +11, Knowledge (geography) +13, Knowledge (nature) +13, Knowledge (planes) +7 (+9 vs. outsiders), Perception +16 (+18 to notice unusual stonework), Sense Motive +3 (+5 vs. outsiders), Stealth +16, Survival +16; **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework

**Languages** Common, Dwarven

**SQ** animal companion (axe beak named Muuaji), animal focus (10 minutes/day, double), bonus trick (1), hunter tactics, improved empathic link, nature training, swift tracker, track +5, wild empathy +10, woodland stride

**Combat Gear** +1 *outsider-bane arrow* (2); **Other Gear** +1 *studded leather*, +1 *mithral greatclub*, arrows (20), mwk

composite shortbow (+2 Str), mwk handaxe, mwk short sword, *amulet of natural armor* +1, *ring of protection* +1

## Special Abilities

**Lookout** Not surprised if adjacent ally with same feat isn't surprised. Extra actions if both are aware.

**Outflank** Increase flank bonus by +2 if flanking ally has same feat.

If you crit, ally gets an AoO.

Precise Strike +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

**Second Animal Focus** (10 minutes/day) (Su) As a swift action, gain bonuses from emulated animal(s). If no companion, +1 slots.

## MUUAJI

CR —

Axe beak

N Large animal

**Init** +8; **Senses** low-light vision; Perception +12

**AC** 25, touch 14, flat-footed 20 (+3 armor, +4 Dex, +1 dodge, +8 natural, -1 size)

**hp** 68 (9d8+27)

**Fort** +9, **Ref** +10, **Will** +3 (+4 morale bonus vs. enchantment effects)

**Defensive Abilities** evasion

**Speed** 50 ft.

**Melee** bite +11/+6 (2d6 + 9)

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

**Special Attacks** sudden charge

**Str** 22, **Dex** 19, **Con** 16, **Int** 2, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +13; **CMD** 28

**Feats** Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (bite), Light Armor Proficiency, Lookout, Outflank, Precise Strike

**Tricks** Attack, Attack Any Target, Defend, Deliver, Down, Flank, Guard, Protect, Rescue, Seek, Stay

**Skills** Acrobatics +3 (+11 to jump), Perception +12

**SQ** animal focus, attack, attack any target, defend, deliver, devotion, down, flank, guard, protect, rescue, seek, stay, woodland stride

**Other Gear** studded leather

## Special Abilities

**Lookout** Not surprised if adjacent ally with same feat isn't surprised. Extra actions if both are aware.

**Outflank** Increase flank bonus by +2 if flanking ally has same feat.

If you crit, ally gets an AoO.

Precise Strike +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

**Second Animal Focus** (Su) As a swift action, gain bonuses from emulated animal(s).

**Sudden Charge** (Ex) On charge, if bite hits then make free trip attack.

## JALL KUKRICH

Though his wiry body is taller by about six inches, Jall Kukrich's hunched stature marks him as just over four-foot-six. He does his best to keep his black and grey fur clean by washing from unoccupied watering troughs, and keeping his facial fur and whiskers slicked back with a bit of wagon wheel axle grease he keeps in a tiny glass jar. He wears an odd, ill-fitting outfit that consists of an old nobleman's long cape sewn together with both a discarded entertainer's outfit and some clergyman's robes. Atop his head he wears his most prized possession: an immaculate crushed velvet red fez, complete with black and gold threaded tassel. Unlike the rest of his attire, his headpiece is always clean and sits at such a perfect angle, passersby cannot help but smile at Jall when they see him wearing it.

Like most ratfolk in the Lost Lands, Jall has been a bit of an outcast within the city since his early days. Arriving by river on a raft made of sticks and muck, he began working odd jobs at the docks, everything from assisting





fishermen to moving crates and barrels to standing guard at warehouses. But while he worked hard, he was really keeping his ear to the ground, learning what he could about the city and its residents: whispers, rumors, stories, deals, schedules; any bit of information he could turn around and tell interested parties for a bit of coin. Jall has befriended the young street urchins and unnoticed youths of the city to help him learn more and further out, creating a loose information network throughout the Docks, Old Town, and the Ovens. He himself is also looking for any kind of odd job that can either earn him a bit of coin, or something of value (assuming he is not risking his life, or anything else dangerous like that!)

### JALL KUKRICH

**XP 600**

Ratfolk unchained rogue 3  
CN Small humanoid (ratfolk)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +9

**AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

**hp** 12 (3d8-2)

**Fort** +0, **Ref** +6, **Will** +2; +2 vs. disease

**Defensive Abilities** danger sense +1, evasion

**Speed** 20 ft.

**Melee** 2 claws +6 (1d4 + 3)

**Ranged** mwk hand crossbow +7 (1d3/19-20)

**Special Attacks** sneak attack +2d6, swarming

**Str** 8, **Dex** 16, **Con** 8, **Int** 14, **Wis** 13, **Cha** 15

**Base Atk** +2; **CMB** +0; **CMD** 13

**Feats** Pack Rat, Sharpclaw, Weapon Finesse

**Skills** Acrobatics +9 (+5 to jump), Bluff +8, Diplomacy +8, Disable Device +12, Escape Artist +9, Knowledge (local) +8, Perception +9, Sense Motive +7, Sleight of Hand +9, Stealth +13, Use Magic Device +10; **Racial Modifiers** +2 Perception, +2 Use Magic Device

**Languages** Common, Dwarven, Halfling

**SQ** cleanliness, rogue talent (coax information), trapfinding +1

**Combat Gear** *potion of cure light wounds*, *potion of invisibility*,

*potion of reduce person*; **Other Gear** mwk studded leather, arrows (20), mwk hand crossbow, *traveler's any-tool*, concealable thieves' tools, dilettante's outfit, fez, grappling bolt, masterwork backpack, silk rope (50 ft.), 133 gp

### Special Abilities

**Cleanliness** +2 vs. disease, exceeding disease save by 5 counts as 2 consecutive saves.

**Coax information** (Ex) Can use Bluff or Diplomacy to force an opponent to act friendly.

**Pack Rat** (40 gp, 1/day) Produce mundane item worth less than 40 that you 'had on you.'

**Swarming** (Ex) Can share a square with another creature with swarming, if both attack the same foe, he is flanked.

You can usually hear the bell tinkling on the covered two-wheeled cart Jall is pulling behind him before you see his fez-adorned smiling rodent face. He moves his moderately-sized "establishment" throughout the Docks, Old Town, the Ovens, and even the southern and eastern areas of the Gold District, calling out to new travelers and adventurers he sees or to citizens he has come to know over the years. Jall's mobile shop sells a variety of goods and items and he is always looking to make a trade, even if he has to offer a discount. However, information is what he deals with more: Do you need dirt on what the corrupt guardsman Sergeant Donovan is handling these days? Or what time a Gold District shopkeep locks up shop and goes home for the night? Perhaps you are wanting to know the latest rumors of the gemstone vein discovered in one of the Salt Mines? These types of things are what Jall excels at knowing and selling, as his network of little spies and information gatherers has grown exponentially. He now has information from all over the city of Cat's Cradle and the surrounding area, even as far as the village of Gambit. However, information has a price, and while gold is always nice, offering up substantiated intel on something Jall doesn't know is preferred.

### JALL KUKRICH

**CR 5**

**XP 1,600**

Ratfolk unchained rogue 6

CN Small humanoid (ratfolk)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +12

**AC** 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

**hp** 22 (6d8-5)

**Fort** +1, **Ref** +8, **Will** +3; +2 vs. disease

**Defensive Abilities** danger sense +2, evasion, uncanny dodge

**Speed** 20 ft.

**Melee** 2 claws +8 (1d4 + 3)

**Ranged** hand crossbow +8 (1d3/19-20)

**Special Attacks** sneak attack +3d6, swarming

**Rogue (Unchained) Spell-Like Abilities** (CL 6th; concentration +10)

At will—*detect magic*

3/day—*charm person*

**Str** 8, **Dex** 16, **Con** 8, **Int** 14, **Wis** 13, **Cha** 18

**Base Atk** +4; **CMB** +2; **CMD** 15

**Feats** Pack Rat, Scurrying Swarmer, Sharpclaw, Weapon Finesse

**Skills** Acrobatics +9 (+5 to jump), Appraise +8, Bluff +13,

Diplomacy +13, Disable Device +17, Escape Artist +12,

Knowledge (local) +11, Perception +12, Sense Motive +10,

Sleight of Hand +12, Stealth +16, Use Magic Device +15; **Racial**

**Modifiers** +2 Perception, +2 Use Magic Device

**Languages** Common, Dwarven, Halfling

**SQ** cleanliness, debilitating injury: bewildered, debilitating injury:

disoriented, debilitating injury: hampered, rogue talents (coax

information, major magic, minor magic), trapfinding +3

**Other Gear** mwk studded leather, arrows (20), hand crossbow, *fez of alluring charisma* +2, concealable thieves' tools, grappling bolt, masterwork backpack, silk rope (50 ft.), 123 gp

### Special Abilities

**Cleanliness** +2 vs. disease, exceeding disease save by 5 counts as 2 consecutive saves.



## WHAT A DEAL!

Consider Jall's mobile cart and The Memorable Fez shop to be a combination of a general store, a potion shop and a weapon vendor, with a fifty percent chance of having what the players are looking for. That being said, for every item Jall doesn't have, immediately offer an item of similar price and style that he actually will have in stock (within reason, at your discretion).

Example: the player is looking for a *potion of cure light wounds*. They fail the roll to see if he has it in stock, but Jall immediately points out that he has a *potion of bless* on his shelf!

**Coax information (Ex)** Can use Bluff or Diplomacy to force an opponent to act friendly.

**Debilitating Injury: Bewildered -2/-4 (Ex)** Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

**Debilitating Injury: Disoriented -2/-4 (Ex)** Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

**Debilitating Injury: Hampered (Ex)** Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

**Pack Rat (55 gp, 1/day)** Produce mundane item worth less than 55 that you 'had on you.'

**Scurrying Swarmer** Use swarming trait to enter square of willing ally, ally treated as having same teamwork feats.

**Swarming (Ex)** Can share a square with another creature with swarming, if both attack the same foe, he is flanked.

Situated in the southern area of the Gold District, close to Old Town, Jall owns and runs a small bazaar shop he calls The Memorable Fez where he continues to sell a variety of items of all sorts. In addition to continuing to maintain his information network acquired from the city's underclass youths, Jall has branched out into employing pickpockets, burglars, and forgers. Not only providing requested information, he now offers documents, disguises and uniforms, and even official crests and badges (given the appropriate amount of time and money). As he has always been, Jall is not a violent creature by nature, but is willing to pay top dollar for anyone willing to acquire the things he needs, by any means necessary. Having come a long way from being the damp rat standing on a pier in the Docks, he will do anything to keep what he has built up all these years (including working with the city guard and officials if need be). He pays a contribution to the city guard "retirement fund" every other week to not only be passed along information, but also for them to keep out of his affairs. In addition, he donates a weekly "tithe" to the Temple of Freya to stay in their good graces as well, even though he doesn't put any stock into the gods. While Jall asserts that he is a master of his own fate, he still appreciates a good blessing or healing from clerics when in need!

### JALL KUKRICH

XP 6,400

Ratfolk unchained rogue 10

CN Small humanoid (ratfolk)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +17 (+21 to hear conversation or find concealed object)

**AC** 19, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 size)

**hp** 36 (10d8-9)

**Fort** +3, **Ref** +11, **Will** +6; +2 vs. disease

**Defensive Abilities** danger sense +3, evasion, improved uncanny dodge

**Speed** 20 ft.

**Melee** 2 claws +12 (1d4 + 4)

**Ranged** mwk hand crossbow +12 (1d3/19-20)

**Special Attacks** sneak attack +5d6, swarming

**Rogue (Unchained) Spell-Like Abilities** (CL 10th; concentration +14)

At will—*detect magic*

5/day—*charm person*

**Str** 8, **Dex** 16, **Con** 8, **Int** 14, **Wis** 14, **Cha** 18

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

**Feats** Black Marketeer, Brilliant Planner, Pack Rat, Scurrying Swarmer, Sharpclaw, Weapon Finesse

**Skills** Acrobatics +9 (+5 to jump), Appraise +12, Bluff +17,

Diplomacy +17, Disable Device +23, Escape Artist +16,

Knowledge (local) +15, Perception +17 (+21 to hear conversation or find concealed object), Sense Motive +15, Sleight of Hand

+16, Stealth +20, Use Magic Device +19; **Racial Modifiers** +2

Perception, +2 Use Magic Device

**Languages** Common, Dwarven, Halfling

**SQ** cleanliness, debilitating injury: bewildered, debilitating injury:

disoriented, debilitating injury: hampered, rogue talents (black

market connections, canny observer, coax information, major

magic, minor magic), trapfinding +5

**Combat Gear** wand of cure light wounds; **Other Gear** +1 mithral

shirt, arrows (20), mwk hand crossbow, amulet of mighty fists

+1, cloak of resistance +1, headband of alluring charisma +2,

concealable thieves' tools, grappling bolt, masterwork backpack,

silk rope (50 ft.), 248 gp

## Special Abilities

**Black Market Connections (Ex)** Treat settlements as larger than normal for magic items for sale with a diplomacy check.

**Black Marketeer** Gain 100 gp resource pool for illegal/illicit items or services.

**Brilliant Planner (500 gp, 1/day)** Use gold to fund unspecified plans

**Canny Observer (Ex)** +4 Perception to overhear conversations or find concealed or secret objects.

**Cleanliness** +2 vs. disease, exceeding disease save by 5 counts as 2 consecutive saves.

**Coax information (Ex)** Can use Bluff or Diplomacy to force an opponent to act friendly.

**Debilitating Injury: Bewildered -2/-6 (Ex)** Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

**Debilitating Injury: Disoriented -2/-6 (Ex)** Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

**Debilitating Injury: Hampered (Ex)** Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

**Pack Rat (75 gp, 1/day)** Produce mundane item worth less than 75 that you 'had on you.'

**Scurrying Swarmer** Use swarming trait to enter square of willing ally, ally treated as having same teamwork feats.

**Swarming (Ex)** Can share a square with another creature with swarming, if both attack the same foe, he is flanked.

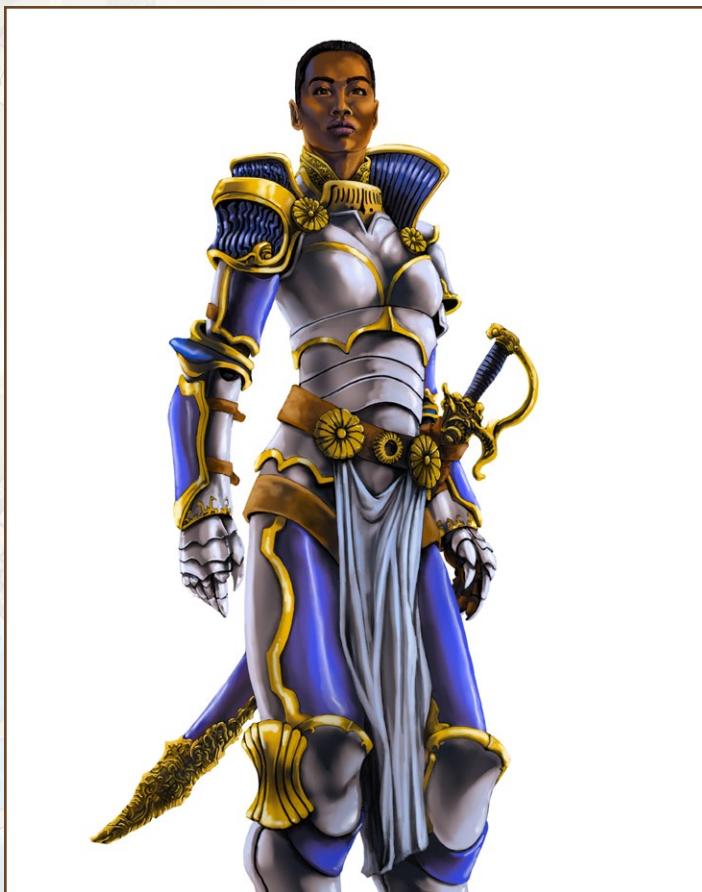
## KAMARA B'DU

*This tall, striking woman with ebony skin cannot help but have a confident, regal stance, despite her obvious attempts to blend in with the crowd. The armor she wears is accented in white and blue with gold edging and has clearly been perfectly crafted specifically for her. Although she tries to assume a demure attitude, her warm golden brown eyes flash with a confidence and self-assuredness that is unmatched.*

Kamara B'du was born during a convergence of environmental anomalies: it was on a night where no stars were seen in the sky, but instead two full moons. And just as dawn broke, a meteor shower began, the shooting stars dissipating at the sun's morning light welcomed in the birth of little Kamara. All her life she heard that she was destined for greatness, to lead the people to the promised land, to bring the waters of life to the barren deserts, to make the world great again like it was in the Age of Heroes. Kamara grew to hate words such as 'prophecy' and 'destiny', wishing only to help those in need. She cared nothing for praise or recognition, and knew the only way she would escape from all the attention would be to leave her homeland and travel to a place where no one knew who she was.

While a healer isn't exactly what is needed right now in Cat's Cradle, Kamara still finds herself needed for other divine services, providing knowledge and guidance to any that come for her. Still wishing not to gain any level of notoriety, she rarely works out of any of the popular churches or religious gathering locations, instead opting to work privately in caravan camps or out of taverns and inns. Aside from her expertise in medicines and healing, it is her knowledge in the divine and history that are most often sought after for those looking for guidance.





## KAMARA B'DU CR 2

XP 600

Aasimar oracle 3

LN Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft.; Perception +2

**AC** 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

**hp** 23 (3d8+9)

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

**Resist** acid 5, cold 5, electricity 5

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk battle aspergillum +3 (1d6)

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

**Special Attacks** channel positive energy 4/day (DC 14, 2d6)

**Spell-Like Abilities** (CL 3rd; concentration +6)

1/day—*daylight*

**Oracle Spells Known** (CL 3rd; concentration +6)

1st (6/day)—*bless*, *bless water* (DC 14), *cure light wounds*, *detect undead*, *protection from evil*

0 (at will)—*create water*, *detect fiendish presence*, *light*, *purify food and drink* (DC 13), *stabilize*

**Mystery** Life

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

**Base Atk** +2; **CMB** +2; **CMD** 13

**Feats** Healer's Hands (+3), Planar Infusion

**Skills** Acrobatics -2 (-6 to jump), Diplomacy +5, Heal +12 (+13 circumstance to treat wounds or deadly wounds, +15 to treat poison), Knowledge (history) +7, Knowledge (planes) +7, Knowledge (religion) +7, Perception +2, Sense Motive +6; **Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Common, Elven

**SQ** god-meddled whim, oracle's curse (god-meddled), positive energy planar infusion (basic) (+3 positive energy healing), revelations (healing hands, channel), scion of humanity

**Combat Gear** *potion of cure light wounds*, antiplague (2), antitoxin (2), bloodblock (2), healer's kit, holy water (4); **Other Gear** mwk breastplate, mwk light steel shield, crossbow bolts

(10), mwk battle aspergillum, mwk light crossbow, antidote kit, boline, surgeon's tools, 20 gp

## Special Abilities

*God-Meddled Whim* (1/round) Divine spells targeting you have unpredictable side effects.

*Healer's Hands* (+3, 3/day) (Su) Full round to treat deadly wounds (no limit or kit needed), beat DC by 10 for extra healing.

*Healing Hands* (Ex) +4 Heal, improve effectiveness of Heal skill

*Positive Energy Planar Infusion* (Basic) (+3 positive energy healing) (Ex) +3 positive energy healing, +4 to stabilize while dying.

*Scion of Humanity* Count as a human for any effect related to race. Pass as human without using disguise.

Recently struck by a series of dreams with imagery of celestial entities combating an unknown darkness, with her as a pivotal figure fighting on the side of light, Kamara has had her opinion of destiny challenged. Because of this, Kamara has reluctantly started a small religious faction dedicated to magic, healing, and shining a cleansing light into the dark corners of the world. Plagued now by the bureaucracy of the city, and the corruption that comes from within, Kamara is in constant need for assistance in protecting not only her temple, but also her followers who ask for aid and guidance when others have turned them away.

## KAMARA B'DU

CR 5

XP 1,600

Aasimar oracle 6

LN Medium outsider (native)

**Init** +1; **Senses** darkvision 60 ft.; Perception +2

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

**hp** 45 (6d8+18)

**Fort** +4, **Ref** +3, **Will** +5; +2 competence bonus vs. divine spells.

**Resist** acid 5, cold 5, electricity 5

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk battle aspergillum +5 (1d6)

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

**Special Attacks** channel positive energy 5/day (DC 17, 3d6)

**Spell-Like Abilities** (CL 6th; concentration +10)

1/day—*daylight*

**Oracle Spells Known** (CL 6th; concentration +10)

3rd (4/day)—*cure serious wounds*, *neutralize poison*, *searing light*

2nd (6/day)—*cure moderate wounds*, *lesser restoration*, *silence* (DC 16), *spear of purity* (DC 16)

1st (7/day)—*bless*, *bless water* (DC 15), *cure light wounds*, *detect undead*, *protection from evil*, *shield of faith*

0 (at will)—*create water*, *detect fiendish presence*, *guidance*, *light*, *purify food and drink* (DC 14), *resistance*, *stabilize*

**Mystery** Life

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

**Base Atk** +4; **CMB** +4; **CMD** 15

**Feats** Healer's Hands (+6), Planar Infusion, Signature Skill (Heal)

**Skills** Acrobatics -2 (-6 to jump), Diplomacy +6, Heal +15 (+17 to treat poison, +17 to provide first aid), Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +2, Sense Motive +9; **Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Common, Elven

**SQ** god-meddled whim, oracle's curse (god-meddled), positive energy planar infusion (basic) (+6 positive energy healing), resistant to divine spells, revelations (healing hands, channel), scion of humanity

**Combat Gear** holy water (4); **Other Gear** +1 breastplate, +1 light steel shield, crossbow bolts (10), mwk battle aspergillum, mwk light crossbow, *healer's satchel*

## Special Abilities

*God-Meddled Whim* (1/round) Divine spells targeting you have unpredictable side effects.

*Healer's Hands* (+6, 6/day) (Su) Full round to treat deadly wounds (no limit or kit needed), beat DC by 10 for extra healing.



*Healing Hands (Ex)* +4 Heal, improve effectiveness of Heal skill  
*Positive Energy Planar Infusion (Basic)* (+6 pos ener healing) (Ex)  
+6 positive energy healing, +4 to stabilize while dying.  
*Scion of Humanity* Count as a human for any effect related to race.  
Pass as human without using disguise.

After all these years, Kamara B'du has decided to begin embracing her destiny. After a powerful encounter with an angel, a Deva named Zephiriël, the hidden potential within her was tapped and Kamara's celestial heritage blossomed. She is still coming to grips with what that means about her dreams and visions, but her confidence in herself and her new path are clear. She hopes to get a message back to her family and let them all know what has happened, with her returning to them one day.

Kamara's order, now calling themselves the Guardians of the Light, have around thirty primary members and double that in acolytes. The ranked regular primaries consist of clerics, paladins, fighters, and alchemists dedicated to helping those in need, seeking the truth in all things, and fighting evil whenever they can. While services are held every dawn by her cleric underlings, Kamara only leads sermons for special occasions, holidays, and the evenings of a full moon.

The Guardians of Light have grown too big for their previous headquarters and are seeking a larger locale. They will pay players a "finder's fee" for information on a suitable location (either within the city of Cat's Cradle or in the surrounding land) that they can relocate to.

## KAMARA B'DU, BEARER OF THE LIGHT

CR 9

XP 6,400

Aasimar oracle 10

LN Medium outsider (native)

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

**AC** 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield)

**hp** 73 (10d8+28)

**Fort** +5, **Ref** +5, **Will** +7; +2 vs. [evil], +2 competence bonus vs. divine spells.

**Immune** confusion; **Resist** acid 5, cold 5, electricity 5

**Speed** 30 ft., fly 30 ft. (average)

**Melee** +1 mithral battle aspergillum +8/+3 (1d6 + 1)

**Special Attacks** channel positive energy 5/day (DC 19, 5d6)

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

1/day—*daylight*

**Oracle Spells Known** (CL 10th; concentration +14)

5th (3/day)—*breath of life* (DC 19), *mass cure light wounds*, *righteous might*

4th (6/day)—*blessing of fervor* (DC 18), *cure critical wounds*, *healing flames* (DC 18), *restoration*

3rd (7/day)—*cure serious wounds*, *dispel magic*, *neutralize poison*, *remove curse*, *searing light*

2nd (7/day)—*consecrate*, *cure moderate wounds*, *ironskin*, *lesser restoration*, *silence* (DC 16), *spear of purity* (DC 16)

1st (7/day)—*bless*, *bless water* (DC 15), *cure light wounds*, *detect undead*, *divine favor*, *protection from evil*, *shield of faith*

0 (at will)—*create water*, *detect fiendish presence*, *detect magic*, *guidance*, *light*, *purify food and drink* (DC 14), *read magic*, *resistance*, *stabilize*

**Mystery Life**

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

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

**Feats** Angel Wings, Angelic Blood, Healer's Hands (+10), Planar Infusion, Signature Skill

**Skills** Diplomacy +6, Fly +6, Heal +19 (+21 to treat poison, +21 to provide first aid), Knowledge (history) +14, Knowledge (planes) +14, Knowledge (religion) +14, Perception +2, Sense Motive +13;

**Racial Modifiers** +2 Diplomacy, +2 Perception

**Languages** Common, Elven

**SQ** god-meddled whim, oracle's curse (god-meddled), positive energy planar infusion (basic) (+10 positive energy healing), resistant to divine spells, revelations (enhanced cures, healing hands, channel), scion of humanity

**Combat Gear** holy water (4); **Other Gear** +1 mithral breastplate, +1 mithral heavy steel shield, +1 mithral battle aspergillum, healer's satchel, 25 gp

## Special Abilities

*Angelic Blood* +2 saves vs. evil effects, to stabilize while dying, and 1 damage to evil or undead if bleeding.

*Enhanced Cures (+10 cap)* (Su) For cure spells, any level caps in the spell become oracle or shaman level.

*Fly (30 feet, Average)* You can fly!

*God-Meddled Whim (1/round)* Divine spells targeting you have unpredictable side effects.

*Healer's Hands (+10, 10/day)* (Su) Full round to treat deadly wounds (no limit or kit needed), beat DC by 10 for extra healing.

*Healing Hands (Ex)* +4 Heal, improve effectiveness of Heal skill

*Positive Energy Planar Infusion (Basic)* (+10 positive energy healing) (Ex) +10 positive energy healing, +4 to stabilize while dying.

*Scion of Humanity* Count as a human for any effect related to race.  
Pass as human without using disguise.

## MATTEA THEASEAN

*Young and devoted to keeping order in Cat's Cradle, Mattea Theasean joined the City Watch several years ago, quickly rising through the ranks while growing disillusioned with the organization's corruption and lax attitude toward law enforcement. When she was involved in tracking down the Dockside Lurker, a ruthless robber and murderer who plagued the waterfront, Mattea gained the notice of Lady Genera, the tough and wizened commander of the Constabulary and was recruited into the organization. Mattea immediately distinguished herself, and when uprooting a smuggling operation by the Kennock Syndicate, proved to be utterly incorruptible. In the process she made several prominent enemies, but continued to perform her duty, completely undeterred.*

Over the years, Mattea has studied both arcane and divine magic, applying it to her career as an investigator. She cuts a dramatic figure, clad in her long leather coat, armed with both rapier and a hand crossbow with poisoned bolts. Her spellcasting abilities and her choice of weapons has led some to suggest that she has some history with the drow, or may indeed have dark elf ancestors, but Mattea herself is quite secretive about her past.

## MATTEA THEASEAN

CR 2

XP 600

Drow bard (arcane duelist) 1/inquisitor (sanctified slayer) 2

LN Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +9

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 14 (3d8)

**Fort** +3, **Ref** +4, **Will** +7; +2 vs. enchantments

**Immune** sleep; **SR** 9

**Speed** 30 ft.

**Melee** mwk spiral rapier +4 (1d6/18-20)

**Ranged** mwk hand crossbow +4 (1d4/19-20)

**Special Attacks** bardic performance 7 rounds/day (distraction, fascinate [DC 13], inspire courage +1, rallying cry), studied target +1 (1st, move action)

**Spell-Like Abilities** (CL 3rd; concentration +6)

1/day—*dancing lights*, *darkness*, *faerie fire*

**Inquisitor Spell-Like Abilities** (CL 2nd; concentration +4)

At will—*detect alignment*

**Bard (Arcane Duelist) Spells Known** (CL 1st; concentration +4)

1st (2/day)—*charm person* (DC 14), *comprehend languages*

0 (at will)—*daze* (DC 13), *mage hand*, *message*, *prestidigitation*

**Inquisitor (Sanctified Slayer) Spells Known** (CL 2nd;

concentration +4)

1st (3/day)—*command* (DC 13), *cure light wounds*, *sanctuary* (DC 13)

0 (at will)—*brand* (DC 12), *detect magic*, *guidance*, *read magic*, *stabilize*

**Domain** Justice inquisition

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

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

**Feats** Arcane Strike, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +5, Bluff +7, Craft (alchemy) +3, Diplomacy +7,

Disguise +7, Intimidate +4, Knowledge (arcana) +5, Knowledge

(religion) +5, Perception +9, Sense Motive +9, Stealth +5; **Racial**





LG Medium humanoid (elf)  
**Init** +5; **Senses** low-light vision; Perception +14

**AC** 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)  
**hp** 27 (6d8)  
**Fort** +4, **Ref** +6, **Will** +10; +2 vs. enchantments  
**Immune** sleep; **SR** 12

**Speed** 30 ft.  
**Melee** mwk spiral rapier +7 (1d6/18-20)  
**Ranged** mwk hand crossbow +7 (1d4/19-20)  
**Special Attacks** bardic performance 9 rounds/day (distraction, fascinate [DC 14], inspire courage +1, rallying cry), sneak attack +2d6, studied target +1 (1st, move action)  
**Spell-Like Abilities** (CL 6th; concentration +9)  
 1/day—*dancing lights*, *darkness*, *faerie fire*  
**Inquisitor Spell-Like Abilities** (CL 4th; concentration +7)  
 At will—*detect alignment*  
**Bard (Arcane Duelist) Spells Known** (CL 2nd; concentration +5)  
 1st (3/day)—*charm person* (DC 14), *comprehend languages*, *sleep* (DC 14)  
 0 (at will)—*daze* (DC 13), *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*  
**Inquisitor (Sanctified Slayer) Spells Known** (CL 4th; concentration +7)  
 2nd (2/day)—*hold person* (DC 15), *zone of truth* (DC 15)  
 1st (4/day)—*barbed chains* (DC 14), *command* (DC 14), *cure light wounds*, *sanctuary* (DC 14)  
 0 (at will)—*brand* (DC 13), *detect magic*, *guidance*, *read magic*, *resistance*, *stabilize*  
**Domain** Justice inquisition

**Str** 10, **Dex** 15, **Con** 10, **Int** 8, **Wis** 16, **Cha** 16  
**Base Atk** +4; **CMB** +4; **CMD** 16  
**Feats** Accomplished Sneak Attacker, Arcane Strike, Combat Casting, Crowd Control, Two-weapon Fighting, Weapon Finesse  
**Skills** Acrobatics +5, Bluff +7, Craft (alchemy) +8, Diplomacy +12, Disguise +7, Intimidate +5, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +14, Sense Motive +14, Stealth +5;  
**Racial Modifiers** +2 Perception  
**Languages** Common, Elven  
**SQ** judicious force, monster lore +3, poison use, solo tactics, stern gaze +2, surface infiltrator, track +2  
**Combat Gear** *investigator's staff*, drow poison (13); **Other Gear** +1 *lamellar (leather) armor*, crossbow bolts (20), mwk hand crossbow, mwk spiral rapier, *handy haversack*, average lock (2), fetters, masterwork (barbed), manacles, masterwork (barbed), masterwork backpack, spider's silk rope (50 ft.), 23 gp, 2 cp

## Special Abilities

**Crowd Control** +2 to CMD vs. Acrobatic checks to avoid AoO, +2 per additional adjacent ally.  
**Judicious Force** (3/day) (Su) Immediate, if self or ally in 10 ft makes a critical threat gain +4 to confirm.  
**Studied Target** +1 (move action, 1 at a time) (Ex) Study foe as a

## INVESTIGATOR'S STAFF

**Aura** moderate divination; **CL** 7th; **Slot** none;  
**Price** 14,400 gp; **Weight** 5 lbs.

The *investigator's staff* allows use of the following spells:

*Invisibility* (2 charges)  
*Locate Object* (2 charges)  
*See Invisibility* (2 charges)  
*Clairaudience / Clairvoyance* (3 charges)  
*Nondetection* (3 charges)  
*Scrying* (3 charges)  
*Arcane Eye* (4 charges)  
**Feats** Craft Staff, *arcane eye*, *clairaudience / clairvoyance*, *invisibility*, *locate object*, *nondetection*, *scrying*, *see invisibility*;  
**Cost** 8,450 gp

**Modifiers** +2 Perception  
**Languages** Elven, Common  
**SQ** judicious force, monster lore +2, poison use, stern gaze +1, surface infiltrator, track +1  
**Combat Gear** drow poison (11); **Other Gear** mwk lamellar (leather) armor, crossbow bolts (20), mwk hand crossbow, mwk spiral rapier, average lock (2), fetters, masterwork (barbed), manacles, masterwork (barbed), masterwork backpack, spider's silk rope (50 ft.), 23 gp, 2 cp

## Special Abilities

**Judicious Force** (2/day) (Su) Immediate, if self or ally in 10 ft makes a critical threat gain +4 to confirm.  
**Studied Target** +1 (move action, 1 at a time) (Ex) Study foe as a Move action, gain +1 to attack / damage & some skills vs. them.  
**Track** +1 Add the listed bonus to Survival checks made to track.

Despite years on the street and continued exposure to even more corruption and crime, Mattea has grown more compassionate toward victims and has even begun to develop a certain understanding and empathy for some criminals, seeing that some folk are forced into lives of illegal activities by circumstances beyond their control. One sign of her evolving nature is her professional alliance with private investigator Valdrin Hoff, an individual known for both his hatred of crime that victimizes the weak, and his tendency to mete out justice on his own terms. Though she feels some distaste for Hoff's occasional vigilantism, she nevertheless continues to share information with him, though she has kept their relationship quiet, especially to her superiors.

She carries a scar on her face from a Syndicate assassin, and she refuses any arcane healing or cosmetic surgery. A grateful artificer enchanted her signature leather coat, granting it a +1 bonus to AC, and she carries the unique *Investigator's Staff*.

**MATTEA THEASEAN**

**CR 5**

**XP** 1,600

Drow bard (arcane duelist) 2/inquisitor (sanctified slayer) 4



Move action, gain +1 to att/dam & some skills vs. them.  
*Track* +2 Add the listed bonus to Survival checks made to track.

Now a senior investigator and thought by many to one day be destined for the office of Chief Constable, Mattea Theasen has grown into a far more compassionate and pragmatic individual than she was earlier in her career. Though she is scarred, tough and uncompromising in her pursuit of criminals, she has learned much about forgiveness and understanding. While others who enforce the law may have become more cynical and grim-hearted, Theasen appears to have gone in the other direction, and today is a dedicated defender of the weak and the downtrodden, willing to overlook or lend help to those whom circumstances force into illegal acts. Crime bosses, killers, career criminals and others should not rely on her merciful streak however, for she also knows the difference between the unlucky, the ignorant and the truly evil. She continues to wield her trusty *investigator's staff* and a +2 *rapier*, a gift from her grateful fellow Constables.

## MATTEA THEASEAN

CR 9

XP 6,400

Drow bard (arcane duelist) 5/inquisitor (sanctified slayer) 4/mystic theurge 1

NG Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +18

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

**hp** 44 (10 HD; 1d6+9d8)

**Fort** +5, **Ref** +8, **Will** +12; +2 vs. enchantments

**Immune** sleep; **SR** 16

**Speed** 30 ft.

**Melee** +2 *spiral rapier* +11/+6 (1d6 + 2/18-20)

**Ranged** mwk hand crossbow +10 (1d4/19-20)

**Special Attacks** bardic performance 15 rounds/day (distraction, fascinate [DC 15], inspire competence +2, inspire courage +2, rallying cry), sneak attack +3d6, studied target +1 (1st, move action)

**Spell-Like Abilities** (CL 10th; concentration +13)

1/day—*dancing lights*, *darkness*, *faerie fire*

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

At will—*detect alignment*

**Bard (Arcane Duelist) Spells Known** (CL 6th; concentration +9)

2nd (4/day)—*bladed dash*, *enchantment sight*, *enthrall* (DC 15), *mirror image*

1st (5/day)—*charm person* (DC 14), *comprehend languages*, *ears of the city*, *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *know direction*, *mage hand*, *message*, *open/close* (DC 13), *prestidigitation*

**Inquisitor (Sanctified Slayer) Spells Known** (CL 5th; concentration +8)

2nd (3/day)—*demand offering* (DC 15), *hold person* (DC 15), *zone of truth* (DC 15)

1st (5/day)—*barbed chains* (DC 14), *command* (DC 14), *cure light wounds*, *sanctuary* (DC 14)

0 (at will)—*brand* (DC 13), *detect magic*, *guidance*, *read magic*, *resistance*, *stabilize*

**Domain** Justice inquisition

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

**Base Atk** +6; **CMB** +6; **CMD** 19

**Feats** Accomplished Sneak Attacker, Arcane Strike, Combat Casting, Crowd Control, Precise Strike, Treacherous Toxin, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +6, Bluff +7, Craft (alchemy) +12, Diplomacy +16, Disguise +7, Intimidate +5, Knowledge (arcana) +5, Knowledge (religion) +5, Perception +18, Sense Motive +18, Stealth +6; **Racial Modifiers** +2 Perception

**Languages** Common, Elven

**SQ** arcane bond - +2 *spiral rapier*, combined spells, judicious force, monster lore +3, poison use, solo tactics, stern gaze +2, surface infiltrator, track +2

**Combat Gear** *investigator's staff*, blue whinnis (2), deathblade;

**Other Gear** +1 *lamellar (leather) armor*, +2 *spiral rapier*, crossbow bolts (20), mwk hand crossbow, *handy haversack*, 3 gp, 4 cp

## Special Abilities

**Arcane Bond** - +2 *spiral rapier* (1/day) At 5th level, an arcane duelist gains the arcane bond ability as a wizard, using a weapon as his bonded item, allowing him to cast any one additional spell that he knows once per day. He may use the hand holding his bonded weapon for somatic components.

**Combined Spells** (1st) (Su) You can cast the spells of one spellcasting class using another classes' slots.

**Crowd Control** +2 to CMD vs. Acrobatic checks to avoid AoO, +2 per additional adjacent ally.

**Judicious Force** (3/day) (Su) Immediate, if self or ally in 10 ft makes a critical threat gain +4 to confirm.

**Studied Target** +1 (move action, 1 at a time) (Ex) Study foe as a

Move action, gain +1 to attack / damage & some skills vs. them.

**Treacherous Toxin** (+2/max DC 20) Forgo Sneak Attack damage to increase poison DC by 1 per d6 sacrificed.

## MINTRA KOHLER

*A very pale woman stands unassumingly off to one side, quietly watching her surroundings. While very tall and lanky, she is clearly very fit and athletic. She wears a loosely fitting pair of dark pants and wears her black and white hair pulled up high on the back of her head, held in place by two ornately carved hairpins. She carries a simple drawstring bag on her back and leans against a long quarterstaff made of blackened ironwood. But it is her cold, emotionless black eyes, when she turns her attention to you, that are the most off-putting, especially since her expressionless face does nothing to ease the unnerving tension caused by her stare.*

When Mintra was just a girl, growing up in the Skyforge of the Blue Soul monastery far to the East, she was part of a small group of youths that experienced a deadly malady. This sickness caused them all to fall into a deep sleep and caused the blood in their veins to harden, almost as hard as stone. Half of the young ones died as a result, but those that recovered and awakened spoke of a shadowy fog-filled wood and a dark voice calling out to them. As the years passed, each of the children that had been affected by the "Stone Blood Curse" had their memories of the incident washed away, suppressed deep into the recesses of their mind... but not Mintra. Every night since she reawakened, she dreamed of that voice in the dark forest calling out to her, and while it frightened her, she felt drawn to it and compelled to seek it out. When Mintra came of age, she left the monastery to search for answers and to gain knowledge of how to fill the hole she felt in her soul.

## MINTRA KOHLER

CR 2

XP 600

Human unchained monk 3

LN Medium humanoid (human)

**Init** +2; **Senses** Perception +9

**AC** 16, touch 15, flat-footed 14 (+1 armor, +2 Dex, +3 Wis)

**hp** 23 (3d10+6)

**Fort** +4 (+1 to saves vs. poison, disease, starvation, fatigue, & exhaustion for 24 hours after meditation), **Ref** +5, **Will** +4 (+1 bonus vs. charm, compulsion, emotion and fear effects for 24 hours after meditating)

**Defensive Abilities** evasion

**Speed** 40 ft.

**Melee** mwk ironwood bo staff +5/+5 (1d6 + 1) or

unarmed strike +4/+4 (1d6 + 1)

**Ranged** light crossbow +5 (1d8/19-20)

**Special Attacks** flurry of blows, stunning fist (3/day, DC 14)

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

**Base Atk** +3; **CMB** +4; **CMD** 19

**Feats** Accursed, Body Control, Endurance, Improved Unarmed Strike, Meditation Master, Mindful Meditation, Stunning Fist

**Skills** Acrobatics +2 (+6 to jump), Intimidate +5, Knowledge (history) +6, Perception +9, Sense Motive +9, Stealth +8

**Languages** Common

**SQ** fast movement (unchained), ki pool (4 points, magic)

**Other Gear** crossbow bolts (10), light crossbow, mwk ironwood bo staff, *bracers of armor* +1, backpack, belt pouch, blanket, hemp rope (50 ft.), soap, torch (10), trail rations (5), waterskin, 5 gp



## Special Abilities

**Accursed** (SR 8 vs. all magic) SR 8 vs. all magic but your own that can't be lowered, even voluntarily.

**Body Control** Need half as much food, water, and sleep to heal, to prepare spells, and to avoid starvation, dehydration, fatigue.

**Meditation Master** Meditate 1 hour after 8 hours of rest to get +1 Insight bonus to any roll over next day.

**Mindful Meditation** (+1/+5) Bonus on Will Saves vs. charm, compulsion, and fear, increased DC to demoralize you.

Still new to the Cat's Cradle region, Mintra the monk has struggled to find her place. A region of progress, with its bustling commerce and daily turn around of travelers, both to and from the city itself, she quickly realized that the answers she was seeking would not come easily. But she knows she is in the right place, for the world seems more in focus for her than ever before since leaving the Skyforge of the Blue Soul monastery. Not only that, but the voice from her dreams is now clearer than ever before, it's dark song filling her with purpose and calling to her from the wilderness beyond the city walls. Not from the lakes, not the hills and salt mines, but from the forest that the power has been pulling at her mind. In addition, a name has come to her that she cannot shake: The Shrouded Ruins of Atenam. Whether this name came to her in her sleep, or if she gleaned it off a strange wayfaring traveler, she cannot say, but as soon as her heard it, it was as if a gong had been struck within her heart and her head. She knew that if she found this place, her questions would finally be answered.

### MINTRA KOHLER

XP 1,600

Human unchained monk 6

LN Medium humanoid (human)

Init +2; Senses Perception +13

AC 19, touch 18, flat-footed 17 (+1 armor, +1 deflection, +2 Dex, +1 monk, +4 Wis)

hp 45 (6d10+12)

Fort +7 (+1 to saves vs. poison, disease, starvation, fatigue, & exhaustion for 24 hours after meditation), Ref +8, Will +7 (+2 bonus vs. charm, compulsion, emotion and fear effects for 24 hours after meditating); +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** disease; **Resist** cold 5 fire 5 for 24 hours after meditating

**Speed** 50 ft.

**Melee** mwk ironwood bo staff +8/+8/+3 (1d6 + 1) or unarmed strike +7/+7/+2 (1d8 + 1)

**Ranged** light crossbow +8 (1d8/19-20)

**Special Attacks** flurry of blows, stunning fist (6/day, DC 17), style strike

**Monk (Unchained) Spell-Like Abilities** (CL 6th; concentration +5)

—*barkskin* (self only, 1 ki)

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

**Base Atk** +6; **CMB** +7; **CMD** 25

**Feats** Accursed, Bend With The Wind, Body Control, Combat Meditation, Endurance, Improved Unarmed Strike, Meditation Master, Mindful Meditation, Stunning Fist

**Skills** Acrobatics +2 (+10 to jump), Intimidate +8, Knowledge (history) +9, Perception +13, Sense Motive +13, Stealth +11

**Languages** Common

**SQ** fast movement (unchained), ki pool (7 points, magic), ki powers (qinggong power, wholeness of body), style strike (shattering punch)

**Other Gear** crossbow bolts (10), light crossbow, mwk ironwood bo staff, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, backpack, belt pouch, blanket, hemp rope (50 ft.), soap, torch (10), trail rations (5), waterskin, 5 gp

## Special Abilities

**Accursed** (SR 11 vs. all magic) SR 11 vs. all magic but your own that can't be lowered, even voluntarily.

**Barkskin** (self only, 1 Ki) (Sp) Self Only. Costs 1 ki point to activate.

**Bend with the Wind** Gain cold and fire resistance 5 for 24 hours after meditating.

**Body Control** Need half as much food, water, and sleep to heal, to prepare spells, and to avoid starvation, dehydration, fatigue.

**Combat Meditation** (6 rounds, 4/day) Can lose Med. Master bonus to roll a check 2x. As a full round action, count as meditated for 1 round/level.

**Meditation Master** Meditate 1 hour after 8 hours of rest to get +1 Insight bonus to any roll over next day.

**Mindful Meditation** (+2/+6) Bonus on Will Saves vs. charm, compulsion, and fear, increased DC to demoralize you.

**Shattering Punch** On fist hit, ignore DR and hardness for damage.

**Wholeness of Body** (1d8+6 hp) (Su) As a standard action, use 2 ki to heal damage to self.

Mintra the Unburnt is the guardian of the hidden Atenam Grove in the Canticle Forest, acting as a bodyguard and scout, but also as a thug enforcer and kidnapper for her new masters. Freshly imbued with a fiendish blessing by an Archdruid of the Order of the Old Oak, for loyalty and services rendered, she has started down the path to become one with the entity that reached out to her all those years ago. While Mintra herself is not a cleric or druid, she has used the energies granted to her to finely hone her martial prowess and to further perfect her body and mind. Often roaming the streets of Cat's Cradle, or frequenting popular taverns within the city, she likes to keep tabs on newcomers into the area, or for potential marks she can knock out and take back to the druids of the wood. While she is more than capable of handling herself in a fight, she always has a small squad of young druid acolytes and cutthroats with her, awaiting her signal. Recently, Mintra has been laying low as she recently kidnapped the daughter of a local noble, Willowren Skystar, and smuggled her into the forest.

### MINTRA THE UNBURNT

XP 6,400

Human unchained monk 10

LE Medium humanoid (human)

Init +2; Senses Perception +17

AC 20, touch 19, flat-footed 18 (+1 armor, +1 deflection, +2 Dex, +2 monk, +4 Wis)

hp 75 (10d10+20)



**Fort** +9 (+1 to saves vs. poison, disease, starvation, fatigue, & exhaustion for 24 hours after meditation), **Ref** +10, **Will** +8 (+3 bonus vs. charm, compulsion, emotion and fear effects for 24 hours after meditating); +2 vs. enchantments  
**Defensive Abilities** improved evasion; **Immune** disease; **Resist** cold 5 fire 5 for 24 hours after meditating

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**Speed** 60 ft.

**Melee** +1 ironwood bo staff +13/+13/+8 (1d6 + 4) or unarmed strike +13/+13/+8 (1d10 + 3)

**Ranged** light crossbow +12 (1d8/19-20)

**Special Attacks** flurry of blows, stunning fist (10/day, DC 19), style strike

**Monk (Unchained) Spell-Like Abilities** (CL 10th; concentration +9)  
—*barkskin* (self only, 1 ki)  
—*discordant blast* (2 ki)

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

**Base Atk** +10; **CMB** +12; **CMD** 31

**Feats** Accursed, Bend With The Wind, Body Control, Combat Meditation, Endurance, Extended Combat Meditation, Improved Unarmed Strike, Meditation Master, Mindful Meditation, Perfect Awareness, Slow Time, Stunning Fist

**Skills** Acrobatics +2 (+14 to jump), Intimidate +12, Knowledge (history) +13, Perception +17, Sense Motive +17, Stealth +15, Survival +4 (+5 to navigate in the wilderness in Cat's Cradle)

**Languages** Common

**SQ** fast movement (unchained), ki pool (9 points, cold iron, lawful, magic, silver), ki powers (ki visions, qinggong power, qinggong power, wholeness of body), style strikes (foot stomp, shattering punch)

**Combat Gear** caltrops; **Other Gear** +1 ironwood bo staff, crossbow bolts (10), light crossbow, *amulet of mighty fists* +1, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, area map, average lock, backpack, belt pouch, blanket, chain (10 ft.), fetters, hemp rope (50 ft.), manacles, soap, torch (10), trail rations (5), waterskin, 6 gp

## Special Abilities

*Accursed (Completed) (limited SR 21)* SR 21 vs. harmful enchantment, necromancy, and transmutation spells and spell-like abilities

*Bend with the Wind* Gain cold and fire resistance 5 for 24 hours after meditating.

*Body Control* Need half as much food, water, and sleep to heal, to prepare spells, and to avoid starvation, dehydration, fatigue.

*Combat Meditation (14 rounds, 4/day)* Can lose Med. Master bonus to roll a check 2x. As a full round action, count as meditated for 1 round / level.

*Extended Combat Meditation* The benefit from Combat Meditation is extended by a number of rounds equal to your Wisdom bonus.

*Foot Stomp* On kick hit, foe can only move to adjacent squares for 1 round unless use standard action to break free.

*Ki Visions (Su)* While sleep, use 2 ki from next day's pool to gain divination effect.

*Meditation Master* Meditate 1 hour after 8 hours of rest to get +1 Insight bonus to any roll over next day.

*Mindful Meditation (+3/+7)* Bonus on Will Saves vs. charm, compulsion, and fear, increased DC to demoralize you.

*Perfect Awareness (1/day)* Move action: Take 20 on perception check.

*Shattering Punch* On fist hit, ignore DR and hardness for damage.

*Slow Time (1/day) (Ex)* After using Combat Meditation: Gain effects of haste for 1 round / 2 levels.

*Stunning Fist (10/day, DC 19)* You can stun an opponent with an unarmed attack.

*Wholeness of Body (1d8+10 hp) (Su)* As a standard action, use 2 ki to heal damage to self.



## OJA KORBIS

*This nimble half-elven woman smirks at you from the rafters before falling backward into a double somersault and lands effortlessly on her feet. Wearing leather armor, loose attire, and a belt of knives around her waist, this olive-skinned woman ties a blue sash around her head to keep her flowing black hair out of her eyes before giving another sly smile. "Watcher!" She flips a pair of daggers out of their sheaths, inspects the blades, then returns them with a spinning flourish.*

An orphan and runaway, Oja has always been tough and independent, but in spite of the hardships of her youth, she has never let her positive attitude be diminished. Able to make friends wherever she has traveled, Oja is bold and outgoing, and never backs down from opposition. As she tends to have an affinity with the downtrodden, poor, and "the little guy", Oja has been known to partake in heists or jobs against wealthy targets that she can then turn around and generously give back to those in need.

Although she has only been in Cat's Cradle a short while, Oja has quickly learned who to trust and who to avoid in town and can serve as a guide for other newcomers. She helps gather information for Jall Kukrich, has a passing friendship with Valdrin Hoff, and is an acquaintance with Garron Thorn (with whom she respectfully keeps out of his business, despite having "acquired" a few items for him when she first arrived in town).

### OJA KORBIS, THE BLUE FOX

CR 2

XP 600

Half-elf vigilante (psychometrist) 3

CG Medium humanoid (elf, human)

**Init** +3; **Senses** low-light vision; **Perception** +7

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**AC** 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

**hp** 17 (3d8+3)

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

**Immune** sleep

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**Speed** 30 ft.

**Melee** mwk dagger +2 (1d4/19-20), mwk rapier +2 (1d6 + 1/18-20) or mwk rapier +4 (1d6 + 1/18-20) or mwk dagger +4 (1d4 + 1/19-20)

**Ranged** mwk composite shortbow +6 (1d6 + 1×3)  
**Special Attacks** hidden strike +2d8/+2d4

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

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Psychic Sensitivity, Skill Focus (Sense Motive), Two-weapon Defense, Two-weapon Fighting

**Skills** Acrobatics +9, Appraise +8, Diplomacy +6, Disable Device +11, Disguise +6 (+26 to appear as part of polite society while in your social identity), Intimidate +0 (+4 in your Cat's Cradle while in your vigilante identity), Knowledge (local) +8, Perception +7, Sense Motive +8, Stealth +9; **Racial Modifiers** +2 Perception

**Languages** Common, Dwarven, Elven, Gnome

**SQ** dual identity, elf blood, implement chooser, mental focus (3/day), object reading, social talent (renown), vigilante specialization (stalker)

**Other Gear** mwk studded leather, mwk composite shortbow (+1 Str), mwk dagger, mwk dagger, mwk rapier, masterwork thieves' tools, 1 gp

## Special Abilities

**Dual Identity (Ex)** Each identity maintains own alignment, can switch over 1 min. Magical means treat an ID as nonexistent while not adopted.

**Hidden Strike +2d8/+2d4** Extra damage vs. unaware/startled foes, less vs. flat-footed/flanked foes.

**Mental Focus (3/day) (Su)** You have a pool of points that activate your focus powers.

**Object Reading (Su)** Examine an object for 1 minute to learn properties, history, and about last user.

**Renown +4 (Cat's Cradle) (Ex)** 1-week action, in chosen community +1 default attitude in social ID, bonus to Intimidate in vigilante ID.

**Sudden Insight +1 (Sp)** Swift action & 1 focus: Gain insight bonus to one ability or skill check, or attack before end of turn.

Oja Korbis, under the guise of the masked vigilante known as the Blue Fox, has made a name for herself by stealing from the rich and powerful to provide support for the orphanages, street urchins, and other poor folk in Cat's Cradle and surrounding locales. While "on the job" she tends to work alone, Oja still maintains her contacts with the other prominent information brokers and thieves in town as well as making sure not to step on any toes. She has a more strained relationship with the authorities of town, as her activities have gotten more and more illegal of late.

Through her various heists, Oja has begun to hone her knowledges and has become a bit of an amateur historian when it comes to pieces of art, rare components, and magic items. She usually fences her items through Jall Kukrich, although lately she has been acquiring some otherworldly pieces of art that she has decided to keep to herself to investigate more. Should any players wish to assist her in her investigations, or should they come across any such items themselves, Oja will offer compensation for them.

## OJA KORBIS, THE BLUE FOX

**CR 5**

**XP** 1,600

Half-elf vigilante (psychometrist) 6

CG Medium humanoid (elf, human)

**Init** +4; **Senses** low-light vision; Perception +10

**AC** 19, touch 14, flat-footed 15 (+4 armor, +4 Dex, +1 shield)  
**hp** 33 (6d8+6)

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

**Immune** sleep

**Speed** 30 ft.

**Melee** +1 rapier +4 (1d6 + 2/18-20), mwk dagger +4 (1d4/19-20) or mwk dagger +6 (1d4 + 1/19-20) or +1 rapier +6 (1d6 + 2/18-20)

**Ranged** mwk composite shortbow +9 (1d6 + 1×3)

**Special Attacks** hidden strike +3d8/+3d4, startling appearance

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

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Combat Reflexes, Dagger Defense, Psychic Sensitivity, Skill Focus (Sense Motive), Two-weapon Defense, Two-weapon Fighting

**Skills** Acrobatics +13, Appraise +11, Bluff +6 (+9 to appear knowledgeable in Appraise, Craft (all), and Knowledge (all)), Diplomacy +6, Disable Device +15, Disguise +9 (+29 to appear as part of polite society while in your social identity), Intimidate +0 (+4 in your Cat's Cradle while in your vigilante identity), Knowledge (history) +8, Knowledge (local) +8, Perception +10, Sense Motive +11, Stealth +13; **Racial Modifiers** +2 Perception

**Languages** Common, Dwarven, Elven, Gnome

**SQ** dual identity, elf blood, implement chooser, mental focus (5/day), object reading, social talents (renown, well-known expert), vigilante specialization (stalker), vigilante talent (vigilante's reflexes)

**Other Gear** +1 studded leather, +1 rapier, mwk composite shortbow (+1 Str), mwk dagger, mwk dagger, masterwork thieves' tools, 1 gp

## Special Abilities

**Dagger Defense** Fight defensively with your dagger while fighting normally with your primary weapon.

**Dual Identity (Ex)** Each identity maintains own alignment, can switch over 1 min. Magical means treat an ID as nonexistent while not adopted.

**Hidden Strike +3d8/+3d4** Extra damage vs. unaware/startled foes, less vs. flat-footed/flanked foes.

**Legacy Weapon +2 (Su)** 1 focus: weapon touched gains enhancement bonus plus a special ability.

**Mental Focus (5/day) (Su)** You have a pool of points that activate your focus powers.

**Mind Eye (6 minutes, DC 15) (Sp)** 1 focus: Create magical eye that scouts for you.

**Object Reading (Su)** Examine an object for 1 minute to learn properties, history, and about last user.

**Renown +4 (Cat's Cradle) (Ex)** 1-week action, in chosen community +1 default attitude in social ID, bonus to Intimidate in vigilante ID.

**Startling Appearance (Ex)** Attacking unaware foe makes them flat-footed and they have -4 to attack you for 1 round.

**Sudden Insight +3 (Sp)** Swift action & 1 focus: Gain insight bonus to one ability or skill check, or attack before end of turn.

**Two-Weapon Defense** +1 to AC while wielding 2 weapons. +2 when doing so defensively.

**Well-Known Expert (Ex)** Can take 10 on aid another for Appraise/Craft/Knowledge, aided ally can retry Knowledge check. Aid another bonus increases to +3.

Oja Korbis has recently broken her way out of the Cat's Cradle jail with the help of a handful of orphans and street urchins and is on the lam. Luckily, her persona as the Blue Fox was not compromised, so she is able to operate in disguise as she investigates who betrayed her and framed her for the murder of an alchemist within the city limits (a halfling fellow by the name of Adric Waterhouse). Oja suspects her framing has something to do with the mysterious statuettes and trinkets she has been finding circulating around town. These items give her a growing concern that there is a gathering of a dark organization or guild that is starting to operate in the area. Does this have something to do with the mining and salts of the region? Or is there something more sinister afoot? The Blue Fox does not know but hopes that she can uncover what is really happening.

## OJA KORBIS, THE BLUE FOX

**CR 9**

**XP** 6,400

Half-elf vigilante (psychometrist) 10

CG Medium humanoid (elf, human)

**Init** +8; **Senses** darkvision 90 ft., low-light vision; Perception +14

**AC** 21, touch 15, flat-footed 17 (+4 armor, +1 deflection, +4 Dex, +1 natural, +1 shield)

**hp** 55 (10d8+10)

**Fort** +4, **Ref** +11, **Will** +6; +2 vs. enchantments

**Immune** sleep

**Speed** 30 ft.

**Melee** +1 rapier +8/+3 (1d6 + 3/18-20), +1 dagger +8/+3 (1d4 + 2/19-20) or +1 dagger +10/+5 (1d4 + 3/19-20) or +1 rapier +10/+5 (1d6 + 3/18-20)



**Ranged** mwk composite shortbow +12/+7 (1d6 + 1/×3)  
**Special Attacks** hidden strike +5d8/+5d4, startling appearance

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

**Base Atk** +7; **CMB** +9; **CMD** 24

**Feats** Combat Reflexes, Dagger Defense, Improved Initiative, Improved Two-weapon Fighting, Psychic Sensitivity, Skill Focus (Sense Motive), Two-weapon Defense, Two-weapon Fighting

**Skills** Acrobatics +17, Appraise +11 (+15 when in your social identity), Bluff +6 (+11 to to appear knowledgeable in Appraise, Craft (all), and Knowledge (all)), Diplomacy +13, Disable Device +19, Disguise +9 (+29 to appear as part of polite society while in your social identity), Intimidate +5 (+11 in your Cat's Cradle while in your vigilante identity), Knowledge (history) +15 (+19 when in your social identity), Knowledge (local) +8, Perception +14, Sense Motive +18 (+22 when in your social identity), Stealth +17; **Racial Modifiers** +2 Perception

**Languages** Common, Dwarven, Elven, Gnome

**SQ** dual identity, elf blood, implement chooser, mental focus (7/day), object reading, social grace, social talents (great renown, renown, social grace, well-known expert), vigilante specialization (stalker), vigilante talents (shadow's sight, up close and personal, vigilante's reflexes)

**Other Gear** +1 studded leather, +1 dagger, +1 dagger, +1 rapier, mwk composite shortbow (+1 Str), *amulet of natural armor* +1, *ring of protection* +1, concealable thieves' tools, 11 gp

## Special Abilities

**Combat Reflexes** (6 AoO/round) Can make extra attacks of opportunity/round, and even when flat-footed.

**Dagger Defense** Fight defensively with your dagger while fighting normally with your primary weapon.

**Dual Identity** (Ex) Each identity maintains own alignment, can switch over 1 min. Magical means treat an ID as nonexistent while not adopted.

**Hidden Strike** +5d8/+5d4 Extra damage vs. unaware/startled foes, less vs. flat-footed/flanked foes.

**Legacy Weapon** +2 (Su) 1 focus: weapon touched gains enhancement bonus plus a special ability.

**Mental Focus** (7/day) (Su) You have a pool of points that activate your focus powers.

**Mind Eye** (10 minutes, DC 17) (Sp) 1 focus: Create magical eye that scouts for you.

**Object Reading** (Su) Examine an object for 1 minute to learn properties, history, and about last user.

**Startling Appearance** (Ex) Attacking unaware foe makes them flat-footed and they -4 to attack you for 1 round.

**Sudden Insight** +5 (Sp) Swift action & 1 focus: Gain insight bonus to one ability or skill check, or attack before end of turn.

**Two-Weapon Defense** +1 to AC while wielding 2 weapons. +2 when doing so defensively.

**Up Close and Personal** +5d8/+5d4 (Ex) As a swift action when use Acrobatics to move through foe space, make attack with hidden strike damage.

**Well-Known Expert** (Ex) Can take 10 on aid another for Appraise/Craft/Knowledge, aided ally can retry Knowledge check. Aid another bonus increases to +3.

## THE RAVEN

*The rogue simply known as "the Raven" lurks silently in the shadows, almost becoming one with the darkness. They wear a plague doctor style black leather mask to obscure their facial features. Their lithe, muscular form is dressed in masterfully crafted black and silver leather armor, and they are wearing a wide brim hat and cloak. Adorned with countless throwing blades, they also use a rapier and scimitar in melee combat, and a longbow and quiver of black-fletched arrows can also be seen hanging off their back.*

This leather-clad elf with the blonde and pink hair and a scarred face typically keeps to themselves in the corner of the tavern, drinking their bitter tea and munching on dried fruit. If offered food or drink more delicious than what they are currently imbibing, the Raven declines in a quiet voice, just above a whisper, stating that they don't have a taste for such things. In any case, the lithe rogue doesn't balk at company, nor overtly shy away direct



conversation, despite looking uncomfortable at direct contact with people. Originally from the town of Dancer to the, the Raven not only came to Cat's Cradle looking for work, but also to find a couple of cousins of theirs that came to the region and then went missing.

## THE RAVEN

**XP** 600

Elf unchained rogue 3

LN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +9

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

**hp** 20 (3d8+6)

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

**Defensive Abilities** danger sense +1, evasion; **Immune** sleep

**Speed** 30 ft.

**Melee** mwk rapier +2 (1d6 + 3/18-20), mwk scimitar +0 (1d6/18-20) or

dagger +5 (1d4 + 1/19-20) or

mwk rapier +6 (1d6 + 3/18-20) or

mwk scimitar +4 (1d6 + 1/18-20)

**Ranged** dagger +5 (1d4 + 1/19-20) or

mwk composite longbow +6 (1d8 + 1/×3)

**Special Attacks** sneak attack +2d6

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

**Base Atk** +2; **CMB** +3; **CMD** 16

**Feats** Martial Weapon Proficiency (scimitar), Point-Blank Shot, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +9, Disable Device +12, Disguise +5, Escape Artist +9, Knowledge (local) +7, Perception +9, Sense Motive +7, Sleight of Hand +9, Stealth +9; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Dwarven, Elven

**SQ** elven magic, rogue talent (combat trick), trapfinding +1

**Combat Gear** *potion of cure light wounds*; **Other Gear** mwk studded leather, arrows (20), dagger (8), mwk composite longbow

(+1 Str), mwk rapier, mwk scimitar, bandolier, concealable thieves' tools, doctor's mask, 32 gp, 5 sp

Since they received their answers as to the fate of their lost kin, the Raven has now a full-fledged mercenary-for-hire within the city and surrounding areas of Cat's Cradle. Almost exclusively wearing the trademark plague doctor mask wherever they go, the Raven has earned the reputation of someone who gets the job done. Whatever skills are lacking are overshadowed by the pure determination the Raven exhibits in ensuring a job get done. While typically any job is open for them, there is still a code that is followed: no robbing or harming the poor and destitute, and no killing of innocents. While it cannot be proved, it is rumored that certain members of the city guard have taken to unofficially hiring the Raven to handle tough situations they find themselves stuck in. Proficient in tracking, thieving, and combat, their skills are always available to anyone who can pay the price: there is a designated offering box in the Temple of Valdyr where those wishing to meet the Raven can leave a written note proposing a business meeting.

## THE RAVEN

XP 1,600

Elf unchained rogue 6

LN Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; Perception +12

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

**hp** 39 (6d8+12)

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

**Defensive Abilities** danger sense +2, evasion, uncanny dodge;

**Immune** sleep

**Speed** 30 ft.

**Melee** mwk rapier +7 (1d6 + 4/18-20), mwk scimitar +7 (1d6/18-20) or

dagger +8 (1d4 + 1/19-20) or

mwk rapier +9 (1d6 + 4/18-20) or

mwk scimitar +9 (1d6 + 1/18-20)

**Ranged** dagger +8 (1d4 + 1/19-20) or

mwk composite longbow +9 (1d8 + 1/×3)

**Special Attacks** sneak attack +3d6

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

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Martial Weapon Proficiency (scimitar), Point-Blank Shot, Precise Shot, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +13, Disable Device +18, Disguise +8, Escape Artist +13, Knowledge (local) +10, Perception +12, Sense Motive +10, Sleight of Hand +13, Stealth +13; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

**Languages** Common, Dwarven, Elven

**SQ** debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, elven magic, rogue talents (combat trick, follow clues, just a face in the crowd), trapfinding +3

**Combat Gear** *potion of invisibility*; **Other Gear** mwk studded leather, arrows (20), dagger (8), mwk composite longbow (+1 Str), mwk rapier, mwk scimitar, *effortless lace*, *traveler's any-tool*, bandolier, concealable thieves' tools, doctor's mask, 32 gp, 5 sp

## Special Abilities

**Debilitating Injury: Bewildered** -2/-4 (Ex) Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

**Debilitating Injury: Disoriented** -2/-4 (Ex) Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

**Debilitating Injury: Hampered** (Ex) Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

**Follow Clues** (Ex) Can follow tracks using Perception (rather than survival).

**Just a Face in the Crowd** +3 (Su) When 10+ creatures of own size in 30 ft, gain listed bonus to Disguise/perception.

As the years have progressed, the Raven has not only become a master thief, but also a merciless killer. Because of the increase in their skillset, their loss of

# NO LONGER THE BIRD OF YORE

The original Raven has gone, but their mantle has been upheld by someone else, a very adept Yshkat rogue, who uses the reputation previously built up by the original Raven to get work. If the players had any interactions with the original Raven, this new one does not remember nor honor any previous dealings. Whether or not the original Raven is somewhere still alive is up to your discretion.

morality, and also because of the fact that they no longer remove their plague doctor mask under any circumstances, some say the current Raven is no longer the original elven rogue, and that the one that is rumored to be striking from the shadows throughout Cat's Cradle is really someone (or something) else that has simply taken up the mantle. Whether or not that is the case, the Raven still acts as a mercenary-for-hire and is willing to do any deed that requires theft, intimidation, maiming, or killing. No longer perturbed by the fact they often get blamed for any random wonton deaths in the city and surrounding locales, the Raven seems to embrace their new moniker an "Angel of Death", using this reputation to their benefit (either by getting more work, or by intimidating payment out of scared individuals).

## THE RAVEN

XP 6,400

Yshkat assassin 5/unchained rogue 5

NE Medium monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +14

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

**hp** 67 (10d8+22)

**Fort** +6, **Ref** +11, **Will** +5; +2 vs. poison, +2 vs. nauseating scents

**Defensive Abilities** danger sense +1, evasion, improved uncanny dodge; **Immune** filth fever

**Speed** 30 ft.

**Melee** +1 rapier +8/+3 (1d6 + 1/18-20), +1 scimitar +8 (1d6/18-20) or

+1 rapier +10/+5 (1d6 + 1/18-20) or

+1 scimitar +10/+5 (1d6 + 1/18-20) or

bite +9 (1d3), 2 claws +9 (1d4 + 3), sting +9 (1d3 plus poison)

**Ranged** mwk shortbow +10/+5 (1d6/×3)

**Special Attacks** death attack (DC 18), poison, sneak attack +6d6, true death (DC 20)

**Spell-Like Abilities** (CL 10th; concentration +9)

Constant—*blurred movement*

1/week—*planar travel*

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

**Base Atk** +6; **CMB** +6; **CMD** 19

**Feats** Martial Weapon Proficiency (scimitar), Murderous Sniper, Planar Traveler, Point-Blank Shot, Precise Shot, Two-weapon Fighting, Weapon Finesse

**Skills** Acrobatics +16, Disable Device +20, Disguise +12, Escape Artist +16, Knowledge (arcana) +4, Knowledge (local) +16, Knowledge (planes) +4, Linguistics +11, Perception +14, Sense Motive +14, Sleight of Hand +16 (+21 to hide weapons on body), Stealth +16, Survival +1 (+3 outside your home plane); **Racial Modifiers** +4 Linguistics

**Languages** Abyssal, Celestial, Common, Dwarven, Elven, Infernal, Yshkat

**SQ** debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, hidden weapons, poison use, rogue talents (combat trick, quick disguise), trapfinding +2

**Combat Gear** *elixir of hiding*, *potion of cure moderate wounds*, *potion of invisibility*, *potion of reduce person*; **Other Gear** +1 studded leather, +1 rapier, +1 scimitar, arrows (20), mwk shortbow, *cloak of resistance* +1, *effortless lace*, *plaguebringer's mask*, concealable thieves' tools, 19 gp



## Special Abilities

**Death Attack** (1d6 + 5 rounds, DC 18) (Ex) You can kill or paralyze for 1d6 + 5 rounds with a prepared sneak attack.

**Debilitating Injury: Bewildered** -2/-4 (Ex) Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

**Debilitating Injury: Disoriented** -2/-4 (Ex) Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

**Debilitating Injury: Hampered** (Ex) Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

**Murderous Sniper** Perform death attack with ranged attack within 30 ft, +10 ft. per additional round of study.

**Planar Travel** (1/week) (Sp) The yshkat can move itself and objects within 10 feet from one plane of existence to another, or from one world of the Material Plane to another as per *Plane Shift*. The use of this ability takes three hours to activate, but the process takes a full three days for the yshkat and its possessions to fade away from one location and appear in the next. During this transition time, the yshkat and its possessions are considered to be ethereal at both locations. While in this state, the yshkat cannot interact with anything other than the objects they are transporting.

**Planar Traveler** Always arrive at intended destination when planar travelling. Can glimpse other side of portals.

**Poison:** - Injury (DC 12) (Ex) Poison—Injury; **save** Fort DC 12; **frequency** 1/round for 4 rounds; **effect** 1 Dex damage; **cure** 1 save.

**True Death** (DC 20) (Su) Casting Raise Dead on a victim of your death attack requires a successful DC 20 caster level check.

## RY'KYN OF THE GREY WOLVES

*This muscular human woman is clearly a barbarian because of her hide armor, fur coverings, and dark red woad painted upon her. Over her form-fitted leather cuirass she wears a sleeveless short half-tabard and a large grey wolf pelt cloak over her shoulders. Atop her head covering her braided fair hair is the metal open-faced helm of a knight she slew in single combat.*

Ry'kyna of the Grey Wolves is the third daughter (and ninth overall child) of the human Chieftess shieldmaiden Tulris One-Eye and her half-orc husband Greystripe of the mighty Grey Wolf tribe from the Razorback Plains on the far side of the Cantricle Forest. The Grey Wolves are a nomadic clan, and while they are more of a barbaric nature, they actually deal in trade with the pelts and fur they acquire, as well as bone scrimshaw and pieces of arms and armor they take from their fallen enemies. Ry'kyna has loyalty to her family and to her tribe and is content living the life of a warrior. Like the rest of her family, Ry'kyna is notorious for her blind rage on the battlefield, swinging her single-bladed two-handed axe with skill and fury. She is never seen without a weapon nearby, nor without the two horns she carries strapped to her belt: one for signalling battle, and one for drinking alcohol. Menial labor and farming bore her immensely, and she would rather be feasting, fighting or raiding. That being said, when she gets sent to protect caravans that head to trade hubs (such as Cat's Cradle), Ry'kyna is known to get cantankerous and moody, with the end of any day she wasn't able to get into a fight being filled with a copious amounts of drinking.

### RY'KYN OF THE GREY WOLVES

XP 600

Human unchained barbarian 3  
CN Medium humanoid (human)  
**Init** +1; **Senses** Perception +7

**AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)  
**hp** 29 (3d12+9)

**Fort** +5 (+5 circumstance bonus vs. cold weather), **Ref** +2, **Will** +2  
**Defensive Abilities** danger sense +1, uncanny dodge

**Speed** 40 ft. (30 ft. in armor)

**Melee** mwk butchering axe +5 (3d6 + 4×3)

**Special Attacks** rage (10 rounds/day), rage power (animal fury)

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

CR 2



**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** Furious Focus, Power Attack

**Skills** Acrobatics +3, Climb +5, Intimidate +6, Perception +7, Survival +7, Swim +5

**Languages** Common, Orc

**SQ** adoptive parentage (orcish weapons familiarity), fast movement

**Combat Gear** *potion of cure light wounds, potion of enlarge person*; **Other Gear** +1 hide armor, mwk butchering axe, cold weather outfit, 12 gp

## Special Abilities

**Animal Fury** (Ex) Gain bite attack that deals 1d4 damage while raging, and free attack when grappling. On hit +2 to grapple CMB for 1 rd.

**Furious Focus** If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

**Rage** (Unchained, 10 rounds/day) (Ex) As a free action, gain 6 temp hp, +2 bonus to melee attack / damage, thrown damage, will saves, but -2 AC penalty and limited actions. 1 min fatigue when ended.

Ry'kyna the barbarian has gotten over her weariness of being a simple "guard dog" for the basic merchant caravans that travel along the trade routes of the region. Instead, she has come to realize that it is riskier roads or the wagons carrying the most valuable goods that incur the greatest possible chance of an ambush taking place... and that is the type of chaos and violence she wishes to test her mettle against. Having left the relative calm of protecting her own people, who were more than capable of defending themselves without her, Ry'kyna opts now for the most dangerous assignments. She has even part of a betting pool at the Brackish Moon tavern in the Old Town district of Cat's Cradle: whichever mercenary brings the most fangs, ears, or fingerbones of things they've killed within a week gets free drinks all night.



## RY'KYNA OF THE GREY WOLVES

XP 1,600

Human unchained barbarian 6  
CN Medium humanoid (human)  
**Init** +1; **Senses** Perception +10

**AC** 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)  
**hp** 57 (6d12+18)  
**Fort** +8 (+5 circumstance bonus vs. cold weather), **Ref** +4, **Will** +4  
**Defensive Abilities** danger sense +2, improved uncanny dodge

**Speed** 40 ft. (30 ft. in armor)  
**Melee** +1 *butchering axe* +9/+4 (3d6 + 7×3)  
**Special Attacks** rage (16 rounds/day), rage powers (animal fury, lesser beast totem, powerful stance +2)

**Str** 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10  
**Base Atk** +6; **CMB** +10; **CMD** 21  
**Feats** Furious Focus, Power Attack, Reckless Rage  
**Skills** Acrobatics +6, Climb +6, Intimidate +9, Perception +10, Survival +10, Swim +6  
**Languages** Common, Orc  
**SQ** adoptive parentage (orcish weapons familiarity), fast movement  
**Combat Gear** *potion of cure light wounds, potion of enlarge person*; **Other Gear** +1 *hide armor*, +1 *butchering axe*, *cloak of resistance* +1, cold weather outfit, 12 gp

### Special Abilities

**Animal Fury (Ex)** Gain bite attack that deals 1d4 damage while raging, and free attack when grappling. On hit +2 to grapple CMB for 1 rd.  
**Beast Totem, Lesser (Su)** Gain 2 claw attacks that deal 1d6 damage while raging  
**Furious Focus** If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.  
**Powerful Stance +2 (Ex)** Gain a +2 bonus to melee and thrown weapon damage.  
**Rage (Unchained, 16 rounds/day) (Ex)** As a free action, gain 12 temp hp, +2 bonus to melee attack / damage, thrown damage, will saves, but -2 AC penalty and limited actions. 1 min fatigue when ended.  
**Reckless Rage** When you use Power Attack while raging gain an additional +1 to hit and +2 to damage, modified by weapon type as normal for Power Attack.

Ry'kyna of the Grey Wolves sits on the patio of a local tavern, wearing her worn mithril cuirass and her weapon laid out on the table before her, and angrily counts the coin she has remaining in her pouch. Anyone who keeps up with local rumor knows the tale: the barbarian woman has traveled far from her homeland back to Cat's Cradle in order to find the alchemist who sold her tribe cursed potions and salts that has caused a plague to decimate her people. No one has been able to help her, either because they are too afraid or because there have been no leads to help in the investigation. Ry'kyna has very little information to go by for her quest: a strip of black cloth with red threading, a fragment of a scroll with mysterious abstract runes written in blue ink, and a map of a cave system with no discernable markings. She is looking for anyone with information about curses, incurable illness, backfiring potions, or anything that can lead her to what she seeks.

## RY'KYNA OF THE GREY WOLVES

XP 6,400

Human unchained barbarian 10  
CN Medium humanoid (human)  
**Init** +2; **Senses** Perception +14

**AC** 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)  
**hp** 95 (10d12+30)  
**Fort** +9 (+5 circumstance bonus vs. cold weather), **Ref** +5, **Will** +4; +2 resistance bonus vs. Cold effects  
**Defensive Abilities** danger sense +3, improved uncanny dodge;  
**DR** 2/—

**Speed** 40 ft.  
**Melee** +1 *butchering axe* +13/+8 (3d6 + 7×3)

## CR 5

**Special Attacks** rage (24 rounds/day), rage powers (animal fury, beast totem, greater beast totem, lesser beast totem, powerful stance +3)

**Str** 18, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10  
**Base Atk** +10; **CMB** +14; **CMD** 26  
**Feats** Bloody Assault, Demonic Style, Furious Focus, Power Attack, Reckless Rage  
**Skills** Acrobatics +8 (+12 to jump), Climb +7, Craft (alchemy) +3, Handle Animal +4, Intimidate +13, Knowledge (nature) +3, Perception +14, Ride +5, Survival +19, Swim +7  
**Languages** Common, Orc  
**SQ** adoptive parentage (orcish weapons familiarity), fast movement  
**Combat Gear** *potion of cure moderate wounds (2), potion of enlarge person*; **Other Gear** +1 *mithral breastplate*, +1 *butchering axe*, *ushanka of the northlands*, cold weather outfit, 27 gp

### Special Abilities

**Animal Fury (Ex)** Gain bite attack that deals 1d4 damage while raging, and free attack when grappling. On hit +2 to grapple CMB for 1 rd.  
**Beast Totem +3 (Su)** +3 to Natural Armor while raging.  
**Beast Totem, Greater (Su)** Pounce ability while raging  
**Beast Totem, Lesser (Su)** Gain 2 claw attacks that deal 1d8 damage while raging  
**Bloody Assault (DC 15 for Heal)** Take -5 to all attacks and maneuvers until your next turn to add 1d4 bleed damage (DC 15 for Heal) to all weapon melee attacks.  
**Demonic Style** Charge actions give additional +1 attack and +2 damage.  
**Furious Focus** If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.  
**Powerful Stance +3 (Ex)** Gain a +3 bonus to melee and thrown weapon damage.  
**Rage (Unchained, 24 rounds/day) (Ex)** As a free action, gain 20 temp hp, +2 bonus to melee attack / damage, thrown damage, will saves, but -2 AC penalty and limited actions. 1 min fatigue when ended.

## SARGASH UTHAK

*Sargash Uthak is an up-and-coming mariner on Hyon Lake, captain of the trim schooner Doleful Wanderer and part-owner in several others. Flamboyant, outgoing and loud, Sargash attracts others of his kind, who all have good hearts but little respect for the law. He revels in adventure, for though Hyon is well isolated from the high seas, it is nevertheless a dangerous place, plagued by fearsome lake monsters and even its own breed of corsairs who prey upon the lucrative trade routes between Cat's Cradle and lakeside towns and villages.*

Sargash himself has been sailing for nearly a decade, starting off as an assistant deckhand and cabin boy and rising through the ranks to become first mate of a large merchant ship. His background is somewhat spotty, including stints of smuggling and even an occasional flirtation with outright piracy when he lived on the seacoast years ago. Today he maintains a relatively lawful existence, but he is not above occasionally returning to his old ways, smuggling contraband in and out of Cat's Cradle, bribing the odd official or sabotaging competitors whom he feels haven't played him fair.

## CAPTAIN SARGASH UTHAK

XP 600

Orc swashbuckler 3  
CG Medium humanoid (orc)  
**Init** +4; **Senses** darkvision 60 ft.; Perception +5 (+7 to vision-based checks at sea)

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)  
**hp** 23 (3d10+6)  
**Fort** +3, **Ref** +5, **Will** +0  
**Defensive Abilities** charmed life 3/day, ferocity, nimble +1

**Speed** 30 ft.  
**Melee** mwk boarding axe +6 (1d6 + 1×3 + 3 Precision) or

## CR 2





## CAPTAIN SARGASH UTHAK

CR 5

XP 1,600

Orc swashbuckler 6

CG Medium humanoid (orc)

**Init** +8; **Senses** darkvision 60 ft.; Perception +8 (+10 to vision-based checks at sea)

**AC** 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

**hp** 54 (6d10+21)

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

**Defensive Abilities** charmed life 4/day, ferocity, nimble +1

**Speed** 30 ft.

**Melee** mwk boarding axe +10/+5 (1d6 + 2/19-20/×3 + 6 Precision)

or

mwk boarding pike +8/+3 (1d8 + 1/×3) or

mwk greataxe +8/+3 (1d12 + 1/×3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with masterwork boarding pike)

**Special Attacks** deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, swashbuckler initiative), panache (1), swashbuckler weapon training +1

**Str** 12, **Dex** 14, **Con** 16, **Int** 10, **Wis** 8, **Cha** 11

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Bilge Rat, Improved Initiative, Sea Legs, Seaworthy

**Skills** Acrobatics +13 (+15 to balance onboard a seafaring vessel),

Bluff +4, Climb +3, Diplomacy +4, Intimidate +4, Perception +8

(+10 to vision-based checks at sea), Profession (sailor) +12 (+14

to navigate at sea, +16 to navigate in the area detailed by the

chart), Survival -1 (+1 to navigate in the wilderness), Swim +12

**Languages** Common, Orc

**SQ** dayrunner, swashbuckler finesse

**Other Gear** *kimlé coat*, mwk boarding axe, mwk boarding pike,

mwk greataxe, *plume of panache*, *traveler's any-tool*, astrolabe,

hat, nautical chart, 31 gp

mwk boarding pike +5 (1d8 + 1/×3) or

mwk greataxe +5 (1d12 + 1/×3)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with masterwork boarding pike)

**Special Attacks** deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, swashbuckler initiative), panache (1)

**Str** 12, **Dex** 14, **Con** 15, **Int** 10, **Wis** 8, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Bilge Rat, Seaworthy

**Skills** Acrobatics +8 (+10 to balance onboard a seafaring vessel),

Bluff +4, Diplomacy +4, Intimidate +4, Perception +5 (+7

to vision-based checks at sea), Profession (sailor) +9 (+11 to

navigate at sea, +13 to navigate in the area detailed by the

chart), Survival -1 (+1 to navigate in the wilderness), Swim +7

**Languages** Common, Orc

**SQ** dayrunner, swashbuckler finesse

**Other Gear** mwk studded leather, mwk boarding axe, mwk boarding pike, mwk greataxe, *traveler's any-tool*, astrolabe, masterwork sextant, nautical chart, 16 gp

Years on the lake have transformed Sargash into a veteran Hyon captain, with a small fleet of ships and crews of experienced sailors. He doesn't go out on trade runs as much as he used to but instead spends more time managing his business from his floating headquarters aboard the refitted *Doleful Wayfarer*. He maintains a love-hate relationship with the law, and still engages in questionable activities, but his basically good nature remains. Nevertheless, he has encountered a great deal of prejudice against non-humans and has been known to use these prejudices to his advantage, feigning murderous rages and threatening those who stand in his way. For the most part, his displays are all bark and no bite and usually succeed in getting Sargash his way.

Sargash has also become a more character, dressing in feathered hats and sporting piratical weapons at his side, though he rarely uses them. He broke his tusks in an accident several years ago when he was struck in the face by an out of control boom. One of his tusks has been capped with gold, while the other he leaves broken and jagged as a reminder to him and his crews to always be wary. In the course of his various exploits, Sargash has obtained a *kimlé coat* and an old dwarven greataxe.

An aging, grizzled but still vital and often dangerous individual, Sargash continues to manage a large fleet of lake vessels and has grown quite prosperous. He is an even more powerful combatant and has added a *ring of protection +1* to his collection of magical items. He has never married or had children and continues to manage his business along aboard the *Doleful Wayfarer*. Some of his current isolation and his drift away from his old good heartedness may be attributed to the fact that he now carries a secret curse.

During one of his increasingly-rare expeditions across the lake to transport volatile and expensive alchemical reactants, Sargash was ambushed by a small fleet of corsairs in light, fast vessels who attempted to swarm the *Doleful Wayfarer* and plunder its valuable cargo. Sargash met the corsair's leader, a half-ogre with a fearsome blood-covered axe in battle and prevailed despite near-mortal wounds. Upon recovery Sargash took the axe as his own, never realizing that it was actually a *berserker's axe* and that now he values it above all other possessions. Unaware of the axe's fearsome powers, Sargash led another voyage across the lake the following spring, with his first mate Synaela, a half-elven mariner, someone for whom Sargash had, for the first time, felt true love. As luck would have it, the *Wayfarer* was again attacked by corsairs, but as Sargash and Synaela fought side-by-side on the deck, he was wounded by a pirate and went berserk, cutting down Synaela before the attackers were finally defeated.

Grief-stricken, Sargash retained enough sense to realize the full horror of what had happened, and subsequent research proved to him that the axe was indeed cursed, yet he still cannot rid himself of it. He has determined never to go out on the lake again and to avoid combat at all costs, lest he inflict further tragedy on himself and others. His old goodness has been replaced by gruff wariness and increasing paranoia, though he still holds out a faint hope that someone will be able to rid him of his terrible curse.

## CAPTAIN SARGASH UTHAK

CR 9

XP 6,400

Orc swashbuckler 10

CN Medium humanoid (orc)

**Init** +8; **Senses** darkvision 60 ft.; Perception +12 (+14 to vision-based checks at sea)

**AC** 18, touch 15, flat-footed 14 (+3 armor, +1 deflection, +2 Dex, +2 dodge)



**hp** 92 (10d10+37)  
**Fort** +6, **Ref** +9, **Will** +2  
**Defensive Abilities** charmed life 5/day, ferocity, nimble +2

**Speed** 30 ft.

**Melee** +1 boarding axe +15/+10 (1d6 + 4/19-20/x3 + 10 Precision)  
or +1 boarding pike +12/+7 (1d8 + 2/x3) or +1 greataxe +12/+7  
(1d12 + 2/x3) or berserking sword +11/+6 (2d6 + 1/19-20)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with +1 boarding pike)

**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 (3), swashbuckler weapon training +2

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

**Base Atk** +10; **CMB** +11; **CMD** 26

**Feats** Aquatic Combatant, Bilge Rat, Extra Panache, Helmsman, Improved Initiative, Sea Legs, Seaworthy

**Skills** Acrobatics +17 (+19 to balance onboard a seafaring vessel), Bluff +5, Climb +3, Diplomacy +5, Intimidate +5, Perception +12 (+14 to vision-based checks at sea), Profession (sailor) +16 (+18 to navigate at sea), Survival -1 (+1 to navigate in the wilderness), Swim +18

**Languages** Common, Orc

**SQ** dayrunner, swashbuckler finesse

**Other Gear** kimlé coat, +1 boarding axe, +1 boarding pike, +1 greataxe, berserking sword, plume of panache, ring of protection +1, traveler's any-tool, astrolabe, hat, masterwork sextant, 6 gp

## Special Abilities

**Charmed Life** +1 (5/day) (Ex) Choose to add Charisma bonus to save before roll is made.

**Helmsman** Substitute a Profession (sailor) check for any Reflex saves made by your vessel and it gains a +2-dodge bonus to AC.

# VAL KADEN

An attractive human in their late-30s leans up against the side of a covered wagon. A pale face with freckles and pinned back brilliant curly red hair, they are wearing a smart leather jerkin, with matching leather skirt and boots, but it is their long multi-colored cape that draws your attention: its swirling patterns make you think of the starry night sky, of a field of poppies and dandelions, of a rushing river, a thunderstorm, an explosion of fire... you blink your eyes and look up into their smiling face. "A silver for the show, love. And that includes one free drink!"

In their youth, Val Kaden was born into a nomadic tribe of con artists and deceivers that would perform false miracles, set up rigged games of chance, or even offer contrived fortune tellings, all in the effort to fool the common folk of the land and steal the meager amount money they had scraped together. With their naturally bright red hair and attractive features, the tribe had hoped to train them up to be a skilled con artist, wooing marks out of their wealth. But Val had other plans: they wanted to travel the lands, let out into the world the music they heard in their soul, and instead of stealing from the folk they met, offer legitimate hope and uplifting moods. Ah, the nativity of youth... Years later, a down-on-their-luck Val found themselves in the city of Cat's Cradle, performing at any inn or tavern they could in order scrape together enough to pay for a room and food. Always seeking work, and keeping an eye for any odd jobs, they will always have a few rumors at the ready for things going on in or around town.

## VAL KADEN

**XP** 600

Human bard 3

CG Medium humanoid (human)

**Init** +2; **Senses** Perception +5

**AC** 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

**hp** 20 (3d8+6)

**Fort** +2, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic

**Speed** 30 ft.

**Melee** mwk rapier +3 (1d6/18-20)

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**Ranged** mwk shortbow +5 (1d6/x3)

**Special Attacks** bardic performance 11 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +1)

**Bard Spells Known** (CL 3rd; concentration +6)

1st (4/day)—charm person (DC 14), cure light wounds, hideous laughter (DC 14), sleep (DC 14)

0 (at will)—dancing lights, detect magic, ghost sound (DC 13), mage hand, prestidigitation, read magic

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

**Base Atk** +2; **CMB** +2; **CMD** 14

**Feats** Combat Expertise, Diva Style, Lingering Performance

**Skills** Acrobatics +8, Knowledge (arcana) +2, Knowledge (dungeoneering) +2, Knowledge (engineering) +2, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (nobility) +6 (+8 pertaining to heroic lineage), Knowledge (planes) +2, Knowledge (religion) +2, Linguistics +5, Perception +5, Perform (oratory) +11, Sleight of Hand +8, Spellcraft +7, Use Magic Device +9

**Languages** Common, Dwarven, Elven

**SQ** bardic knowledge +1, versatile performance (oratory)

**Other Gear** mwk studded leather, mwk buckler, mwk rapier, mwk shortbow, arrows (20), sleeves of many garments, traveler's any-tool, gambler's kit, masterwork backpack, patchwork cloak, tome of epics, 39 gp

## Special Abilities

**Diva Style** Use Perform instead of Bluff to feint. Feint as move action when starting bardic performance.

**Lingering Performance** Bardic Performances last 2 rounds after you stop concentrating.

**Versatile Performance (Oratory)** +11 (Ex) You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

Val Kaden is an established bard of moderate renown in the city of Cat's Cradle, performing occasionally at the more well-known establishments, even



including a place or two in the Jade District, but can primarily be found at the Rebellious Boggart in the Gold District. Val themselves have regained a level of optimism about the world and is always on the lookout to do a good deed to the downtrodden. While they would never go up directly against any of the criminal groups in Old Town, Val always seems to be able to direct city guard or do-good adventurers in a direction that would disrupt a criminal enterprise or the like. Occasionally Val leads a small group that they refer to as their “band” to do a bit of “adventuring” themselves outside of the city, typically if it comes to acquiring a lost or stolen object, or fending off a troublesome creature harassing local farmers or mining groups. Most of the city guards appreciate this work that Val does, and will pass along leads or rumors that they cannot follow up on themselves.

## VAL KADEN

XP 1,600

Human bard 6

CG Medium humanoid (human)

Init +2; Senses Perception +8

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 39 (6d8+12)

Fort +4, Ref +8, Will +6; +4 vs. bardic performance, language-dependent, and sonic

Speed 30 ft.

Melee mwk rapier +6 (1d6/18-20)

Ranged mwk shortbow +7 (1d6/x3)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])

Bard Spells Known (CL 6th; concentration +10)

2nd (4/day)—*calm emotions* (DC 16), *detect thoughts* (DC 16), *heroism, silence* (DC 16)

1st (5/day)—*charm person* (DC 15), *cure light wounds, hideous laughter* (DC 15), *sleep* (DC 15)

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

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

Base Atk +4; CMB +4; CMD 16

Feats Combat Expertise, Diva Style, Improved Feint, Lingering Performance, Weapon Focus (rapier)

Skills Acrobatics +11, Escape Artist +6, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +8 (+10 pertaining to heroic lineage), Knowledge (planes) +8, Knowledge (religion) +8, Linguistics +5, Perception +8, Perform (oratory) +15, Sleight of Hand +11, Spellcraft +10, Use Magic Device +13

Languages Common, Dwarven, Elven

SQ bardic knowledge +3, lore master 1/day, versatile performances (martial performance [oratory], oratory)

Other Gear +1 studded leather, +1 buckler, mwk rapier, mwk shortbow, arrows (20), *cape of free will* +1/+2, gambler's kit, masterwork backpack, tome of epics

## Special Abilities

*Diva Style* Use Perform instead of Bluff to feint. Feint as move action when starting bardic performance.

*Improved Feint* You can make a Bluff check to feint in combat as a move action.

*Lingering Performance* Bardic Performances last 2 rounds after you stop concentrating.

*Lore Master (1/day) (Ex)* Can take 10 on any trained knowledge checks. Activate to take 20 as a standard action.

*Versatile Performance (Oratory) +15 (Ex)* You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

Val Kaden is now the leader of a roaming entertainment group calling themselves the “Exemplarily Scramacious Twilight Troupe”. While they still consider Cat’s Cradle to be their “home” (for lack of a better term), the band travels tirelessly on all the surrounding roads and caravan routes: to Voles and Dancers to the north and south, and to Five-and-Copper and Sundry to the

east and west, respectfully. They entertain with their magic shows, acrobatic performances, feats of physical amazement, and humour tales of adventure. Val makes sure that any “games of chance” offered by the troupe are not rigged in their favor, and instead are a legitimate test of skill or wit. The troupe has acquired enough of a reputation that they are not mistaken for a band of thieves, but they still prefer to set up camp outside of most city walls, only entering town when obtaining food and supplies. Val has made sure to employ numerous scouts and hunters that protect the group when they travel, but also serve as guards when they establish camp near a location where coin can be obtained from the populace. When the troupe finds itself set up outside the walls of Cat’s Cradle (which it often is), Val will occasionally pop into town to visit the Rebellious Boggart, where they used to work, and keeps a pleasant relationship with the owner. While Val does more managing and organizing these days, they do still occasionally perform as a special occurrence for particularly wealthy or invigorated audiences. Val is always willing to have an audience with almost anyone to hear whatever proposition they wish to present to them (or their troupe) but rarely do they seek anyone out themselves for any jobs.

## VAL KADEN

XP 6,400

Human bard 10

CG Medium humanoid (human)

Init +2; Senses Perception +12

AC 20, touch 13, flat-footed 18 (+4 armor, +1 deflection, +2 Dex, +1 natural, +2 shield)

hp 65 (10d8+20)

Fort +5, Ref +10, Will +8; +4 vs. bardic performance, language-dependent, and sonic

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6 + 3/18-20)

Ranged +1 shortbow +10/+5 (1d6 + 1/x3)

Special Attacks bardic performance 26 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 19], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 19])

Bard Spells Known (CL 10th; concentration +14)

4th (2/day)—*dominate person* (DC 18), *rainbow pattern* (DC 18)

3rd (4/day)—*audiovisual hallucination* (DC 17), *confusion* (DC 17), *good hope, reviving finale* (DC 17)

2nd (5/day)—*calm emotions* (DC 16), *detect thoughts* (DC 16), *heroism, minor image* (DC 16), *silence* (DC 16)

1st (6/day)—*charm person* (DC 15), *cure light wounds, hideous laughter* (DC 15), *moment of greatness, sleep* (DC 15)

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

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

Base Atk +7; CMB +7; CMD 20

Feats Combat Expertise, Diva Style, Fencing Grace, Improved Feint, Lingering Performance, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +15, Appraise +14, Escape Artist +15, Knowledge (arcana) +11, Knowledge (dungeoneering) +11, Knowledge (engineering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +11, Knowledge (nature) +11, Knowledge (nobility) +11 (+13 pertaining to heroic lineage), Knowledge (planes) +11, Knowledge (religion) +11, Linguistics +6, Perception +12, Perform (oratory) +19, Sleight of Hand +15, Spellcraft +15, Use Magic Device +17

Languages Common, Dwarven, Elven

SQ bardic knowledge +5, jack-of-all-trades, lore master 1/day, masterpieces (blazing rondo +2), versatile performances (martial performance [oratory], masterpiece, oratory)

Other Gear +1 studded leather, +1 buckler, +1 rapier, +1 shortbow, arrows (20), *amulet of natural armor* +1, *cape of free will* +1/+2, *ring of protection* +1, gambler's kit, masterwork backpack, tome of epics, 94 gp

## Special Abilities

*Blazing Rondo* +2 (DC 19) Allies within 60 ft gain *haste* but with +2 to AC, attack rolls & Reflex saves.



**Diva Style** Use Perform instead of Bluff to feint. Feint as move action when starting bardic performance.

**Improved Feint** You can make a Bluff check to feint in combat as a move action.

**Jack-of-all-trades (use any skill) (Ex)** You may use all skills untrained.

**Lingering Performance** Bardic Performances last 2 rounds after you stop concentrating.

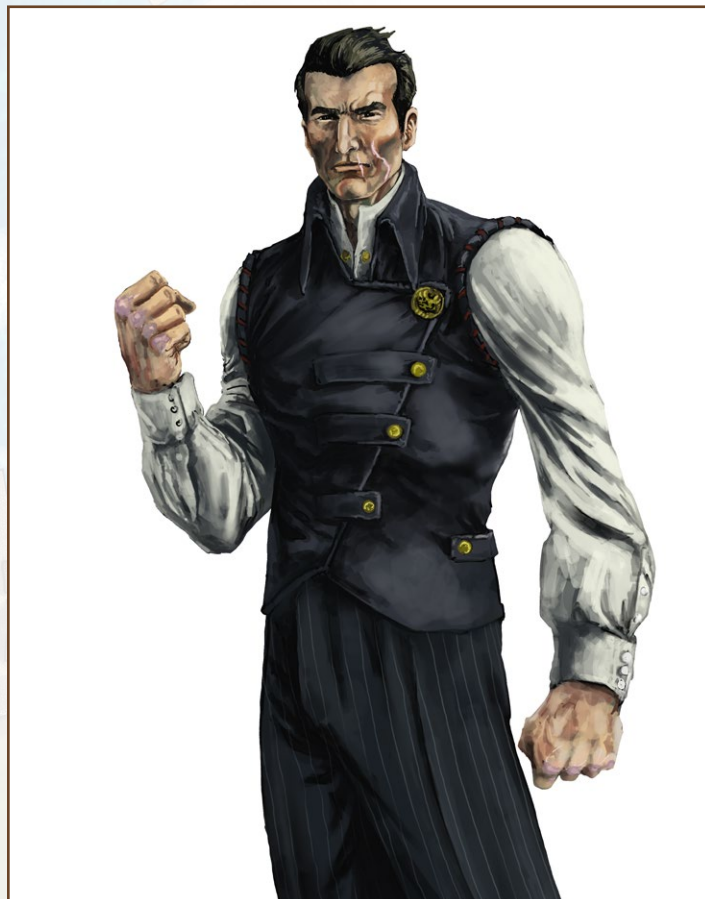
**Lore Master (1/day) (Ex)** Can take 10 on any trained knowledge checks. Activate to take 20 as a standard action.

**Versatile Performance (Oratory) +19 (Ex)** You may substitute the final value of your Perform: Oratory skill for Diplomacy or Sense Motive checks

## VALDRIN HOFF

*Valdrin is a serious and hard-bitten individual who rarely smiles, but who retains a deep sense of right and wrong. Orphaned in infancy, he grew up in a series of orphanages and workhouses, learning to survive by his wits and with his fists, while also gaining a deep understanding and affection for the lowly and the downtrodden in society. As a young man, he joined the city watch in a large city, only to be appalled by the corruption and uncaring attitude of his colleagues. After learning as many skills as he could — including learning multiple languages, gaining expertise with hand crossbows and the secrets of disabling hostile spellcasters — Valdrin quit the watch and made his way to Cat's Cradle, where he set himself up in the Ovens, providing security and aiding locals who were ignored by the City Watch, particularly in the Ovens and the Old City.*

Today Hoff continues his trade, operating out of a small, run-down apartment. He has been instrumental in solving a number of important crimes throughout Cat's Cradle, but this is not widely known as he often prefers to hand out justice personally, rather than rely upon the City Watch, whom he considers little better than the corrupt organization in his former home. On the other hand, Hoff and the members of the Constabulary have developed a grudging mutual respect over the years. Hoff's contacts within the Constabulary will often share information with him and usually turn a blind eye to his extra-legal activities. For his part, Hoff will allow some criminals to be taken into custody if supervised by the Constabulary.



### VALDRIN HOFF, THE HOFF

CR 2

XP 600

Human vigilante 3

NG Medium humanoid (human)

Init +3; Senses Perception +6

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

hp 17 (3d8+3)

Fort +2, Ref +6, Will +3

Defensive Abilities unshakable (+3)

Speed 30 ft. (20 ft. in armor)

Melee mwk longsword +6 (1d8 + 2/19-20)

Ranged mwk hand crossbow +6 (1d4/19-20), mwk hand crossbow +6 (1d4/19-20) or

mwk hand crossbow +8 (1d4/19-20)

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

Base Atk +3; CMB +5; CMD 18

Feats Exotic Weapon Proficiency (hand crossbow), Rapid Reload, Two-weapon Fighting, Weapon Focus (hand crossbow)

Skills Acrobatics +2 (-2 to jump), Diplomacy +5, Disguise +5 (+25 to appear as part of polite society while in your social identity), Intimidate +5 (+9 in your Cat's Cradle while in your vigilante identity), Knowledge (engineering) +7, Knowledge (local) +7, Linguistics +4, Perception +6, Sense Motive +6, Stealth +8

Languages Common, Dwarven, Elven, Goblin, Orc

SQ dual identity, social talents (case the joint, renown), vigilante specialization (avenger), vigilante talent (signature weapon)

Other Gear mwk armored coat, barbed bolt (20), blunted bolts (10), crossbow bolts (10), mwk hand crossbow, mwk hand crossbow, mwk longsword, *traveler's any-tool*, contracting rope, grappling bolt, silk rope (50 ft.), 18 gp

### Special Abilities

**Case the Joint (Ex)** Over 1 hour make Knowledge (engineering) roll to gain rerolls based on layout if return in next week.

**Dual Identity (Ex)** Each identity maintains own alignment, can switch over 1 min. Magical means treat an ID as nonexistent while not adopted.

**Renown +4 (Cat's Cradle) (Ex)** 1-week action, in chosen community +1 default attitude in social ID, bonus to Intimidate in vigilante ID.

**Unshakable +3 (Ex)** Add the listed bonus to the DC of foes attempting Intimidate checks against you.

The years have sharpened Hoff's reflexes and skills, as well as making him an especially feared nemesis of criminals across Cat's Cradle, especially the operatives of the Kennick Syndicate. After several run-ins, Hoff is determined to bring the syndicate down whatever it takes and has even begun to pursue some of his own independent investigations of the organization's smuggling and protection schemes. He has forged a close professional relationship with Inspector Mattea Theasen, who has been helping him surreptitiously and keeping her actions secret from her superiors.

Valdrin also shuns the use of magic and magical items in his investigations, though he has a number of spellcasting allies whom he turns to when needed. A recent job for a number of fae whose clan relic had been stolen has also led to good relations with the fair folk, whom he also occasionally calls upon to aid him in his investigations. Prominent among his fae allies are **Starshine**, a mischievous but loyal and determined blue faerie dragon, and a band of **sprites** led by the warrior **Daeg**.

### VALDRIN HOFF, THE HOFF

CR 5

XP 1,600

Human vigilante 6

NG Medium humanoid (human)

Init +3; Senses low-light vision; Perception +9

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

hp 39 (6d8+12)

Fort +4, Ref +8, Will +5

Defensive Abilities unshakable (+6)

Speed 30 ft. (20 ft. in armor)

Melee mwk longsword +9/+4 (1d8 + 2/19-20)



**Ranged** +1 *hand crossbow* +9/+4 (1d4 + 1/19-20), *mwk hand crossbow* +9 (1d4/19-20) or  
+1 *hand crossbow* +11/+6 (1d4 + 1/19-20)  
**Special Attacks** startling appearance

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

**Base Atk** +6; **CMB** +8; **CMD** 21

**Feats** Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (hand crossbow), Rapid Reload, Two-weapon Fighting, Weapon Focus (hand crossbow)

**Skills** Acrobatics +8 (+4 to jump), Diplomacy +8, Disguise +8 (+28 to appear as part of polite society while in your social identity), Intimidate +8 (+12 in your Cat's Cradle while in your vigilante identity), Knowledge (engineering) +10, Knowledge (local) +10, Linguistics +4, Perception +9, Sense Motive +9, Stealth +11 (+13 at night)

**Languages** Common, Dwarven, Elven, Goblin, Orc

**SQ** dual identity, social talents (case the joint, owl's sight, renown), vigilante specialization (avenger), vigilante talents (signature weapon, vigilante's reflexes, volatile arrows 4/day [3d6 + 1 fire, DC 14])

**Other Gear** +1 *armored coat*, +1 *hand crossbow*, barbed bolt (20), blunted bolts (10), crossbow bolts (10), *mwk hand crossbow*, *mwk longsword*, *traveler's any-tool*, contracting rope, grappling bolt, silk rope (50 ft.), 18 gp

## Special Abilities

*Case the Joint (Ex)* Over 1 hour make Knowledge (engineering) roll to gain rerolls based on layout if return in next week.

*Dual Identity (Ex)* Each identity maintains own alignment, can switch over 1 min. Magical means treat an ID as nonexistent while not adopted.

*Renown +4 (Cat's Cradle) (Ex)* 1-week action, in chosen community +1 default attitude in social ID, bonus to Intimidate in vigilante ID.

*Startling Appearance (Ex)* Attacking unaware foe makes them flat-footed and they have -4 to attack you for 1 round.

*Unshakable +6 (Ex)* Add the listed bonus to the DC of foes attempting Intimidate checks against you.

*Volatile Arrows 3d6 + 1 (4/day, DC 14) (Ex)* Bow or crossbow attack deals additional 3d6 + 1 fire damage.

At the height of his abilities and influence, Valdrin remains the defender of the common folk that he always was. His conflict with the Kennick Syndicate has grown to a full-scale war, and though a single investigator facing down with an entrenched criminal organization may seem like a one-sided and hopeless crusade, Valdrin soldiers on. Despite appearances to the contrary he is not alone, for he has his allies in the Constabulary and his fae friends who have grown even more protective and loyal over the years. He has also developed a network of informers and assistants throughout the city of Cat's Cradle that includes beggars, shopkeepers, laborers and even a few petty criminals, all of whom keep him informed about the activities of the Thieves' Guild and the Kennick Syndicate, keeping him always a bare step ahead of those who wish to destroy him.

## VALDRIN HOFF, THE HOFF

**XP** 6,400

Human vigilante 10

NG Medium humanoid (human)

Init +4; Senses low-light vision; Perception +13

**AC** 21, touch 14, flat-footed 18 (+5 armor, +1 deflection, +3 Dex, +1 natural, +1 shield)

**hp** 65 (10d8+20)

**Fort** +5, **Ref** +11, **Will** +7

**Defensive Abilities** unshakable (+10)

**Speed** 30 ft.

**Melee** +1 *longsword* +13/+8 (1d8 + 3/19-20)

**Ranged** +1 *hand crossbow* +14/+9 (1d4 + 3/19-20), +1 *hand crossbow* +14/+9 (1d4 + 3/19-20) or  
+1 *hand crossbow* +16/+11 (1d4 + 3/19-20)

**Special Attacks** startling appearance

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

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (hand crossbow), Improved Two-weapon Fighting, Rapid Reload, Two-weapon Defense, Two-weapon Fighting, Weapon Focus (hand crossbow), Weapon Specialization (hand crossbow)

**Skills** Acrobatics +10, Climb +5, Diplomacy +12, Disguise +12 (+32 to appear as part of polite society while in your social identity), Escape Artist +8, Intimidate +12 (+18 in your Cat's Cradle while in your vigilante identity), Knowledge (engineering) +14, Knowledge (local) +14, Linguistics +4, Perception +13, Sense Motive +13, Sleight of Hand +7 (+9 at night.), Stealth +17 (+19 at night.), Swim +5

**Languages** Common, Dwarven, Elven, Goblin, Orc

**SQ** dual identity, social talents (case the joint, gossip collector, great renown, owl's sight, renown), vigilante specialization (avenger), vigilante talents (armor skin, inspired vigilante [10/day], signature weapon, vigilante's reflexes, volatile arrows 4/day [5d6 + 1 fire, DC 16])

**Combat Gear** *potion of cure light wounds* (2); **Other Gear** +1 *armored coat*, +1 *hand crossbow*, +1 *hand crossbow*, +1 *longsword*, barbed bolt (20), blunted bolts (10), crossbow bolts (10), *amulet of natural armor* +1, *ring of protection* +1, *traveler's any-tool*, contracting rope, grappling bolt, silk rope (50 ft.), 18 gp

## Special Abilities

*Case the Joint (Ex)* Over 1 hour make Knowledge (engineering) roll to gain rerolls based on layout if return in next week.

*Combat Reflexes (6 AoO/round)* Can make extra attacks of opportunity/rd, and even when flat-footed.

*Dazzling Display (Hand crossbow)* Intimidate check to demoralize can affect those within 30' who see you.

*Dual Identity (Ex)* Each identity maintains own alignment, can switch over 1 min. Magical means treat an ID as nonexistent while not adopted.

*Gossip Collector (Ex)* Gather info in 1d2 hours (faster in area of renown). Beat DC by 20 means instantly known.

*Inspired Vigilante (+1d6, 10/day) (Ex)* Use 1 point, +1d6 to trained skill or ability check. Use 2 points, to add to attack or save.

*Renown +6 (Cat's Cradle) (Ex)* 1-week action, in chosen community +1 default attitude in social ID, bonus to Intimidate in vigilante ID.

*Startling Appearance (Ex)* Attacking unaware foe makes them flat-footed and they have -4 to attack you for 1 rd.

*Unshakable +10 (Ex)* Add the listed bonus to the DC of foes attempting Intimidate checks against you.

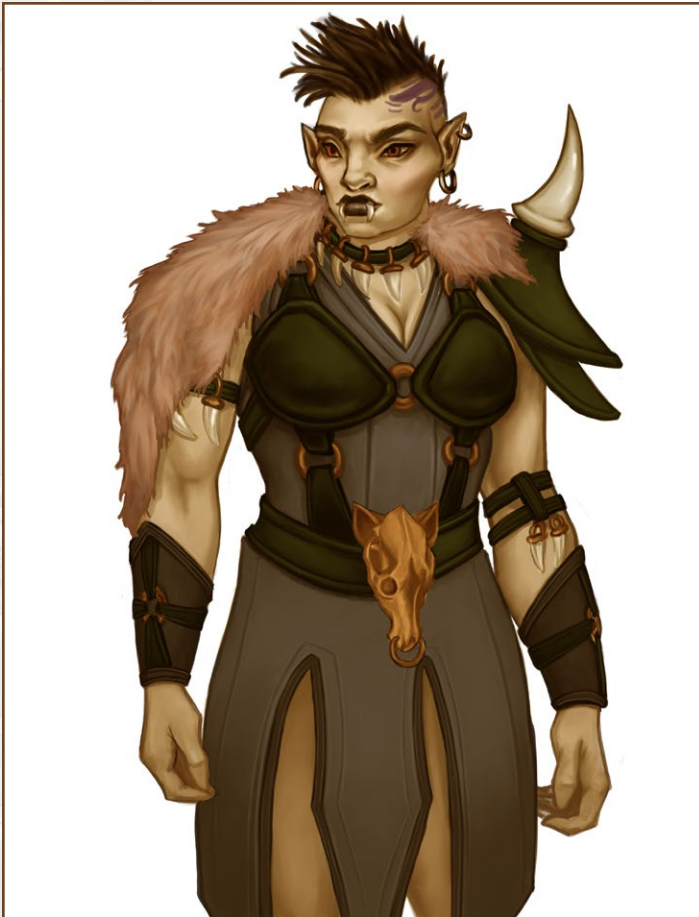
*Volatile Arrows 5d6 + 1 (4/day, DC 16) (Ex)* Bow or crossbow attack deals additional 5d6 + 1 fire damage.

# ZOË TORANNO

*This full-bodied half-orc woman is made of pure muscle and intimidation. Her bronze skin glistens in the sun, as she pulls the ship ropes off of the dock with a satisfied grunt. Her black mohawk stands prominently on its own, and the shaved sides of her head are tattooed with intricate purple and red designs. The necklace around her neck and the sleeveless, armored vest she wears are adorned with the fangs, claws, and bones of numerous predators she has slain in combat. Strangely though, on her left wrist she wears a single, unchained, manacle emblazoned with a faintly glowing triangular rune.*

No one knows Zoe's original homeland, but many speculated based on her tales that it is far to the south, where dragons are said to still roam free. Forced in servitude at a very young age, Zoë grew strong through manual labor and learned quickly about the cruelty of men in the world. After several years of captivity, she finally saw her opportunity to escape: when her captors failed to return after they left her in a desolate iron mine, she convinced her guards to abandon their duties, free her, and make for the nearest town. She doesn't talk about the journey to freedom, but she does tell people that she alone came out on the other end. A smart and strong woman needing to disappear and abandon the area, she signed onto a seafaring crew bound northward, and off she went. She jumped crews from time to time, making her way farther northward, before heading inland with a band of insurgents looking to unseat a local tyrant. Unsuccessful and on her own again, Zoë traversed the wilderness before coming across the town of Dancers. From there, she would eventually find herself in Cat's Cradle. Working the docks or signing up for a ship's crew,





the strong half-orc woman was always up to any challenge. She is always willing to lend a helping hand to those who needed it and has vowed to fight against slavery and injustice whenever she encounters it.

## ZOË TORANNO

CR 2

XP 600

Half-orc unchained rogue (bandit, rake) 3

NG Medium humanoid (human, orc)

Init +3; Senses Perception +5

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

hp 20 (3d8+6)

Fort +2, Ref +6, Will +0

Defensive Abilities evasion, orc ferocity

Speed 30 ft.

Melee mwk greataxe +5 (1d12 + 3/×3) or

mwk sap +6 (1d6 + 3 nonlethal)

Special Attacks bravado's blade, sneak attack +2d6 (+2 if nonlethal)

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

Base Atk +2; CMB +4; CMD 17

Feats Enforcer, Intimidating Prowess, Sap Adept, Weapon Finesse

Skills Acrobatics +8, Bluff +2, Diplomacy +8, Escape Artist +8,

Intimidate +13, Perception +5, Profession (sailor) +5, Sense Motive +5, Stealth +8, Use Magic Device +7; Racial Modifiers +2 Intimidate

Languages Common, Orc

SQ orc blood, rogue talent (strong impression)

Combat Gear wand of enlarge person; Other Gear mwk lamellar (leather) armor, mwk greataxe, mwk sap, masterwork tool, 19 gp

## Special Abilities

**Bravado's Blade (Ex)** On sneak attack, forgo damage dice for free Intimidate with +5 bonus/dice reduced.

**Enforcer** If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

**Orc Ferocity (1/day)** If brought below 0 Hp, can act as though disabled for 1 rd.

Zoë is well known throughout the Docks and Old Town of Cat's Cradle for her booming laugh and standoffish attitude. When she and whatever crew she is part of (usually a ship, but sometimes a caravan) arrive in town, they are known to rent out an entire tavern and offer to buy numerous rounds throughout the night. She cares not for treasures or riches, just a good set of gear to fight her enemies, and more importantly: defend those who cannot defend themselves. Zoë has a tense relationship with the guards of the city, as well as certain members of the criminal underworld, as she feels their living conditions and opportunities for honest work could always be better than what they currently are. She is always on the lookout to expose and stop corruption that she sees as a cancer spreading when left unchecked.

## ZOË TORANNO

CR 5

XP 1,600

Half-orc unchained rogue (bandit, rake) 6

NG Medium humanoid (human, orc)

Init +4; Senses Perception +8

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

hp 39 (6d8+12)

Fort +3, Ref +9, Will +1

Defensive Abilities evasion, orc ferocity

Speed 30 ft.

Melee +1 sap +10 (1d6 + 5 nonlethal) or

mwk greataxe +7 (1d12 + 3/×3)

Special Attacks bravado's blade, sneak attack +3d6 (+3 if nonlethal)

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

Base Atk +4; CMB +6; CMD 20

Feats Dazzling Display, Enforcer, Intimidating Prowess, Sap

Adept, Weapon Finesse, Weapon Focus (sap)

Skills Acrobatics +12, Bluff +3, Diplomacy +12, Escape Artist

+12, Intimidate +16, Perception +8, Profession (sailor) +8,

Sense Motive +8, Stealth +12, Use Magic Device +10; Racial

Modifiers +2 Intimidate

Languages Common, Orc

SQ ambush, debilitating injury: bewildered, debilitating injury:

disoriented, debilitating injury: hampered, orc blood, rogue

talents (eerie disappearance [full round action, 60 feet], strong

impression, weapon training)

Combat Gear wand of enlarge person; Other Gear +1 lamellar (leather) armor, +1 sap, mwk greataxe, masterwork tool, 19 gp

## Special Abilities

**Ambush (Ex)** When able to act in the surprise round, can take a move, standard, and swift action.

**Bravado's Blade (Ex)** On sneak attack, forgo damage dice for free Intimidate with +5 bonus/dice reduced.

**Dazzling Display (Sap)** Intimidate check to demoralize can affect those within 30' who see you.

**Debilitating Injury: Bewildered -2/-4 (Ex)** Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

**Debilitating Injury: Disoriented -2/-4 (Ex)** Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

**Debilitating Injury: Hampered (Ex)** Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

**Eerie Disappearance (Ex)** Move up to speed to cover/concealment, Stealth to Hide, Demoralize foes that lost track of you.

**Enforcer** If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

**Orc Ferocity (1/day)** If brought below 0 Hp, can act as though disabled for 1 rd.

As a captain aboard the boat *The Unchained Shark*, Zoë is one of the many who handles the imports and exports of the city via the waterways. She had earned a reputation of being honest and fair when it comes to her transporting



and rates, and woe betide any who try to take them in a fight. Not only that, but she is known to take the *Shark* and go hunting for river pirates or bandit camps that have been established on the water's edge. A champion of the honest working classes and for the downtrodden, she has yet to ever retreat from a fight she has committed herself to. In addition, Captain Zoë knows a lot about the locations along the length of the rivers of the region; whether it be ruins, caves, camps, or even strange landmarks, she can pass along her knowledge of them to those who have gotten into good graces.

## ZOË TORANNO

CR 9

XP 6,400

Half-orc unchained rogue (bandit, rake) 10

NG Medium humanoid (human, orc)

Init +4; Senses Perception +12

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

hp 65 (10d8+20)

Fort +5, Ref +12, Will +3

Defensive Abilities evasion, orc ferocity

Speed 30 ft.

Melee +1 *greataxe* +10/+5 (1d12 + 4/x3) or

+1 *sap* +13/+8 (1d6 + 5 nonlethal)

Special Attacks bravado's blade, fearsome strike, sneak attack +5d6 (10d6 + 10 if nonlethal)

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

Base Atk +7; CMB +9; CMD 23

Feats Dazzling Display, Enforcer, Intimidating Prowess, Sap Adept, Sap Master, Shatter Defenses, Violent Display, Weapon Finesse, Weapon Focus (sap)

Skills Acrobatics +16, Bluff +5, Diplomacy +18, Escape Artist +16, Intimidate +26, Perception +12, Profession (sailor) +12, Sense Motive +12, Stealth +16, Use Magic Device +15; Racial Modifiers +2 Intimidate

Languages Common, Orc

SQ ambush, debilitating injury: bewildered, debilitating injury: disoriented, debilitating injury: hampered, orc blood, rogue talents (combat trick, crippling strike, eerie disappearance [full round action, 60 feet], strong impression, weapon training)

Combat Gear *maiden's helm*, *wand of bull's strength* (9 charges), *wand of cure light wounds*, *wand of enlarge person*, gravelly tonic; Other Gear +1 *lamellar (leather) armor*, +1 *greataxe*, +1 *sap*, *cloak of resistance* +1, masterwork tool, 9 gp

## Special Abilities

*Ambush (Ex)* When able to act in the surprise round, can take a move, standard, and swift action.

*Bravado's Blade (Ex)* On sneak attack, forgo damage dice for free Intimidate with +5 bonus/dice reduced.

*Crippling Strike (Ex)* Your sneak attacks do 2 points of Strength damage.

*Dazzling Display (Sap)* Intimidate check to demoralize can affect those within 30' who see you.

*Debilitating Injury: Bewildered -2/-6 (Ex)* Foe who takes sneak attack damage takes AC penalty (more vs. striker) for 1 round.

*Debilitating Injury: Disoriented -2/-6 (Ex)* Foe who takes sneak attack damage takes attack penalty (more vs. striker) for 1 round.

*Debilitating Injury: Hampered (Ex)* Foe who takes sneak attack damage has speed halved (and can't 5 ft step) for 1 round.

*Eerie Disappearance (Ex)* Move up to speed to cover/concealment, Stealth to Hide, Demoralize foes that lost track of you.

*Enforcer* If you deal nonlethal damage with a melee weapon, make a free Intimidate check to demoralize.

*Fearsome Strike (2 rounds, 2/day) (Ex)* Critical with sneak attack frightens target for 2 rounds.

*Orc Ferocity (1/day)* If brought below 0 Hp, can act as though disabled for 1 rd.

*Violent Display* Use Dazzling Display as immediate action after critical hit or sneak attack.

# APPENDIX A: NEW NPCs

## MASTER ALCHEMIST

CR 9

XP 6,400

hp 53 (Pathfinder Campaign Setting: Inner Sea NPC Codex, "Sleepless Detective")

# APPENDIX B: NEW ITEMS

## ALCHEMICAL SALTS AND PRODUCTS

The so-called "salts" extracted from the strange formations of the Salchamp represent a variety of alchemical substances, many of which have proved valuable in the concoction of the unique substances crafted by Cat's Cradle's alchemists. While alchemical items can duplicate the functions of a range of magical potions, some have effects that differ significantly from their arcane counterparts. Below are listed several of the products whose manufacture is unique to Cat's Cradle, but these represent only a sampling of the many different alchemical items available in that city.

**Darkness Bomb.** A more powerful version of a smoke bomb, a darkness bomb acts as a *darkness* spell with a duration of one hour. Unlike the spell, it cannot be dispelled, but can be dispersed by wind or a breeze in the same fashion as a smoke bomb or *fog cloud*. 300 gp/vial

**Enhanced Steel.** This salve is applied to metals to temporarily improve their quality, though sometimes excessive use can have the opposite effect and damage or corrode the objects it is used on. A single treatment on a weapon gives it a +1-circumstance bonus to attack rolls for one full day. When used on armor, it provides a +1-circumstance bonus to AC for one full day. Effects of the salve are not cumulative, and further applications of the salve risk damaging it permanently. On the second and subsequent applications of *enhanced steel* to an object roll 1d20. On a roll of 10 or less, the salve takes effect, but object's hardness and maximum hit points are both reduced by 1d4. Once either reaches zero, the object is destroyed. 100 gp/treatment

**False Scent.** Used by hunters and, less lawfully, by criminals being tracked by dogs or other scent-based creatures, false scent comes in small ceramic jars and can be applied to change the user's scent to a different creature, usually something benign such as a deer or rabbit. A single dose lasts one full day and will protect its user from being tracked by any creature that uses scent. 50 gp/dose.

**Incense of Healing.** One of several different incenses sold in Cat's Cradle and created with Salchamp salts, a stick of *incense of healing* causes all creatures within 20 feet to regain 1d8 + 5 hit points. A stick must be burned completely for it to have this effect. 500 gp/stick

**Incense of Silence.** This incense takes 10 minutes to burn completely; during that time, a 20-foot radius is affected as if by a *silence* spell. The effect can only be interrupted if the incense is extinguished. 300 gp/stick

**Incense of Tranquility.** A stick of *incense of tranquility* takes 10 minutes to fully burn but provides the benefits of a night's sleep (excluding regaining daily uses of abilities) to all creatures within 20 feet. 200 gp/stick

**Sleep Gas.** This substance acts as a *sleep* spell when thrown at foes, usually in a small glass vial that breaks on impact. The spell affects all targets within a 20-foot radius, including both friends and foes. 100 gp/vial.

**Water Tablets.** A single *water tablet* provides sufficient water to prevent the effects of thirst for up to eight hours. Smaller and far more compact than water skins and other containers, *water tablets* are popular with adventurers, especially those who intend to venture into wilderness areas or far from civilization. 1 gp/tablet

# APPENDIX C: NEW RACE

## YSHKAT (PRONOUNCED YISH-CAT)

*Yshkats have human-like bodies, but their facial features are slightly feline. A yshkat's large eyes have vertical pupils rather than round ones, their ears are slightly higher than a human's, and their mouths carry a vicious array of teeth. They have tails with a poison sting, but usually attempt to keep these hidden under cloaks or coats that can be flipped aside easily to use the stinger in combat.*

**Family Organization** Yshkats are organized into prides, families that have roughly equal numbers of males and females, depending on births and deaths.



Prides usually have 1d4 + 4 members at any given time. Yshkats almost always do their trading alone (although many of them travel with small entourages of non-yshkat minions). The pride itself comes together on a pre-agreed world once every five or ten years. Different prides of yshkats never work together, although they trade cubs back and forth (as with almost everything the yshkats do, this is a commercial transaction). Occasionally, two yshkat prides end up in a blood feud with each other, in which case many of the ordinary facets of yshkat behavior are suspended until the feud is resolved. These can be bloody battles fought across several worlds.

**Interplanar Traders** Yshkats travel through the planes of existence and different worlds of the material plane, trading various commodities in each new market. In general, each yshkat specializes in a particular product such as perfumes, jewelry, weapons, and so on.

#### **Yshkat (RP 20)**

**+2 INT +2 WIS -2 STR**

**Monstrous Humanoid (extraplanar)** Yshkats are monstrous humanoids native to the Astral Plane.

**Medium size** Yshkats are medium sized creatures.

**Darkvision 60 ft.** Yshkats can see in the dark.

**Gifted Linguist** Yshkats receive a +4-racial bonus to Linguistics.

In addition, whenever a yshkat puts a rank in Linguistics they learn two languages instead of one.

**Bite** Yshkats have sharp cat-like teeth that deal 1d3 damage.

**Claws** Yshkats have cat-like claws on both hands that deal 1d4 damage.

**Poisoned Sting** Yshkats have a scorpion-like tail that stings for 1d3 damage and inflicts the Yshkat Poison.

**Yshkat Poison** A yshkat's sting produces a poison that slows the reflexes of the victim. The poison's Fortitude DC is 10 + CON mod, frequency is 1/round for 4 rounds, the effect is 1 dex damage, and the poison is cured with 1 save.

**Constant Blurred Movement (Su)** Yshkats are slightly out of sync with the world around them, granting them the effects of constant *blurred movement*.

**1/week Planar Travel (Sp)** The yshkat can move itself, objects it is carrying, and unattended objects within 10 feet from one plane of existence to another, or from one world of the Material Plane to another as per *Plane Shift*. The use of this ability takes three hours to activate, but the process takes a full three days for the yshkat and its possessions to fade away from one location and appear in the next. During this transition time, the yshkat and its possessions are considered to be ethereal at both locations. While in this state, the yshkat cannot interact with anything other than the objects they are transporting.



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# Fortune Hunters

***Fortune Hunters*** is a book of non-player characters that may be encountered in any town. Each of the NPCs is detailed at three different points in their history: low level, medium level, and high level. They can be used as recurring allies or villains with ready explanations of what they have been doing since the last time the characters encountered them. The backgrounds of the NPCs assume that the book is being used in tandem with the **Cat's Cradle Sourcebook** published by Frog God Games, but can be used in any setting.



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