Dark Obelisk: Berinncorte

Dramatis Personae & Bestiary

A Fantasy Roleplaying Adventure by J. Evans Payne







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Thanks

To my friends from middle school, who embraced this silly nerdy hobby as a welcome escape from the pressures everyone endures in that environment.

To my friends from high school, who rekindled my love of the game that was now used as the basis of philosophical discussions and dreaming about the future.

To my friends from college, who stuck with all manner of nerdy obsessions of mine through the years, despite dwindling free time in which to pursue such things, and increasing responsibilities in other realms.

To the good folks at Frog God Games, who-let me be clear,

here—had nothing to do with this project, and all of whom I don't know personally at all. But the size, scope, detail, and general approach to the craft they employ are the gold standard to which I aspired in creating my own attempt at a contribution to the industry.

And finally, to **Endzeitgeist** (endzeitgeist.com), for reviewing indie RPG products with a passion that surpasses that of most those who author such products, and whose high standards, critical eye, thoughtful thoroughness, and exceptional writing are an inspiration to all in the hobby.

Special Thanks: Kickstarter Backers

Thank you for believing in me, when all I had to prove myself was an idea, a blurb, a handful of maps, and a dream.

The product you hold in your hands—or store on your hard drive—is a direct result of your faith, and support. I can't thank you enough.

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Dedication

This book is hereby dedicated to my wife, who, despite my predilection for doing stuff like this, has stuck with me for more than twenty years.

Now that's dedication.

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Foreward

This is **not** what I had in mind.

The thousand-page thing, I mean. Out of control.

This project started as a simple idea: **What If.** Many great projects start out that way. Sad to say, many more average or bad projects start out that way, only to fall short. Which group this book falls into is in the eye of the beholder, but one thing is for certain: it turned out to be much, much more, if not necessarily greater, than it was intended to be. **Berinncorte** took on a life of its own, along the way.

What If: I created something on my own, in the vein of existing books that I've adored and enjoyed?

I enjoy pretty much any roleplaying game book, eBook, or other work I can get my hands on. I have over a thousand of them, in various forms. I'm a total and complete sucker for anything hardcover; I'm fairly certain I own every single hardcover book produced by anyone for the D20 rules system. Every. Single. One. Yeah, it's a problem.

What If: I took some of my easy-come ideas, and just sketched them out in roleplaying format?

I've written a few novels. It's fairly difficult for me to write them. I may never know if I'm really any good at it, to be honest; my first few have sold, um, appallingly poorly. To wit: the Kickstarter for this book has already surpassed all of my lifetime sales for my novels. Heh.

You know what? I don't care. I've never been in it for the money, anyway. (Please do back my next Kickstarter project, though.)

I get ideas. All. The. Time. And I can't stand, can't stand, to have them just sit there. Or worse, forget them. I have a physical, emotional, need to codify ideas, even if they're not necessarily the greatest thing ever. Novels do that, and I love writing books-books. But roleplaying books like this one... I can say with total honesty, every single word (over half a million of them, good lord) was a pleasure, in a way that novel-writing has not always been.

What If... this was only the beginning?

The good news is, if you like this book, you're in luck. **Dark Obelisk: Berinncorte** is a sliver, a tiny little pinhole view, into the mythos I have in mind, here. There's dozens of pages of detailed world-building and history, dozens of books outlined already. An entire universe, of which the humble village of Berinncorte, and the Realm it lies within, is but one tiny piece, the first glimpse of what these thoughts might someday become.

This project is imperfect.

I realize that, and admit to it readily. It's a single city, and the boundaries are disturbingly hard-coded. For a project whose lofty goals are the rarified air of truly dynamic content; for an adventure that is at its heart merely two sandboxes, one normal and one grim... for a project that tries so damned hard to be open and interactive, it's somewhat disheartening to have it box the story into a 300' wide city that you simply cannot leave.

There's no external map, no Realm map to place the city in context. There is perhaps a slim handful of mentions of other cities, and some characters are described as having come from "elsewhere in the Realm", that sort of thing. Such an approach smacks of either laziness, or failure to think things through fully. The pagecount presumably negates the former option, and you have to take my word on the latter simply not being the case: chalk the "hard boxing" up to a neophyte trying his hardest to imbue a single ship-in-a-bottle city-story with as much realistic and interesting detail as possible.

Speaking of which: In a way, this is a bizarre, masochistic experiment. How much runaway detail can you pack into a single, 400-person fantasy town? At what point does it all collapse under its own weight? Is such an approach feasible? Is such an approach even entertaining?

Only the reader, the players, the users of this book can truly answer those latter questions.

So, to summarize before we get on with it: I've always been pretty good at having ideas. Often, I've been lucky enough to figure out a meaningful way to get them started. It's unfortunately rare, though, that I'm able to get one of these ideas across the finish line. I have Kickstarter—and dozens of somewhat less-than-stimulating conference calls at my day job—to thank for the completion of this one.

Here's hoping this project is just the start.

J. Evans Payne Malvern, Pennsylvania July 2016

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About Infinium Game Studio

Founded in 2015, **Infinium Game Studio (IGS)** came about as the result of a simple mission: Make shared storytelling games easier and more fun for both players and referees alike.

Our vision is that **Infinium Game Studio** empowers referees, players, and the industry entire with innovative gaming tools; high-quality, deeply-designed products; and creative takes on established paradigms.

Values and Key Differences

Plays Well With Everyone

IGS products are engineered to be usable by both novice and veteran gaming groups. As a result, they must contain everything a novice GM might need to react quickly to his/her play group.

Comprehensive and Immersive

Each **IGS** product should "feel real" and come with everything the referee might require to make the setting, context, environment, or other content come alive.

Everything You Need

The ideal adventure should contain practically everything you need to run the game, except the core rulebook. Even the most skilled GM wastes time looking things up in multiple books. It's so exceedingly rare that an adventure contain all of the crunch and fluff necessary to run it.

Maps: Where Are We, Again?

A picture is worth a thousand words... and also, a thousand seconds of prep time. Visually appealing, easy-to-use, and extensive Maps are an essential part of any shared-storytelling experience.

Pervasive Maps

Don't put a building on a map if I can't go inside it.

Prepared for Anything

In a gaming session, a good referee must be prepared for the PCs to explore any aspect of the content. All too often, an otherwise outstanding adventure will fail to provide for a major percentage of its content. If there are twenty buildings in a town, but maps for only two of them--well, it's fairly apparent where the Big Bad is going to be holed up! Not every map will be riddled with secret passages, custom random encounters, and combat, but there should be something of interest in every building. Otherwise, it shouldn't be there!

Thoroughness: But What If...?

It's possible to have a 16-page adventure that's wonderful and exciting. It's also possible to have a 255-page sourcebook be boring and repetitive. Striking the right balance between over-padding and under-describing is challenging, but an important part of what we do at **IGS**.

Flexible

Each product should be usable on its own, completely out of context; as a start to a completely new campaign; as part of the "intended" Adventure Path or associated suite of IGS products; or to insert into an existing ongoing campaign.

Reusable

No IGS product is "one and done" by design.

FlexTale and Comprehensive Design enable this flexibility and reusability.

Production Quality

Our goal is to produce world-class products with high production values.

FlexCale

What is FlexTale?

FlexTale[™] is an attempt to make roleplaying game adventure content dynamic and interesting. A module created using **FlexTale** is different each time it is run. Treasure, monsters, plot activities, NPC backstories and character arcs, and various actions and plot elements can all occur differently.

Differences can occur using the roll of dice, or the GM can simply choose the content that s/he prefers or



feels would be most engaging to the play group.

There are two ways that **FlexTale** can help make an adventure dynamic: **Dynamic Content** and **Dynamic Plots**.

Dynamic Content

"Dynamic content" is a **FlexTable** term that refers to anything in an adventure that can be modified. Whether one NPC is in love with another, or who murdered the vagrant in the alley behind the town pub—**FlexTale** dynamic content makes it possible to have several explanations or paths through a story.

Dynamic Content is made possible by something called a **FlexTable™**.

FlexCables

Most roleplaying game resources have tables—lots and lots of tables, in many cases! Typically, these tables are two-column, or perhaps three-column: you have one column that lists the dice roll result, and you reference that row as the outcome of the randomization. This is all well and good, but it limits the scenario to that one set of probabilities and outcomes, without accounting for things that happen in the game that you might want to impact those outcomes.

A Traditional RPG Lookup Table

"Table 1: Traditional Lookup Table" is a typical "what's in the treasure chest" table that requires rolling a **d100**. You roll a **d100**, and then you look up which row your roll falls into, and then you get your single result. Interesting, to be sure, and it definitely provides for some variability... but the extent of that variability is constant.

Table 1: Traditional Lookup Table

D%	Result	Description
01-30	Nothing	The treasure chest is empty.
31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	Average Reward	3d12 gp, a gold-hilted dagger worth 10 pp, and two potions of cure light wounds.
81- 100	Major Reward	2d20 pp, a potion of cure moderate wounds, and a scroll of fireball (CL 12).

The FlexTable Difference

A **FlexTable** is used to do the same thing a normal RPG lookup table does. What makes **FlexTables** different is that they have multiple columns to represent dice rolls. Each of the columns represents a different situation or set of conditions under which that column is used to reference the result.

This seemingly simple change is used to make all of the following possible:

- Differences in probabilities for the individual outcomes.
- **"Scalable" monsters** and rewards that more appropriately match the level and power of the PCs.
- **Proportional rewards,** measured against the strength of a relationship or other conditions.
- **Circumstantial content**, restricted to certain conditions or prerequisites.

": Sample Treasure Chest Contents" is the same table we saw earlier, modified to be a **FlexTable**.

Contexts

In the above example, there are now four columns used to indicate the range of the dice roll result. These columns are referred to as **Contexts**.

Before you roll on a **FlexTable** like this one, you will have to figure out which **Context** you should refer to. In the above table, the leftmost column is **Context "A" (D%A)**, the next one is **"B"**, and so on. Each **Context** also indicates the dice to be rolled—in this example, you roll the same dice (d%) in each **Context**, but in some **FlexTables**, different dice may be used.

This straightforward example demonstrates the following differences in converting a standard table into a **FlexTable**:

Different Probabilities: Context C is the most favorable, since it provides a much bigger range of rolls under which you would receive the "Major Reward". Context B is the next best, since it, too, expands the range that Context A has.

Circumstantial Results: In **Context D**, not only are the favorable outcomes less likely, but there is a fifth result row that is only possible under this **Context: "Cursed Reward"**.

Determining Context: When you are called upon to roll on this **FlexTable**, the adventure will use some description to make it clear which **Context** to use. In the above example, perhaps the **Context** is determined by how favorable the party's relationship is with a local wizard... but if the party has fought or slain that wizard, then **Context D** is used to represent the soured atmosphere.

Typically, just prior to a **FlexTable**, adventure content will summarize which **Context** should be used. The GM is encouraged to use his/her common sense and judgement in overriding this guidance as she/he sees fit based on the party and how the game is going. For example, a GM could choose to reference a specific **Context** even though the prerequisites aren't met. She could also choose to simply ignore the table entirely, and force a specific result without even rolling. Experienced GMs should use this power wisely to improve gameplay if necessary; unless you have a specific reason for

Introduction

overruling the recommended use of a **FlexTable**, you should try to use it as it was intended to be used.

Here's an example for the above table, assuming the example of the contents of the treasure chest scaling to the nature of the relationship the party has with the local wizard:

• 🔷 Use Context A:

If the party's relationship to the wizard is **Unfriendly** or **Indifferent**.

- **Use Context B:** If the party's relationship to the wizard is **Friendly**.
- Use Context C: If the party's relationship to the wizard is **Helpful**.
- **Use Context D:** If the party's relationship to the wizard is **Hostile**, or if the party has ever attacked the wizard (or slain her).

FlexTable 1: Sample Treasure Chest Contents

briefly discuss why we would be able to do this without sacrificing anything about the story itself.

The Role of NPCs in an Adventure's Story

A well-written NPC "feels real". They have some form of backstory or motivation, character quirks and traits, and a demeanor or perspective that helps the GM give them a sense of life and reality. In many adventures, the "realness" of the NPCs is a major component in how the game is received by the players, and how immersed everyone becomes in the story. NPCs are crucial in telling the story of most adventures, and their actions frequently dictate or help to determine the outcome of the main plot of the adventure.

That said, frequently, the details of a given NPC aren't necessarily critically intertwined with the core plot of the story being told. Yes, the evil lich king who holds the realm

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	Nothing The treasure chest is empty.	
31-40	21-50	21-30	31-40	Minor Reward	1d20 gp and a silver locket worth 5 pp.
41-80	51-60	31-50	41-45	Average Reward 3d12 gp, a gold-hilted dagger worth 10 pp, and two pot of cure light wounds.	
81-100	61-100	51-100	46-50	Major Reward2d20 pp, a potion of cure moderate wounds, and a scrool fireball (CL 12).	
n/a	n/a	n/a	51-100	Cursed Reward	6d6 cp , a rusted dagger (useless in combat), and whomever opens it is struck with a <i>bestow curse</i> spell (CL 8).

Dynamic Plots

This is an impressive-sounding title, but the goal is quite simple to describe: Let the story be different.

There are two ways this lofty goal is accomplished in a Flex-Tale: FlexNPCs, and FlexPlots.

FlexNPCs

A **FlexNPC** is one whose backstory, motivation, or actions may be different depending on the determination of the GM. Each such NPC has one or more **NPC Options**.

Simply put, **NPC Options** allow the GM to select, or randomize, many plot-related characteristics of the NPCs in the adventure. But before we talk about how this is done, let's under his sway pretty much has to be evil, otherwise the plot would be completely different. But what sort of man that lich was in his pre-undead life, what decisions he made, and the enemies or alliances he formed could differ significantly, all without derailing the core plot of the adventure.

As with the other dynamic elements in a **FlexTale**, the GM is encouraged to use this flexibility as he or she sees fit. It does add another layer of detail to the proceedings, and adds one more thing to keep track of in running the game.

NPC Options

Every NPC in a **FlexTale** adventure is designated as one of the following:

• **Standard NPC** (fixed characteristics, as in virtually every RPG adventure you've ever played)

FlexTable 2: Sample Bartender Backstory

1	D%A	D%B	D%C	D%D	Result	Description
	01-30	01-20	01-10	01-30	War Hero	In the Great War, Elkfist was a renowned warrior, notable for saving the lives of his comrades as much as for ending the lives of his foes.
	31-40	21-50	21-30	31-100	War Deserter	Elkfist had his doubts about the Great War. Though it troubled him greatly, his conscience made him desert his comrades-in- arms rather than take up his blade against the innocent.
	41-100	51-100	31-100	n/a	Walking Wounded	Though he fought in the Great War, Elkfist returned from the battlefront a changed half-orc. His demeanor now is distant and sour, and he is prone to staring off into unseen distances for min- utes at a time, lost in his own memories.

• Flex NPC (dynamic characteristics, determined by the GM before play begins)

Standard NPCs are used exactly as you would a normal NPC in a non-**FlexTale** adventure. **FlexNPCs** have characteristics that are not fixed.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **FlexNPCs**. Each **FlexNPC** will have one or more **NPC Options**, each of which allows for something about that NPC to be different with each run-through of the adventure.

character-related decisions that have been made. Think of it as a "cheat sheet" for the GM to remember all of the various **NPC Options** and **Plot Options** in a game.

In the Appendices of each **FlexTale** is a **Tracker**—basically a summary of all of the **NPC Options** and **Plot Options** possible in the adventure, with checkboxes next to each outcome. The GM is encouraged to use this resource in two important ways:

• To facilitate planning before the first gaming session is started: the **Tracker** reminds the GM of all of the dynamic plot elements that need to be determined.

FlexTable	3:	Sample	Plot	Opti	on	

D%A	D%B	D%C	D%D	Result	Description
01-30	01-20	01-10	01-30	Unscathed in the Attack	Although quite shaken, the hog-herder sustained no injury in the attack.
31-40	21-50	21-30	31-100	Wounded in the Attack	Gloryth took some damage, and will likely bear the scars of his injuries forever but, as he puts it, he "can still rope the swine all right".
41-100	51-100	31-100	n/a	Slain in the Attack	Panicked and in shock, the swineherd suffered a lethal blow during the attack. As a grisly bonus, though, he died amidst his herd.

": Sample Bartender Backstory" is an example of the backstory of a bartender.

Notice that, like with a **FlexTable**, **Context** columns on the left of the table allow for different outcomes and probabilities depending on the circumstances of the roll. In some cases, an NPC Option table does not have different Contexts.

FlexPlots

FlexPlots are very similar to FlexNPCs, except the decisions determined by the GM relate to the plot overall, rather than specific NPCs. Instead of NPC Options, there are Plot Options. The two concepts are mechanically identical, relying on a complex riff on the standard RPG lookup table to make randomized, contextually-sensitive determinations about plot details.

FlexTables will often refer to a certain Plot Option in dictating which Context to use on a roll.

Before running a **FlexTale** adventure, the GM should do a quick run-through of all of the **Plot Options**. Each **FlexNPC** may have one or more **Plot Options**, each of which allows for something about that NPC to be different with each run-through of the adventure.

": Sample Plot Option" an example of possible plot options around a bartender. In some cases, a **Plot Option** table does not have different **Contexts**.

FlexTale Tracker

FlexTale's dynamic plot capabilities can make for a great deal of excitement and introduce an all-too-rare element of replayability to an adventure. However, these tools also add to the complexity of keeping track of everything that is going on in a series of gaming sessions.

Since GMs have enough to do as it is, **FlexTale**-enhanced adventures contain a **FlexTale Tracker**. This is a simple checklist where the GM can keep track of all the story- and • As a reminder during gameplay of the various determinations, either to dictate the reactions or actions of an NPC, or to help decide which **Context** to use in a **FlexTable** roll.

FlexCale and Chis Adventure

Now that you're all excited about the **FlexTale** concept, it's time for the bad news: there's not much of it herein.

Dark Obelisk: Berinncorte is a sandbox. Dynamic, yes, but in the sense that the PCs can do what they want, almost always when they want. The story is theirs to experience, to interact with.

The choices the PCs make in this adventure, however, have a significant impact in subsequent components of the Adventure Path. Later adventures will make more extensive use of the concepts described in this section.

For now, though, the **FlexTale** concept is limited to a few handfuls of tables that allow for different uses and scaling of the same content.

Introduction

What Is This Book?

This book is intended to be any or all of the following. These are listed in no particular order.

- A complete NPC, monster, and common character reference for the **Dark Obelisk: Berinncorte** adventure.
- An "NPC Archive" of fully-fleshed-out and interesting characters, ready to insert into any adventure or campaign, at any level of difficulty or challenge.
- A source of "tidbits" of characters, beasts, descriptions, and other game elements—you can "steal" content from this as a sourcebook and insert as desired into your own adventures or campaign
- **Inspiration** for construction of your own adventures and content.

In short, how you use this book is really dependent upon you and your needs as a GM.

Notes & Conventions

As is typical in a roleplaying game adventure or module, some text herein is meant to be read or shown to players verbatim... but the majority of the content is meant to be for the Game Master's (GM) eyes only. Below please find some visual conventions that make this differentiation clear.

Player Descriptive Text

These sections are meant to be read aloud to players asis. You are of course free to introduce your own changes as you see fit as a Game Master. Player Descriptive Text blocks are meant to serve as informative tidbits that have been preconstructed to reflect the exact nature of the situation being encountered by the party.

GM-Only Notes

Granted, nearly everything not highlighted in Player Descriptive Text is not meant to be read aloud to the players. However, some content is much more "sensitive" than others.

GM-Only Notes such as this typically give away plot points, major background, or other information that the players may not normally have access to—either right now, or in some cases, ever. Make sure to conceal these sections from players unless there is a specific reason to tell them!

Designer's Soapbox

In some cases, the game designer will want to express a specific opinion about some aspect of the adventure. Typically, this takes the form of a discussion on interpreting rules, or a recommendation as to how best to play or run a particular piece of the adventure. In all cases, veteran GMs should feel comfortable ignoring these "soapbox" diatribes...

but veteran and new GMs alike may find something of interest in the coalesced experience of three decades of roleplaying experience!

Quests

A quest can be large, tiny, or in between. Some can be very quickly accomplished; others span days, weeks, or even years, across multiple cities and even planes of existence!

In this book, all quests, big or small, have a similar presentation and key elements, as shown by the green block below.

🕈 Quest: Rats in the Cellar (example)

Summary: Kill rats in a fantasy tavern. Fun and creative.

Rewards: Rat corpses. Plus 10 gp from the bartender.

Locations: Bar.

Key NPCs: Bartender.

Kickoff: When any PC speaks with the bartender.

? Description:

The bartender asks the party to slay 2d6 Giant Rats that have invested his basement.

In so doing, they will benefit from his goodwill, and a reward of **10 gp**.

Obstacles

Doors, locks, and other obstacles that don't necessarily incorporate a trap. You'll find these prefaced by little brown symbols like this one:

Locked Secret Wooden Door (example)

5" thick; Hardness 5; hp 60; Perception DC 16; Break DC 20; Disable Device DC 18

Skill Checks

Whether it's a single, simple check, or a series of checks in escalating difficulty, skill checks may be an opportunity to either avoid disaster or discover what might otherwise remain hidden and ignored. Such chances are indicated via yellow symbols as follows:

Some PCs may have insight into the Blacksmith's wealth; make a DC 12 Knowledge (Profession) check.

Skill Challenges

Skill checks are typically a single roll, often made in secret by the GM. A **skill challenge** is usually a bit more involved than a simple check—or there's simply more at stake. Either Yo A Fi

way, a challenge is a more formal, and explicit, exercise, intentionally engaged in by the players.

You'll find a skill challenge in a yellow box such as this:

A Falling Timbers (example)

First Check: DC 18 Perception (16 if aflame) to notice the falling building; success cancels subsequent checks.

Second Check: DC 15 Acrobatics to avoid the debris; failure inflicts 2d6 points of crushing damage plus a possible
1d8 points of fire damage; success cancels subsequent checks.

Third Check: DC 12 Strength to dislodge one's self from the debris; failure inflicts 2 1d4 points of crushing damage plus a possible 2 1d8 points of fire damage; success quits the challenge.

Rewards

Treasure, swords, gems, keys, filthy lucre—this is the stuff your players are really gunning for, right? Well, that, plus a good time with friends. And maybe, if you're lucky, a good, engaging session of shared storytelling that you'll all remember for a long time. At any rate, rewards are shown with blue boxes like this one:

📱 Treasure Chest (example)

+1 dagger; 15 pp; two diamond necklaces, each worth 75 gp.

Craps

Hey, blame the rogue—who in all likelihood is suffering the brunt of the trap s/he either failed to detect, and/or to disarm. Whether it becomes a bragging right, a bargaining chip, or an epitaph, traps of all manner are shown in a purple box like this one.

🗹 Acid Needle Trap (CR 1) (example)

Type Mechanical; Trigger Touch; Reset Repair

Perception DC 18; Disable Device DC 17

Effect Atk +2 melee and melee touch (1d2+1d8 acid)

Items

Be they simple items, magical items, rods, staves, potions, books, or something wondrous, items share a common block of information like the following... note that this format is used for all manner of non-weapon, non-armor equipment and usable items, both magical and mundane:

Adventurer's Chronicle (example)

Value 50 gp; Weight 1 lb.; Materials paper; Nature non-magical; Aura none; Slot usable; CL n/a

This book is chock full of useful information. When used as a reference (an action that typically takes **114** full rounds of searching the text), an *adventurer's chronicle* grants a **+2** competency bonus on a specific **Knowledge** check for which

the book is designed.

Construction Requirements means to assemble a physical book; the author must have at least **10** ranks in the skill for which you are designing the book; **Cost** 30 gp

NPCs and Monsters

Crunch time! You'll find monster stat summaries and fullcrunch blocks in red boxes like this one.

🞽 Berinncorte Militia (example)

CR 1/2; XP 200; TN Male or Female Human Fighter 1

hp 11; AC 12; Fort +3, Ref +0, Will -1

Init +0; Speed 30 ft.; Senses Perception +2

Str 14, Dex 11, Con 12, Int 9, Wis 9, Cha 10

BAB +1; CMB +3; CMD 13

Melee light mace +3 (1d6+2)

Feats Alertness, Light Armor Proficiency, Combat Reflexes

Skills Climb +1, Perception +2, Sense Motive +2, Swim +1

Special Qualities Bonus Feat, Bonus Feats, Skilled

Possessions light mace; leather armor

PC Replacement Opportunities

No way around it: **Dark Obelisk: Berinncorte** is a gruesome, brutal, and challenging adventure, particularly for low-level parties. Unless the PCs are exceptionally fortunate with their dice, or if they or the GM railroad themselves into a very rapid escape from the city in **Act Three**, it's unlikely that they will all survive.

Each gaming group has its own perspective on what to do about PC demise. Many GMs enforce death as a consequence of decision-making, and if your beloved PC dies, so be it; roll up another character and start over again. Other groups are more in the storytelling aspect of things; lenient GMs will take every measure necessary to make sure that every single PC makes it through, no matter how bone-headed their decision-making or horrible their luck.

If one or more PCs die in the course of this adventure, the GM has some options. You may of course enforce the death, and either have the player roll up a brand-new first-level character, or create a character of a level matching the lowest current level of surviving party members.

Alternately, sprinkled throughout the adventure are **PC Replacement Opportunities**, denoted like this:

¹⁷ Replacement: Dimblegruffe (example)

The blacksmith is an excellent replacement for Fighters, Barbarians, Paladins, or other martial characters. Please refer to page 84 for her detailed information.

These opportunities are chances for the specified NPC to be "taken over" by the player who lost a PC. This way, the player doesn't have to slow down play creating a new character, and the party can keep going. This should be viewed as an opportunity for roleplaying: the GM may consider showing the player the detailed information for the NPC they are assuming control over, and the player should be encouraged to act as though their new PC had that background, secrets, and so on.

The gaming group is encouraged to roleplay the "taken over" NPC as though s/he still had their place in society and the greater scope of the adventure, and **Adventure Path**. For example, if a player takes over an NPC who hates a rival NPC, then subsequent interactions between the "taken over" PC and that rival should reflect that animosity in the player's roleplaying.

Variable Challenge

Dark Obelisk: Berinncorte was designed initially as an adventure for four to six first-level PCs. However, one of the things that has frustrated many GMs is that adventures are almost universally designed in this manner: for a specific level of challenge, or at most, a very narrow range of PC levels (e.g., "4th to 6th level").

There are many advantages to this approach, not least of which being the guarantee that all challenges (monsters, traps, and NPCs) are calibrated very specifically to that narrow zone of difficulty.

The drawback, of course, is the narrowness of that range. GMs wishing to run a module designed for 10th-level PCs, for example, are either flat out of luck, or have to do some fairly intensive work to scale the content up or down to better align with the PCs she is playing with.

The degree to which a particular GM, or even gaming group, enjoys perusing and tweaking game statistics—"crunch", in common parlance—varies, of course. Some GMs love crunch, and spend a majority of their prep time creating and refining their challenges to ensure the crunch is accurate and appropriately challenging. On the other end of the spectrum are "by the seat of their pants" GMs, who ignore crunch almost entirely, rarely referring to stat blocks lest it distract from the focus of storytelling.

This adventure, and in a broader sense,

Infinium Game Studio, does not want to judge as to which approach is "better" or "worse". What matters is that you have fun and enjoy yourselves!

However, we do want to make it as easy as possible to play this adventure no matter what level your PCs happen to be.

Experience Points and Reward Nuggets

There are many ways of calculating, dispersing, and accounting for experience points (XP) in a Pathfinder gaming group. What follows is a method that I have used over the decades, and it's been a lot of fun. Although it may not be for every gaming group—your mileage may vary—it's an interesting spin on traditional methods, and the approach may work for you.

Whether this approach works for you or not, however, it's worth reading through, because all of the Quests in this adventure denote XP awards using this method.

I Want Candy

In the author's early days as a GM, I tossed out candies as

rewards to the players when their characters did a good job. Candy could be distributed for defeating a kobold, picking a lock, dodging an attack, convincing the castle guard to look the other way, or any of the ordinary actions whose consequence typically involve experience points.

However, I also gave out candy for good roleplaying, convincing dialogue, outstanding (or horrid) emulation of accents, meta-jokes about the circumstances of the game that were truly hilarious, suggesting things to me as the GM or other players that took the story in a new direction, or—and I have to be honest, here—helping me as a GM.

My general rule was, if I forgot a rule, and you pointed it out in a way that didn't make you seem like a jerk, then you got rewarded. This could be something as innocuous as reminding me that your elf ranger's longbow was firing +1 arrows, or as significant as reminding me that a certain piece of equipment granted a reroll to a critically-failed outcome.

Generally speaking, candy rewards were given out in my games for anything—literally, anything—that made the gaming experience more fun. Doorbell rings, and the pizza's here, and your character is tied up in the cyclops' cave, so you know you won't be doing anything for a few minutes, and so you go and grab the grub, and tip the delivery guy that's worth a candy. Tell a funny joke—that's worth a candy. Save the life of your comrade, only to drug him unconscious and use him as a prop, in the manner of Weekend at Bernie's—okay, that's a little ghoulish, but it's in charcter, and amazing, so, yeah, that's three candies right there.

Candy as XP

Candy is awesome, though for one of my gaming group, who was a diabetic, it was a controlled and mindful awesomeness. But even the most free-wheeling player wants their character to level up. I get it.

At the end of each gaming session, my players would "turn in" their candy wrappers. Each wrapper represented something gone right, a good deed done—and therefore it was converted to XP. Generally speaking, no matter what the PCs' levels, no matter what the adventure, 10 candy wrappers meant you advanced to the next level. If you fell short—let's say, you only got 6—then it meant you were closer for next gaming session (i.e., 4 needed in this example).

As years went on, it became a bit less practical and/or healthy to urge my friends to consume at least ten pieces of candy every time we got together, and so the approach was tweaked. Instead of candy wrappers, gold stars, or spare dice in a particular color, or Warhammer 40,000 figurines. The point was, you got a token, a "nugget" of reward, which was later converted into XP.

Rules lawyers hate this method, and I respect that. But even the most hardened min/maxer eventually recognizes that this approach, despite its drawbacks, keeps play flowing quite quickly, and keeps everyone focused on what I believe should be the goal of any roleplaying game session.

Namely: to have fun!

Reward Stars: The Formalized Approach

Whether or not you appreciated the above anecdote, or the approach it describes, it's required reading, because now we'll get to how it applies to **Dark Obelisk: Berinncorte**.

As with everything else in this book, the GM is encouraged

to completely ignore or change this approach if you feel it would make it work better for your gaming group.

The following represent opportunities to gain an experience point reward in this adventure:

- **Defeating** monsters and NPCs.
- Avoiding traps, picking locks, or otherwise **overcoming obstacles**.
- Succeeding in skill challenges or checks.
- Fulfilling other objects in pursuit of a Quest.

Monsters and NPCs in this adventure list the **XP** reward the PCs should obtain for defeating them in combat. They also list the number of "**Reward Stars**" players should receive for success. This is denoted like this: 23 + 2.

Think of a **Reward Star** as a sugar-free and abstracted version of a piece of candy from the earlier anecdote: players receive one or more most times that they achieve something in the game.

Locks, traps, and skill checks are typically "quadded"; each level of CR lists a suggested XP reward, but also a number of Reward Stars.

Quests only list **Reward Stars**. This is because **Quests** should be fun, interesting, and above all, useful to the PCs, but shouldn't be game-breakingly powerful or ignorably impotent. A simple delivery quest, for example: what should that be worth? **500 XP**? For a level one character, that can be almost halfway to levelling up; for a level 19 character, that makes for a completely worthless diversion. Using **Reward Stars** solves this problem, by automatically scaling the reward to be significant regardless of character level.

If you follow the approach I've used, then at the end of each gaming session (or in between sessions, or at the start of the next session, whatever works best for your schedule), convert the **Reward Stars** to traditional **Experience Points**.

The GM is heavily encouraged to augment the rewards documented with additional rewards, for perhaps-less-tangible contributions: good jokes, helpful behavior, playing fair and nice, being a good sport, paying for or even just ordering dinner, that sort of thing.

Such "intangible rewards" should be general in nature: a good, timely joke should be rewarded with a chunk of XP that's meaningful and helpful to the PC in question, whether they're level 1 or level 19.

Stay In Character... Or Else

In rare cases, or with certain gaming groups, the GM should reserve the right to remove or revoke the **Reward Stars** a particular player, or the group entire, has earned.

Such penalties should not be applied in a discouraging manner, or against players who are genuinely trying, but whose luck is simply poor, or for whom things just aren't working out. Indeed, successful roleplaying in the face of dire circumstances should be rewarded more!

Reward Stars should only be revoked if the player is detracting from play, distracting others, making inappropriate jokes not appreciated by the rest of the group, not paying their fair share... or just generally being a jerk.

Converting Reward Stars to XP

Each **Reward Star** represents different **XP** depending on what your current level is.

If you've assigned **Reward Stars** to a particular PC, use the character's current level on the table below to convert to an **XP** reward.

On some occasions, you may instead have granted Reward Stars to the party as a whole. In this scenario, calculate the Average Party Level (APL) as you normally would, and use that on the table below to convert the reward to standard XP.

If a PC has more than the minimum sufficient **Reward Stars** to advance in level, they may continue to advance! In such a scenario, count Stars using the PC's current level, until they level up. Any remaining stars are converted to **XP** using the character's new level. In exceptionally rare circumstances or with exceptionally indulgent GMs!—this may involve a PC levelling up multiple times between sessions, though such power-levelling is generally discouraged.

Finally, in addition to different methods of determining rewards, gaming groups tend to have different theories as to how rapidly characters should level up. Slow, average, and fast tracks are shown here, which scale to the corresponding Character Advancement experience point totals in the **Path***finder Core Rulebook*.

For purposes of **Reward Stars**, the following standard has been used:

- Slow advancement requires 15 Reward Stars to advance.
- Advancement with the Average progression demands 10
 Reward Stars per level.
- Only 5 **Reward Stars** are needed to advance following the **Fast** track.

Level, CR, or APL	Slow	Avg	Fast
1	200	200	260
2	300	300	400
3	433	400	540
4	600	600	800
5	800	800	1,000
6	1,200	1,200	1,600
7	1,600	1,600	2,200
8	2,533	2,400	3,200
9	3,000	3,000	4,200
10	5,000	5,000	6,800
11	6,333	6,500	8,000
12	9,667	9,500	13,000
13	12,667	13,000	17,000
14	19,333	19,000	26,000
15	26,333	25,500	35,000
16	36,667	41,000	50,000
17	53,333	50,000	70,000
18	76,667	75,000	100,000

Table 2: Converting Reward Stars to XP

Level, CR, or APL	Slow	Avg	Fast
19	100,000	105,000	140,000
20	n/a	n/a	n/a

"Quadded" Stat Blocks

Toward the goal of having an adventure that can be run with PCs of various levels, all NPCs and monsters in this adventure have four separate sets of statistics.

These represent iterations of the creature in four distinct scales of challenge. These scales are referred to, in ascending difficulty, as **Low**, **Moderate**, **Advanced**, and **Elite**.

Low-level statistics are the default, and are intended for parties of 1st to 4th level PCs. Typically, the Low CR for a creature will be in the range of fractional, up to 4.

Moderate statistics present a bit more challenge, and are meant for 5th to 8th level PCs. **CRs** can be in the range from 4-10.

Advanced creatures give even more of a fight, representing **CRs** in the range of 10-15, and are meant for adventurers of the same levels.

Elite monsters and NPCs are the most evolved, and present formidable difficulty in the 12-20 **CR** range. These stat blocks are designed for PCs above 15th level.

To avoid confusion, elsewhere in the text outside of the creature's quadded stat block definition, the statistics referred to are the **Low**, or default, block. For example, the condensed, "vital stats" block that is shown in red where the NPC or monster is introduced in the adventure uses the **Low** values.

Quadded Challenge Blocks

Skill challenges and checks, traps, poisons, and obstacles sometimes have quadded stat blocks as well.

Although nearly all NPCs and monsters have quadded stat blocks, not all other game elements do. This is intentional. It represents the reality that although monsters and people might be of advanced difficulty, the city of **Berinncorte** exists in a typical, average fantasy realm—DC 50 Mythic-caliber locks simply doesn't exist, let alone on every door in town!

Below is an example of a door that has a quadded challenge block. The icons represent the scale of increasing difficulty; from top to bottom, they are **Low**, **Moderate**, **Advanced**, and **Elite**.

Locked Secret Wooden Door

5" thick; Hardness 5; hp 60; Perception DC 16; Break DC 20; Disable Device DC 18

5" thick; Hardness 5; hp 60; Perception DC 20; Break DC 24; Disable Device DC 22

5" thick; Hardness 5; hp 60; Perception DC 22; Break DC 26; Disable Device DC 24

5" thick; **Hardness** 5; **hp** 60; **Perception** DC 24; **Break** DC 28; **Disable Device** DC 26

Dramatis Personae

Crunch and Fluff

"Crunch" is a term commonly used to refer to the dozens of statistics that describe a creature from the standpoint of raw game mechanics. Although there is a great deal of flexibility in these stat blocks being used to convey flavor, demeanor, behavior, and personality, such "softer" yet still important game elements are often referred to as "fluff".

Each GM and player has their own relationship to these game elements, and preferences as to their balance in gameplay. Some groups live by crunch, and largely ignore fluff; adventures tend to be little more than an organized dungeon crawl, and min/maxing your PC's character options and equipment is commonplace. Other groups focus solely on storytelling, and use game mechanics only when it's necessary to introduce a bit of randomness to the proceedings.

You can have a great deal of fun at either end of the spectrum, or anywhere in between! To support the various approaches to describing monsters and characters, this adventure takes the approach of providing a great deal of **crunch**, *and* a great deal of **fluff**.

Some may consider this overkill, and it's likely that some gaming groups will ignore a portion of what follows to focus on what matters most to their style of play. That's exactly as it is intended to be used: hopefully it has everything you need, so you can use it however you like!

Quadded Stat Blocks and Default Language

A creature's **fluff** uses language assuming that you are playing the **Low** level of difficulty version of that creature. For example, the **Low** level of an NPC might wield a run-of-the-mill rapier, and the **Elite** version might instead use a +3 corrosive burst rapier; the descriptions that accompany that NPC would refer merely to her rapier as the default equipment. Similarly, any illustrations drawn will typically use imagery associated with **Low**-challenge gear and items.

Fieader

The **header** is simply the name of the monster. NPCs have a name, and also parenthetically their position, job title, profession, or how they are best known.

Beneath this header is the **subheading**, which shows the **Challenge Rating** of the creature, and the **Experience Points** to be awarded if they are defeated. Note that in the context of **quadded stat blocks**, the CR/XP values shown here are taken from the **Solution** Low difficulty version of the creature.

It's worth noting that not every monster and NPC is meant to be defeated in combat... in fact, the GM is encouraged to award **XP** only for combat that is consistent with the alignment and characters of the PCs, or if they are forced into combat by circumstances beyond their control. A Lawful Good Paladin, for example, should not reap XP for conducting a baseless murder spree of first-level townsfolk.

Combat Tactics

This section describes how the creature behaves prior to, and once in, combat. Some monsters are alarmingly simple in this regard: "will fight the PCs on sight, and will fight to the death" is about as straightforward as you can get, here. More nuanced NPCs may have a general statement as to tactics, such as "will focus on melee opponents first, and then move on to ranged enemies". Complex enemies may have a roundby-round description of their approach, listing the spells or techniques they choose to employ at each step of the battle.

Of course, as with most things, the GM is welcome to ignore this section entirely and play the creature as they wish.

Description

All NPCs have some description here, conveying a general sense of the character. Monsters might have a physical description, or a walk-through of how they emerge to face the party when discovered.

Appearance

This section refers to the physical appearance of the creature. This is particularly important for NPCs who do not have illustrations.

Factions

Nearly all NPCs belong, at least casually, to one or more **fac-tions**. Which factions, and the extent of their membership and involvement, are mentioned in this section.

Attitude Tracker

This section is meant to help track the NPC's current **Attitude** toward the party. **Pathfinder** uses the five classifications of **Hostile, Unfriendly, Indifferent, Friendly,** and **Helpful**; this adventure introduces a bit more detail into the equation.

As with other elements of this adventure, the GM is encouraged to use this approach to tracking NPC **Attitude** only if it is desired; of course the GM may use alternate approaches, house rules, or other rule systems to manage how NPCs view the party.

An example of an **Attitude Tracker** is shown below. The GM is encouraged to use pencil to mark the current and changing **Attitude** of each NPC as the game progresses.

Note that some quests, conversation topics, plot activities, and actions rely on a given NPC having a certain **Attitude** toward the party, so it can be helpful to have some way of managing



the many different characters the PCs might encounter in their journey through **Berinncorte**.

Using the Attitude Tracker

Attitude is measured on a **29**-point scale: **1** is the worst possible feeling an NPC can have toward the party, and **29** is the most favorable. This is referred to as an NPC's Attitude Value.

The five **Attitude** classifications defined in the **Pathfinder Roleplaying Game** correspond to roughly 6-point "blocks" of these values. Specifically, **Attitude Values** between **1-6** represent a **Hostile** character, values between **7-12** mean the NPC is **Unfriendly**, **Indifferent** characters have **Attitude Values** between **19** and **24**, and any value of **25** or above means the character is **Helpful** toward the party. This is the NPC's **Attitude** overall.

Each NPC has a **"Starting Attitude"**, and the for example, "14 (Indifferent)". When the adventure begins, and with no other considerations or complicating factors, this is the NPC's initial perspective on the party.

Attitude Modifiers

Beneath "Starting Attitude" can be one or more **Attitude Modifiers**. Each describes a scenario, and the effect it has on that NPC's **Attitude Value**.

Attitude Modifiers can be pre-existing, unchangeable things, such as *"Party Contains at Least One Elf"*. These Modifiers should be taken into consideration as soon as the party see the NPC, or even during pre-game setup by the GM.

Some are action-based: for example, "*Party Engages in Conversation:* +2"; in that scenario, the moment the party approaches the NPC and greets her, that NPC's **Attitude** increases by 2 points. Action-based **Attitude Modifiers** only have an effect once; in the example above, if the party approaches the NPC the next day and speaks with her, there is no further effect to her **Attitude**.

An NPC may have repeatable action-based **Attitude Modi-fiers**; these may take effect multiple times, and are usually phrased to make this obvious. For example: "*Each Time the Party Slays a Giant Rat on the Property:* +1".

Others have **maximum effect caps**. In the example "*Making* a *Purchase* (+1 per 50 gp spent, max 5)", the NPC in question will grow more fond of the party the more they buy... but this caps out at +5 for 250 gp spent. The party is of course welcome to spend more money than that, but it will have no further effect in terms of the NPC's Attitude.

Attitude Modifiers that cause an NPC's Attitude to shift to the range for a different classification take immediate effect as it applies to **Diplomacy** rolls and the like. For example, if an NPC's Attitude Value is 18 (Indifferent), and speaking with her grants +1, this would bump her up from **Indifferent** to **Friendly**. So, starting a chat with her means the ensuing conversation would take place with her being **Friendly**.

Modifiers that would take an NPC's **Attitude Value** above **29**, or below **1**, have no effect.

Quadded Stat Blocks

Below **factions** is the list of quadded stat blocks. Note that unless otherwise specified, bonuses and penalties from all sources should be included already in the figures provided. For example, the **Attacks** section should reflect ability score modifiers, skill and feat modifiers, special ability / special quality modifiers, and modifiers derived from the enhancement bonuses of the weapon itself.

The **exception** to this is effects coming from magical weapons: for example, a *corrosive light crossbow* might show as dealing **1d8** damage. This value does not, however, include the *corrosive* effect, which normally causes the weapon to deal an additional **1d6** points of acid damage when the effect is activated.

Also of note is the **Prepared Spells** section. For NPCs with class levels of a spellcasting class that must prepare spells in advance, this section reflects a suggested pool of spells that have been memorized or that are otherwise ready to cast. The GM is of course encouraged to modify the list as she desires to fit the circumstances of gameplay; for example, if the party starts attacking townsfolk willy-nilly, then spellcasters in town might be more likely to ready defensive and combat spells.

Finally, the **Treasure** section in the stat blocks lists the equipment normally carried or used by the creature. Gold, jewels, and non-combat items that do not have an impact on game mechanics and crunch are not listed here.

Special Abilities

All **special abilities**, **auras**, **special qualities**, and other remarkable effects that apply to the creature are described here, in alphabetical order.

Note that this section lists a **complete set** of possible special abilities that apply to the creature taken from its **Elite** stat block. Individual stat blocks above this section will list out which special abilities / SQs apply to the creature in its various forms of CR.

With this, and the **Feats** section afterward, there is considerable duplication—many NPCs have **Low-Light Vision**, for example. This is **by design**, and speaks to a common complaint among GMs: bestiaries and NPC listings are great for getting the vital details, but it's often hard to remember just exactly what the **Power Attack** feat means.

The intent with the **Infinium Game Studios** approach to NPC and monster definitions is to make it as easy as possible to play a given creature, without having to refer to multiple other rulebooks. GMs dancing among tomes, trying to cross-reference dozens of characteristics to figure out what the creature does next is unsatisfying, wasteful of time, and takes everyone in the game out of immersion—"hold on, let me remind myself what an Alchemist's **Explosive Bombs** are like" doesn't exactly keep players on the edge of their seats!

Feats

All **feats** taken by the creature in its class level progression are listed here, in alphabetical order. As with the **Special Abilities** section, the list here is a superset of everything that applies to the **Elite** version of the creature; specific feats taken at lower-challenge iterations are listed in the **Feats** section of the quadded stat block.

Table 3: Dramatis Personae Summary Name Page Profession Location Align Class Race Sex* F* Amadan Militia Garrison / Barracks LN Fighter 2 / Half-Elf p 204 Armsmaster Rogue 1 Apothecary Apothecary Aramil Xiloscient p 22 CE Alchemist 4 Half-Elf Μ Arbelladon TN Druid 2 Elf F p 29 **Fortune Teller Town Square** Moonside Dimblegruffe p 84 **Blacksmith Blacksmith's Hut** CG Fighter 2 Dwarf F Ash "Executioner" Militia Trainer Fighter 1 / **Garrison / Barracks** CN Dwarf м p 35 Barbarian 1 **Biggen Gurble** Library p 41 Reader CN Expert 2 / Halfling Μ Rogue 2 Brock Runnaheim Stablemaster **Fishery / Stables** CG Dwarf Μ p 46 Rogue 2 / Expert 3 Cannock **High Priest Zugul Church** LN Rogue 1 / Human Μ p 52 Cleric 4 Elf F Caerthynna **Druid Merchant Town Square** NG Druid 2 p 58 Tsornyl **Cora Brushgather** p 63 None Leaky Cask Tavern NG Commoner 1 Halfling F Seamstress F Daratis **Textiles Shop** LG Expert 2 Gnome p 67 **Debran Ormick** Militia **Garrison / Barracks** CN Enchanter 2/ Tiefling Μ p 72 Treasurer Fighter 1 Preacher Sheergath Temple CG Cleric 4 Human Μ Denzys p 79 F Dominika Symms Mayor **Mayor's House** LN Fighter 5 / Human p 89 Aristocrat 2 Donur Merchant LN Μ **Town Square** Ranger 2 Dwarf p 95 Gravelsmasher Ranger Einkill Holderhek Merchant / Leaky Cask Tavern CN Fighter 2 Dwarf Μ p 100 Mercenary Elena Lomazonne p 105 Merchant **Zugul Church** CN Aristocrat 3 / Human F Princess Paladin 1 Elizavetta Burak Prostitute NG **Illusionist 3** Human p 110 **Town Square** Esk Innkeeper CE Summoner 2 Lizard-Μ p 116 Inn folk **Eidolon (Esk's)** Eidolon 2 **Eidolon** Cherissur p 121 Inn CE F **Butcher's** Warrior 1 / Farzith **Butcher's Shop** NE Gnome Μ p 124 Apprentice Commoner 1 **Butcher** CN Warrior 2 Human Ganyc p 128 **Butcher's Shop** Μ **Gorin Bakelight** Tribute **Mayor's House** LN Aristocrat 4 Human Μ p 133 Magister Fishmaster **Fishery / Stables** CN Barbarian 2 / Half-Orc Gumbrew p 138 Μ Expert 2 Gunnloda Balderk Librarian Dwarf Library LN Expert 6 F p 143 LN Gnome Gurth p 148 Cryptkeeper **Cryptkeeper's Shack** Rogue 1 М Elf Gyldor p 153 None Leaky Cask Tavern LN Ranger 5 Μ Glyff Animal None TN Animal Com-Wolverм p 159 Companion panion 4 ine (Gyldor's) Jester / Greeter Hueykins p 162 **City Gates** CN Bard 3 Human Μ **Town Square** Paladin 2 Half-Orc Merchant / LG F **Ines Borque** p 169 **Beast Raiser** Bartender Half-Orc Jozan p 174 Leaky Cask Tavern TN Rogue 1 Μ

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Name	Page	Profession	Location	Align	Class	Race	Sex*
Kayzark	p 179	Vendor	Leaky Cask Tavern	NG	Ranger 2	Half-Elf	М
Kerem Dogan	p 185	Merchant	Town Square	NE	Expert 2	Human	M
Larissa	p 189	Elder of Sheergath	Sheergath Temple	CN	Ranger 1 / Cleric 3	Half-Elf	F
Lingona	p 197	Bard	Leaky Cask Tavern	CN	Bard 3	Human	F
Maghana	p 210	Cleric of Zugul	Zugul Church	LG	Paladin / Expert 2	Human	F
Mardnab Scheppen	p 215	Maid	Inn	CN	Bard 1	Gnome	F
Oneib	p 221	Salesman / Security Guard	General Store	CG	Fighter 2 / Rogue 1	Human	м
Ota Kuiduru	p 227	Chief Clerk	Mayor's House			Half-Elf	м
Otibus	p 233	Tanner / Bookkeeper	Textiles Shop	LN	Commoner 2	Dwarf	М
Ownka	p 237	Serving Wench / Cook	Leaky Cask Tavern	CN	Commoner 1	Half-Orc	F
Phadian Gess	p 241	Trickster / Thief	Leaky Cask Tavern	Leaky Cask Tavern CN H		Half-Elf	М
Pilga	p 246	Landlord	Lower-Class Residential TN District		Barbarian 2	Half-Orc	F
Rhirem	p 251	Mercenary Spellcaster	Leaky Cask Tavern	eaky Cask Tavern NE Ev		Human	М
Rona Stonehammer	p 258	Merchant Combat Trainer	Town Square	CN	Barbarian 2	Dwarf	F
Shakira Alam	p 263	Lock, Key, and Rope Merchant	Town Square	CN	Rogue 2 / Ranger 1	Halfling	F
Skutt Krundarr	p 269	Militia Vice Master	Garrison / Barracks	LN	Fighter 2	Dwarf	М
Sorille	p 275	Courier	Mayor's House	CG	Ranger 2	Elf	F
Stewy	p 281	Apprentice Fisherman	Fishery / Stables	LE	Expert 2	Human	М
Tansden	p 287	Militia Master	Garrison / Barracks	LG	Fighter 3	Human	М
Tarsheva Hornwood	p 293	Landlord	Upper-Class Residential District	LN	Expert 2	Half-Elf	F
Tudra Coppereye	p 301	Sage	Library	NG	Expert 4 / Oracle 2	Dwarf	F
Thrunne	p 297	Serving Wench	Leaky Cask Tavern	LE	Commoner 1	Half-Orc	F
Unglar	p 307	Guard	Sheergath Temple	CN	Barbarian 2 / Cleric 1	Half-Orc	М
Vanya Berezin	p 313	Food Merchant	Town Square	LE	Commoner 2	Human	М
Waywocket Ningel	p 317	Jeweler	Leaky Cask Tavern	TN	Expert 4	Gnome	М
Welby Goodbarrel	p 321	Merchant	General Store	CN	Expert 2	Halfling	M
Zook Beren	p 327	Brewer / Cook	Leaky Cask Tavern	LN	Commoner 1	Gnome	M

* Note that some NPCs may appear as other genders at first glance. Their true gender is shown in the table above.

Known Spells

Creatures of some spellcasting classes may only know a certain number of spells at a time. For those classes, and only those classes, this section exists, and lists all of the spells from which the creature might draw. This is a useful section for GMs wishing to make changes to the **Prepared Spells** section.

For classes who could theoretically memorize every single spell in the world, this section is omitted.

Creasure

If the creature carries wealth, jewels, or valuables beyond their equipment listed earlier, such booty is described here. Creatures whose only possessions are arms and armor might not have this section at all.

Fabits and Logistics

NPCs tend to have habits, particularly those with jobs. The **Habits and Logistics** section indicates where the NPC can be found, when; typically there will be a **Daytime** and a **Night-time** listing here at minimum. Characters may more complex schedules as well, breaking down their day into hourby-hour chunks of time.

This is useful fluff for GMs wishing to introduce an NPC in a manner that fits with the character's habits.

Background

Family history, dark deeds, secret agendas—it can all be found in the **Background** section of an NPC. Such backstory might never be used at all, but sometimes, simply having it in mind may help guide the GM as to the interaction and behavior of an NPC when questioned by the PCs.

In the Obelisk Attack

Not everyone makes it. All NPCs have this section, which indicates what happens to the character during the **Obelisk Eruption**. In the context of this adventure, this is critically important, as it's the core focus of the "main plot" of the story being told.

Conversation

Some NPCs have a lot to say; others, not so much. Experienced GMs can create their own conversation trees off the cuff in the midst of gameplay, but others may wish a more explicit, prepared approach. Noteworthy conversation topics and responses are described here.

In certain cases, the PCs may be able to get more information if they are skilled at steering the dialogue in a certain direction, or if they simply provide a bribe. If having sufficient skill or offering payment would reveal more than normal, or if the PCs can apply pressure to get to the heart of the matter, skill challenges are listed here as well, along with the response that success at such a challenge will elicit.

Often, such "additional' dialogue will follow from pressing the conversation on a topic that has been listed earlier.

Detail and Statistics Reference

21

Aramil Xiloscient (Apothecary)

CR 3; **XP** 800

🏝 Combat Tactics

Aramil will defend his secret laboratory (see below) to the death, for he knows full well that discovery would mean his death, or at best, life imprisonment by the authorities. Outside of that, however, he tries to live a secretive, simple life of transacting the business of a seemingly straightforward village apothecary, and as such will avoid armed conflict if he feels it's not absolutely necessary to defend his secrets.

Description

The town's apothecary hides a deep secret—experimentation on sentient life. Behind an illusory wall and secret door in the city's **Lower-Class Residential District**, he conducts his gruesome and macabre experiments on all manner of creature—particularly lost souls who run afoul of his trickery. Some vaguely moral part of him realizes it's a horrible, terrible thing he does... but he feels driven to do it, and justifies it by taking exceptionally detailed notes. Though he has yet to demonstrate or prove anything conclusive or useful, he believes wholeheartedly that his actions will ultimately be justified once he finds something truly remarkable via what others may simply view as torture and dissection.

Appearance

A half-elf he may be, but **Aramil** appears an amalgamation of sinister features from various races. His jawbone and facial structure seem reptilian, as though perhaps there is some lizardfolk in his family tree (there is, in fact, though Aramil himself is unaware of this as fact). His eyes are uncannily bright, vibrant, and soulful, giving a clear genetic tip of the hat to his elven mother. His insincere smile and gleaming teeth evoke the very essence of human deceit, and his physical frame and silhouette seem almost verminlike in shape and movement.



ly will not bring it up on his own.

Part of his secret is membership in the **Inner Circle** of the **Meatsmiths**; since he is obviously *not* a butcher, mere knowledge of this membership would be enough to raise eyebrows as to his true purpose.

🏲 Factions

He will admit to being a Liquid Guardian, though most like-

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	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 11; XP 12,800	CR 17; XP 102,400
Sex / Race	Male Half-Elf; CE Mediu	m humanoid (elf, human))	
Class	Alchemist 4	Alchemist 8	Alchemist 12	Alchemist 18
Initiative	+1	+1	+2	+2
Senses	Low-Light Vision, Perception +6	Low-Light Vision, Perception +6	Low-Light Vision, Perception +6	Low-Light Vision, Perception +9
🖸 Defense				
Armor Class	AC 12, touch 11, ff 11 (+1 Dex, +1 padded armor)	AC 13, touch 11, ff 12 (+1 Dex, +2 padded armor +1)	AC 16, touch 12, ff 14 (+2 Dex, +4 padded armor +3)	AC 15, touch 12, ff 13 (+2 Dex, +3 ghost touch padded armor +2)
hp / HD	25 (4d8)+4	43 (8d8)+8	61 (12d8)+12	90 (18d8)+18

Provide Provid	and the second second	and the second sec		and the second se
- The said	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Saves	Fort +7, Ref +5, Will +7	Fort +10, Ref +8, Will +9	Fort +11, Ref +12, Will +10	Fort +14, Ref +15, Will +13
	+2 vs. enchantment spells and effects; +2 vs. poison	+2 vs. enchantment spells and effects; +6 vs. poison	+2 vs. enchantment spells and effects	+2 vs. enchantment spells and effects
Defensive Abilities	-	-	Immune to poison	Immune to poison
🖌 Offense				
Movement	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.
Attacks	Ranged light crossbow +4 (1d8/19-20) or Melee dagger +1 (1d4- 2/19-20) or Ranged dagger (thrown) +4 (1d4- 2/19-20) or Ranged dart +4 (1d4- 2) or Ranged bomb +5 (1d6+2)	Ranged light crossbow +7/+2 (1d8/19-20) or Ranged dart +7/+2 (1d4-2) or Melee +1 dagger +5/+0 (1d4-1/19-20) or Ranged +1 dagger (thrown) +8/+3 (1d4- 1/19-20) or Ranged bomb +8/+3 (1d6+2)	Ranged +1 corrosive light crossbow +12/+7 (1d8+1 + 1d6 acid/19- 20) Ranged dart +11/+6 (1d4-2) or Melee dagger +7/+2 (1d4-2/19-20) or Ranged dagger (thrown) +11/+6 (1d4- 2/19-20) or Ranged bomb +12/+7 (1d6+2)	Ranged +2 corrosive light crossbow +17/+12/+7 (1d8+2/19-20) or Ranged dart +15/+10/+5 (1d4-2) or Melee dagger +11/+6/+1 (1d4-2/19- 20) or Ranged dagger (thrown) $+15/+10/+5$ (1d4-2/19-20) or Ranged bomb +16/+11/+6 (1d6+2)
Space / Reach	Space 5 ft.; Reach 5 ft.	I		
Special Attacks	Bomb, Explosive Missile, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Missile, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Bomb, Explosive Missile, Smoke Bomb, Throw Anything	Acid Bomb, Blinding Bomb, Bomb, Explosive Bomb, Explosive Missile, Precise Bombs, Smoke Bomb, Tanglefoot Bomb, Throw Anything
Prepared Spells	Alchemist (CL 4 th): 2nd - blur (DC 14), invisibility (DC 14) 1st - disguise self, identify, see alignment, shield	Alchemist (CL 8 th): 3rd - haste, tongues 2nd - alchemical allo- cation, barkskin, blur, invisibility (2x) 1st - disguise self, identify (2x), see align- ment, shield	Alchemist (CL 12 th): 4th - fire shield, resto- ration, stoneskin 3rd - fly , haste, re- move disease, tongues 2nd - aid, alchemical allocation, barkskin, blur, invisibility (2x) 1st - disguise self, identify (2x), see alignment, shield, vocal alteration	Alchemist (CL 18 th): 5th - dust form, night- mare, polymorph, spell resistance 4th - discern lies, fire shield, restoration, stoneskin, vitriolic mist 3rd - fly, gaseous form, haste, remove disease, tongues 2nd - aid, alchemical allocation, barkskin, blur, invisibility (2x) 1st - disguise self, identify (2x), see alignment, shield, vocal alteration
Statistics				
Ability Scores	Str 7, Dex 12, Con 13, Int 15, Wis 19, Cha 6	Str 7, Dex 13, Con 13, Int 15, Wis 19, Cha 6	Str 7, Dex 14, Con 13, Int 15, Wis 19, Cha 6	Str 7, Dex 14, Con 13, Int 15, Wis 20, Cha 6
Core Attack	Base Atk +3; CMB +1; CMD 12	Base Atk +6; CMB +4; CMD 15	Base Atk +9; CMB +7; CMD 19	Base Atk +13; CMB +11; CMD 23

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite			
Feats	Brew Potion, Great Fortitude, Iron Will, Skill Focus (Craft (Alchemy)), Throw Anything	Brew Potion, Extra Bombs, Great Forti- tude, Iron Will, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything	Brew Potion, Extra Bombs, Great Forti- tude, Improved Iron Will, Iron Will, Light- ning Reflexes, Master Alchemist, Skill Focus (Craft (Alchemy)), Throw Anything	Alertness, Blind-Fight, Brew Potion, Extra Bombs, Fleet, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Master Alchemist, Skill Focus (Craft (Alche- my)), Throw Anything			
Skills	Acrobatics +1, Appraise +6, Bluff -1, Climb -2, Craft (Alchemy) +16, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +1, Heal +11, Intimidate -2, Knowledge (Arcana) +7, Knowledge (Local) +3, Knowledge (Nature) +9, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride +1, Sense Motive +4, Sleight of Hand +5, Stealth +2, Survival +8, Swim -2	Acrobatics +1, Appraise +7, Artistry +2, Bluff +1, Climb -2, Craft (Alchemy) +18, Craft (Untrained) +2, Diplomacy -2, Dis- guise -2, Escape Artist +1, Fly +1, Heal +14, Intimidate -2, Knowledge (Arcana) +11, Knowledge (Local) +6, Knowledge (Local) +6, Knowledge (Nature) +13, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride +1, Sense Mo- tive +4, Sleight of Hand +7, Stealth +4, Survival +11, Swim -5	Acrobatics -1, Appraise +8, Artistry +2, Bluff +3, Climb -5, Craft (Alche- my) +25, Craft (Un- trained) +2, Diplomacy -2, Disguise -2, Escape Artist -1, Fly -1, Heal +17, Intimidate -2, Knowledge (Arcana) +17, Knowledge (Local) +8, Knowledge (Nature) +17, Perception +6, Perform (Untrained) -2, Profession (Herbalist) +11, Ride -1, Sense Motive +4, Sleight of Hand +5, Stealth +4, Survival +15, Swim -5	Acrobatics -1, Appraise +10, Artistry +2, Bluff +5, Climb -5, Craft (Alchemy) +31, Craft (Untrained) +2, Diploma- cy -2, Disguise -2, Escape Artist -1, Fly -1, Heal +24, Intimidate -2, Knowledge (Arcana) +23, Knowledge (Local) +8, Knowledge (Local) +8, Knowledge (Nature) +23, Perception +9, Perform (Untrained) -2, Profession (Herbalist) +12, Ride -1, Sense Motive +7, Sleight of Hand +10, Stealth +7, Survival +20, Swim -5			
Languages	Common, Abyssal, Elven	, Giant Adaptability, Alchemy,					
Special Qualities	Special Qualities Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Heal- ing, Swift Alchemy		Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Mutagen, Poison Resistance, Poison Use, Spontaneous Heal- ing, Swift Alchemy, Swift Poisoning	Adaptability, Alchemy, Brew Potion, Elf Blood, Elven Immunities, Healing Touch, Instant Alchemy, Keen Sens- es, Low-Light Vision, Multitalented, Mutagen, Persistent Mutagen, Poison Resistance, Poison Use, Spontaneous Heal- ing, Swift Alchemy, Swift Poisoning			
Treasure	padded armor; cross- bow bolts (20); dagger (x5); dart (x5); formu- la book; bomb; light crossbow 75 gp	padded armor +1 (w/ luck save bonus +1); crossbow bolts (20); dagger +1; dagger (x4); dart (x5); formu- la book; bomb; light crossbow	<pre>padded armor +3; crossbow bolts (20); dagger (x5); dart (x5); formula book; bomb; corrosive light cross- bow +1</pre>	ghost touch padded armor +2; crossbow bolts (20); dagger (x5); dart (x5); formu- la book; bomb; corro- sive light crossbow +2 913 gp			
		📱 180 gp					
Magic	Alchomist	Alchomiste	Alchomist:	Alchomist:			
Spells per Day	Alchemist: 0/4/2/0/0/0/0/0/0 DC: 13+spell level	Alchemist: 0/5/5/2/0/0/0/0 DC: 13+spell level	Alchemist: 0/6/6/4/3/0/0/0/0 DC: 13+spell level	Alchemist: 0/6/6/5/5/4/3/0/0 DC: 13+spell level			
Attitude Track	♥ Attitude Tracker						
Starting Attitude: 14 (Indifferent)							
1 2 3 4 5	6 7 8 9 10 11	12 13 14 15 16 17 1	8 19 20 21 22 23 24	+ 25 26 27 28 29			
Fostile	Unfriendly	J Indifferen	t Friendly	Felpful			

Tab	le 4: Attitude	e Modifiers for Aramil Xiloscient		
	Name	Condition	Effect	Notes
Cor	mmerce	Make a purchase at the Apothecary's shop	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Co	nversation	Confront him about his labora- tory	-10	-
Cor	nversation	Ask him about his ancestry	-2	-
Cor	nversation	Engage him in conversation outside the context of buying supplies	-1	-
Ext	tant	Party contains at least one Half- Elf	+1	No effect for 2 or more Half-Elves
Ext	tant	Party contains at least one Elf	+2	No effect for 2 or more Elves
Coi	nversation	Mention the book "Requiem for an Ailment"found in the Library	+2	-
Coi	mmerce	Try to give the "Requiem for an Ailment" book to Aramil	+5	Aramil will conclude this book to be of the Library, but will accept it anyway—after all, he didn't steal it!
Act	tion	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Act	tion	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Co	nversation	PCs threaten violence	-5	-
Act	ion	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Act	ion	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Act	ion	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Act	ion	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Act	tion	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Col	nversation	PCs attempt a bribe (for infor- mation, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Coi	nversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Ext	tant	One or more PCs have been arrested	-1	Per offense, no limit
Ext	tant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Act	tion	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Act	tion	PCs refuse to help when asked	-3	Per request; no maximum
Act	tion	PCs agree to help when asked	+4	Per request; maximum +12
Act	tion	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)
Act	tion	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Coi	nversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Acid Bomb When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Alchemy (Su) When using Craft (Alchemy) to create an alchemical item, you gains a +18 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

Blinding Bomb* (Su) When you create a bomb, you can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

Bomb (Su) You can use 22 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+2 points of fire damage. Your bombs also inflict an additional 8d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (11). Those caught in the splash damage can attempt a DC 21 Reflex save for half damage.

Brew Potion (Ex) You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Explosive Bomb* The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Explosive Missile (Su) As a standard action, the alchemist can infuse a single arrow, crossbow bolt, or one-handed firearm bullet with the power of his bomb, load the ammunition, and shoot the ranged weapon. He must be proficient with the weapon in order to accomplish this. When the infused ammunition hits its target, it deals damage normally and detonates as if the alchemist had thrown the bomb at the target. If the explosive missile misses, it does not detonate.

Healing Touch (Ex) You gain the ability to heal other creatures. As a standard action, you may touch a creature and apply 1 round's effect of your spontaneous healing discovery to that creature; this counts toward your spontaneous healing limit for the day. Your daily limit for hit points healed by spontaneous healing increases to 5 times your alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as you. **Immunity to Poison (Ex)** You never take poison damage.

Instant Alchemy (Ex) You can create alchemical items with almost supernatural speed. You can create any alchemical item as a full-round action if you succeed at the Craft (Alchemy) check and have the appropriate resources at hand to fund the creation. You can apply poison to a weapon as an immediate action.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Mutagen (Su) You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 180 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A nonalchemist who drinks a mutagen must make a DC 21 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Persistent Mutagen (Su) The effects of your mutagens last for 18 hours.

Poison Resistance (Ex) You are completely immune to poison.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

Precise Bombs Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs. If the bomb misses, this discovery has no effect.

Smoke Bomb* When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as fog cloud, filling an area equal to twice the bomb's splash radius for 1 round per level.

Spontaneous Healing (Ex) You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 90 hit points per day in this manner. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

Swift Alchemy (Ex) You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

Swift Poisoning (Ex) You can apply a dose of poison to a weapon as a swift action.

Tanglefoot Bomb* (Su) A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the Core Rulebook). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Throw Anything (Ex) You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Extra Bombs You can throw more bombs per day. You can throw two additional bombs per day. Special - You can gain Extra Bombs multiple times. Its effects stack.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Master Alchemist Your mastery of alchemy is nearly supernatural. You receive a +2 bonus on Craft (alchemy) checks, and you may create mundane alchemical items much more quickly than normal. When making poisons, you can create a number of doses equal to your Intelligence modifier (minimum 1) at one time. These additional doses do not increase the time required, but they do increase the raw material cost. In addition, whenever you make alchemical items or poisons using Craft (alchemy), use the item's gp value as its sp value when determining your progress (do not multiply the item's gp cost by 10 to determine its sp cost).

Skill Focus (Craft (Alchemy)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🛚 Known Spells

1st - Ant Haul, Detect Secret Doors, Detect Undead, Disguise Self, Identify, See Alignment, Shield, Stone Fist, True Strike, Vocal Alteration, Youthful Appearance

2nd - Ablative Barrier, Aid, Alchemical Allocation, Alter Self, Barkskin, Blood Transcription, Blur, Bull's Strength, Cat's Grace, Cure Moderate Wounds, Darkvision, Invisibility, Levitate, Spider Climb, Undetectable Alignment

3rd - Amplify Elixir, Fly, Gaseous Form, Haste, Remove Blindness/ Deafness, Remove Curse, Remove Disease, Tongues, Undead Anatomy I, Water Breathing

4th - Discern Lies, Fire Shield, Restoration, Stoneskin, Touch of Slime, Vitriolic Mist

5th - Dust Form, Nightmare, Planar Adaptation, Polymorph, Spell Resistance, Stoneskin (Communal)

6th - Elemental Body III, Giant Form I, Heal, Mislead, Monstrous Physique IV, Plant Shape II, True Seeing, Wind Walk

🛿 Habits and Logistics

During daylight hours, Aramil can be found in his Apothecary Shop.

At night, he will often spend a good deal of the evening in the **Lower-Class Residential District**, experimenting on unwilling subjects. For at least three hours each night, however, he will return to the **Apothecary Shop**, where he sleeps.

Background

Aramil makes no apologies for his sinister appearance; in fact, he welcomes it, and the reputation it enforces. Frequently he will decorate his shop in macabre fashion.

The alchemist will occasionally "forget" which potion should be sold to whom, and switches them around. Sometimes this is just for a laugh; other times, it's to revenge a perceived wrongdoing.

9 In the Obelisk Attack

He will claim, afterward, that he was hit by falling rock and knocked out.

In fact, however, he ran like the utter coward he is, ignoring pleas for help. While this is hardly the act of a good samaritan, it's particularly neglectful and selfish for an apothecary—who could actually help most of the people he ignored.

Although his **Chaotic Evil** leanings are very light, the attack causes them to grow in strength, as he feels the allure of the **Obelisk** and its call.

Conversation

What do you think of Berinncorte?

"It's a town, isn't it? Got people, and people need potions. So yeah, not a bad place, I guess. Speaking of needing potions, can I interest you in anything?"

Do you know anything about the strife between Zugul and Sheergath?

▲ "I've heard, probably the same things you have, and I live here. Law nuts are worried the Chaos folks are going to go crazy and destroy the town; Chaos folks are worried the Law nuts are going to get the Mayor to make the city a police state. Nothing changes, though, so it's nothing to me either way. They're both loons, if you ask me; you gotta have balance if there's to be any sanity around here."

What do you think of the Mayor and the government?

Don't really care. They stay out of my way, keep some law and order, sure, that's fine. Long as they don't try and tell me what I can and can't do, they're free to do whatever they like."

Tell me about being an apothecary.

G "Some might say it's the work of the gods, taking power and putting it in a bottle. If you can cast it, it can go in a vial. Never know when you might need it to get you out of a tough situation. I've yet to meet the person who can survive without potions—in the *real* world, mind you; not the cushy city life most of the folk around here lead."

Do you do any... other sorts of work on the side?

*Not sure what you mean by that. Now, do you want a potion, or not? Stop wasting my time, strangers.

Sense Motive check opposed by Aramil's Knowledge (Nature) check:

Well, yes, it's true—some of the things around here aren't run-of-the-mill. Special-occasion, you see, for the odd request that comes in here and there. Hardly ever use the stuff... but it's wise to keep certain things on hand in case there's a need."

Heal check at **DC 18**:

Those? Oh, those are surgeon's tools, sure. Not really all that useful for making most potions, you understand, but sometimes, for some potions, you have to... extract components from dangerous sources. Teeth, poison glands, that sort of thing. Didn't know you were quite the healer."

Arbelladon Moonside (Fortune Celler))

CR 1; **XP** 400

Description

It would seem that **Berinncorte's** resident fortune-teller and mystic would compete for business with **Tudra Coppereye**, the sage in the **Library**, but in practice, there's little overlap of clientele between the two women. Customers trust the severe bizarreness of **Tudra**, and tend to consult her when they feel as though they **must**... but many will come instead to **Arbelladon** out of a desire for entertainment, when they **want** to gain wisdom and insight.

Appearance

Arbelladon cuts an odd figure: a silhouette which constantly changes, though from stance, a flux in clothing, or something more intentional, it's difficult to tell. She typically sheaths her entire body in various layers of multicolored scarves and wispy wraplike dresses; the combinations and draping give the impression of an iridescence of color, though her clothing is mundane in nature. She's hardly imposing, and quite

slight in build and stature—but once a séance or reading session commences, her true mystical nature and power come to the fore, and one must reverse one's assessment of the otherwise unassuming druid.

🖧 Combat Tactics

The elven druid is not afraid to fight, though she views it as a last resort, and generally as a failure on the part of both parties involved to resolve things in other ways. She will try to keep her distance from melee, preferring to use spells and ranged weapons from afar as she yells to get the attention of **Townsfolk** and the **Militia** to intervene. In a severe or prolonged fight, she will call upon her fellow merchant druid **Caerthynna Tsornyl** for support.

🚰 Factions

Arbelladon is a member of the **Ever-Present Occulus**. In addition, she is strongly devoted to the druid sect to the north of **Berinncorte**, a region and faction which will be explored in more detail in future adventures in this **Adventure Path**.

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf; TN Medium	humanoid (elf)		
Class	Druid 2	Druid 6	Druid 10	Druid 14
Initiative	+0	+0	+0	+0
Senses	Perception +10; Low-Light Vision	Perception +15; Low-Light Vision	Perception +24; Low-Light Vision	Perception +20; Low-Light Vision
Defense				
Armor Class	AC 11, touch 10, ff 11 (+1 padded armor)	AC 12, touch 11, ff 12 (+1 padded armor, +1 <i>amulet of insight</i> +1)	AC 17, touch 14, ff 17 (+3 padded armor +2, +1 amulet of insight +1, +3 ring of luck +3)	AC 20, touch 14, ff 20 (+6 chain shirt +2, +1 amulet of insight +1, +3 ring of luck +3)
hp / HD	6 (2d8)-6	14 (6d8)-18	23 (10d8)-30	29 (14d8)-42
Saves	SavesFort +0, Ref +0, Will +6; +2 vs. enchantment spells and effectsFort +2, Ref +2, Will +9; +2 vs. enchantment spells and effects; +4 vs. spell like and supernatural abilities of fey and spell and effects that utilize and target plants		Fort +4, Ref +3, Will +11; +2 vs. enchantment spells and effects; +4 vs. spell- like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +6, Ref +4, Will +16; +2 vs. enchantment spells and effects; +4 vs. spell- like and supernatural abilities of fey and spells and effects that utilize and target plants
Defensive Abilities	-	-	Master's Illusion	Master's Illusion
Solution Offense				
Movement	Speed 30 ft.; Woodland Stride	Speed 30 ft.; Woodland Stride	Speed 30 ft.; Woodland Stride	Speed 20 ft.; Woodland Stride
Attacks	Melee dagger +0 (1d4- 1/19-20) or Ranged dagger (thrown) +1 (1d4-1/19- 20) or Ranged sling +1 (1d4- 1)	Ranged sling +4 (1d4- 1) or Melee masterwork dagger +4 (1d4-1/19- 20) or Ranged masterwork dagger (thrown) +5 (1d4-1/19-20)	Ranged sling +7 (1d4- 1) or Melee +2 keen dagger +8/+3 (1d4+1/17-20) or Ranged +2 keen dagger (thrown) +9/+4 (1d4+1/17-20)	Ranged sling +10 (1d4-1) or Melee +4 flaming dagger +13/+8 (1d4+3/19-20) or Ranged +4 flaming dagger (thrown) +14/+9 (1d4+3/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			

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Special Attache	Low	Moderate	Advanced	Elite
Special Attacks Prepared Spells	Spontaneous Casting Druid (CL 2 nd): 1 st – alter winds, cloak of shade, disguise self, faerie fire o th – flare, guidance, know direction, read magic	Spontaneous Casting Druid (CL 6 th): 3 rd – aqueous orb, dispel magic, nondetection, rain of frogs 2 nd – burning gaze, campfire wall, mirror image, lesser restoration, share language 1 st – alter winds, aspect of the falcon, cloak of shade, disguise self, faerie fire 0 th – flare, guidance, know direction, read magic	Spontaneous Casting Druid (CL 10 th): 5 th – awaken, cure critical wounds, false vision 4 th – ancestral memory, confusion, cure serious wounds, ice storm, scrying 3 rd – aqueous orb, dispel magic, nondetection, poison, rain of frogs 2 nd – burning gaze, campfire wall, hold animal, mirror image, lesser restoration, share language 1 st – alter winds, aspect of the falcon, blend, cloak of shade, disguise self, faerie fire 0 th – flare, guidance, know direction, read magic	Spontaneous Casting Druid (CL 14 th): 7 th – heal, project image, greater scrying 6 th – antilife shell, greater dispel magic, find the path, mislead 5 th – awaken, cure critical wounds, false vision, fire snake, reprobation 4 th – ancestral memory, confusion, cure serious wounds, ice storm, moonstruck, scrying 3 rd – aqueous orb, dispel magic, nondetection, poison, rain of frogs, water breathing 2 nd – burning gaze, campfire wall, hold animal, mirror image, lesser restoration, share language 1 st – alter winds, aspect of the falcon, blend, cloak of shade, disguise self, faerie fire, goodberry O th – flare, guidance, know direction, read magic
Statistics				
Ability Scores	Str 8, Dex 11, Con 5, Int 12, Wis 17, Cha 16	Str 8, Dex 11, Con 5, Int 12, Wis 18, Cha 16	Str 8, Dex 11, Con 5, Int 12, Wis 19, Cha 16	Str 8, Dex 11, Con 5, Int 12, Wis 20, Cha 16
Core Attack	Base Atk +1; CMB +0; CMD 10	Base Atk +4; CMB +3; CMD 14	Base Atk +7; CMB +6; CMD 20	Base Atk +10; CMB +9; CMD 23
Feats	Fortune Teller (Crystal Frog)	Fortune Teller (Crystal Frog), Persuasive, Silent Spell	Alertness, Fortune Teller (Crystal Frog), Persuasive, Silent Spell, Uncanny Alertness	Acrobatic, Alertness, Fortune Teller (Crystal Frog), Iron Will, Persuasive, Silent Spell, Uncanny Alertness
Skills	Appraise +1, Bluff +3, Climb -1, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Heal +8, Intimidate +3, Knowledge (Geography) +6, Perception +10, Perform (Untrained) +3, Profession (Fortune-teller) +9, Sense Motive +3, Spellcraft +6, Survival +5, Swim -1	Appraise +1, Bluff +3, Climb -1, Craft (Untrained) +1, Diplomacy +5, Disguise +3, Heal +13, Intimidate +5, Knowledge (Geography) +10, Perception +15, Perform (Untrained) +3, Profession (Fortune-teller) +18, Sense Motive +4, Spellcraft +10, Survival +6, Swim -1	Appraise +1, Bluff +3, Climb -1, Craft (Untrained) +1, Diplomacy +5, Disguise +10, Heal +17, Intimidate +5, Knowledge (Geography) +14, Perception +24, Perform (Untrained) +3, Profession (Fortune-teller) +22, Sense Motive +7, Spellcraft +14, Survival +6, Swim -1	Acrobatics -1, Appraise +1, Bluff +3, Climb -4, Craft (Untrained) +1, Diplomacy +5, Disguise +14, Escape Artist -3, Fly -1, Heal +22, Intimidate +5, Knowledge (Geography) +18, Perception +29, Perform (Untrained) +3, Profession (Fortune-teller) +27, Ride -3, Sense Motive +8, Spellcraft +18, Stealth -3, Survival +7, Swim -4
Languages	Common, Druidic, Elven	, Gnome		

States and Printer and						
and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
Special Qualities	Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Sudden Shift, Weapon Familiarity, Wild Empathy +5, Woodland Stride	Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low- Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Sudden Shift, Trackless Step, Weapon Familiarity, Wild Empathy +9, Wild Shape, Woodland Stride	Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low- Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Sudden Shift, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +13, Wild Shape, Woodland Stride	A Thousand Faces, Bonus Wild Shape Natural Armor (2x), Deception Subdomain, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low- Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Sudden Shift, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +17, Wild Shape, Woodland Stride		
Treasure	dagger; padded armor; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 18 gp	masterwork dagger; <i>amulet of insight (+1</i> <i>AC);</i> padded armor; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 41 gp	+2 keen dagger; amulet of insight (+1 AC); ring of luck (+3 AC); +2 padded armor; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 171 gp	+4 flaming dagger; amulet of insight (+1 AC); ring of luck (+3 AC); +2 chain shirt; entertainer's outfit; sling; sling bullets (20x); fortune-teller's deck (quality); crystal frog 23 pp; 94 gp		
Nagic						
Spells per Day	Druid (CL 2): 4/3+1/0/0/0/0/0/0/0 DC: 14 + spell level	Druid (CL 6): 4 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 15 + spell level	Druid (CL 10): 4 / 5+1 / 5+1 / 4+1 / 4+1 / 2+1 / 0 / 0 / 0 DC: 15 + spell level	Druid (CL 14): 4 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16 + spell level		
Attitude Track	er					

💙 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 5: Attitude Modifiers for Aramil Xiloscient

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

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Name	Condition	Effect	Notes	
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers	
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers	
Conversation	PCs attempt a bribe (for infor- mation, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)	
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4	
Extant	One or more PCs have been arrested	-1	Per offense, no limit	
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10	
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15	
Action	PCs refuse to help when asked	-3	Per request; no maximum	
Action	PCs agree to help when asked	+4	Per request; maximum +12	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)	
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative	
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum	
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6	
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4	
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)	
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative	
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum	
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6	
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4	
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum	
Special A			get a +2 racial saving throw bonus against enchantment spells and effects.	
appearance at will your normal form. Bonus Wild Shape	 (Su) You have the ability to change you, as if using the Alter Self spell, but only Natural Armor (2x) Druid: Add +1/3 t nor bonus when using wild shape. 	while in	Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	

Bonus Wild Shape Natural Armor (2x) Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Elven Immunities (Ex) Elves are immune to magic sleep effects and

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep. Keen Senses (Ex) Elves receive a +2 bonus on Perception skill

checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Master's Illusion (Sp) You can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 14 rounds. This ability otherwise functions like the spell Veil. The save DC to disbelieve this effect is 22. The rounds do not need to be consecutive.

Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepares ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Sudden Shift (Sp) In the blink of an eye, you can appear somewhere else. As an immediate action, after you are missed by a melee attack, you can teleport up to 10 feet to a space that you can see. This space must be inside the reach of the creature that attacked you. You can use this power 8 times per day.

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Venom Immunity (Ex) You are Immune to all poisons.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+17 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) You can change shape 6 times / day for up to 14 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body IV

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

💈 Feats

Acrobatic You are skilled at leaping, jumping, and flying. You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have

10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fortune Teller (Crystal Frog) As a result of being raised in a land steeped in tradition and superstition, you are skilled at communicating with the spirit world. Cast some divination spells at +1 caster level. As a result of being raised in a land steeped in tradition and superstition, you are skilled at communicating with the spirit world. Whenever you cast a spell from the divination school, you may use your Crystal Frog instead of the spell's material component, as long as the cost of the material component is no more than 1,000 gp. If you choose to perform the spell using your Crystal Frog and the spell's normal material component (regardless of that component's cost), you cast the spell at +1 caster level.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Silent Spell You can cast your spells without making any sound. A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Habits and Logistics

During daylight hours, **Arbelladon** will be in her kiosk in the **Town Square**.

At night, she will keep some late appointments, and then spend her evenings in the camaraderie of the **Shanty Town** area of **Town Square.**

Background

Arbelladon was raised and trained a druid in the nature-rich region to the north of **Berinncorte**. She wanted to be a fighter, but her family counselled her against that training; she instead chose a path of divination. Her role in the city is not merely as an entertainer; she reports back to her druidic relations often as to the development of factions and influence within the town.

9 In the Obelisk Attack

The elven fortune-teller is slain shortly after the **Obelisk Erupts**.

Conversation

What do you think of Berinncorte?

"Tis a place of great power, great men and women, and great spirits, watching from on high and even among us."

Do you know anything about the strife between Zugul and Sheergath?

Though they are both spiritual, I prefer to avoid disputes of the mortal, focusing instead on the relations of the spirits, and those beyond."

What do you think of the Mayor and the government?

The peace is kept, but spirits do not rest easy. Though they do pay attention to the affairs of mortals."

Tell me about being a fortune-teller.

I speak with low men and noble women, the poor and

the wealthy alike. I speak with the dead, the living, and to both at once, if desired. I commune with nature, the gods, and everything in between, in support of answering life's toughest queries. "

Do you do any... other sorts of work on the side?

"What an odd question."

▲ **Diplomacy** or **Intimidate** check opposed by **Arbelladon's Bluff** check:

To be honest, this is entertainment. There's little magic in what I do. To be fair, though, that's often enough for most inquisitive minds. I find that many would prefer **not** to have actual, true answers to the questions they claim to want addressed. I provide a valuable service, one that some find worth the cost and time spent. Your opinion may freely differ from theirs."

Ash "Executioner" (Militia Trainer)

CR 2; **XP** 600

Description

Though he pretends to be just another one of the lads, **Ash** is in fact something of a genius. His eyes speak to a wide spectrum of deeds witnessed and performed, and every once in a while, you'll catch something in his demeanor that makes you wonder: just how old is this dwarf? Where did he come from? What has he seen?

Ash will speak in generalities about experiences far and wide, but as though they are common knowledge, never in the specifics as to whether he personally has been involved with, say, a certain war, or battle... or even if he himself has ever been to that nation.

i Appearance

A tall, muscular dwarf with thick ropes of braided gray

beard, **Ash** seems the quintessential trainer. He's quick with a quip, picks on his trainees constantly, and ultimately helps everyone become a better soldier and fighter. For a dwarf, he's quite tall.

🖧 Combat Tactics

A professional trainer, he's used to fighting when it doesn't truly matter. It generally takes him a full round of combat before he is convinced a given fight is "real"; immediately thereafter, he will **rage** and seek out the beefiest, most melee-worthy opponent, eliminating that threat before moving on to ranged combatants and magic-wielders.

If confronted in the company of any other **Berinncorte Militia**, he will command them to join the fray, goading them with his typical jokes and jabs.

🚰 Factions

Berinncorte Militia, as their chief trainer. Used to be part of the **Wild Kingdom**.

Carlo Carlo	🔀 Low	🔀 Moderate	Advanced	🔀 Elite
👤 General				
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male Dwarf; CN Medium	n humanoid (dwarf)		
Class	Fighter 1 / Barbarian 1	Fighter 3 / Barbarian 3	Fighter 6 / Barbarian 6	Fighter 8 / Barbarian 8
Initiative	+5	+5	+6	+6
Senses	Perception +7; Dark- vision 60 ft.	Perception +7; Dark- vision 60 ft.	Perception +18; Dark- vision 60 ft.	Perception +22; Dark- vision 60 ft.
🖸 Defense				
Armor Class	AC 15, touch 11, ff 14 (+1 Dex, +4 chain shirt)	AC 18, touch 12, ff 18 (+1 Dex, +1 dodge, +6 agile breastplate)	AC 21, touch 13, ff 21 (+2 Dex, +1 dodge, +8 <i>agile breastplate</i> +2)	AC 22, touch 13, ff 22 (+2 Dex, +1 dodge, +9 rallying agile breast- plate +3)
hp / HD	24 (1d10)+(1d12)+3	58 (3d10)+(3d12)+7	91 (6d10)+(6d12)+16	127 (8d10)+(8d12)+22
Saves	Fort +5, Ref +1, Will +3; +2 vs. poison, spells, and spell-like abilities	Fort +7, Ref +3, Will +5; +1 Will vs. fear; +2 vs. poison, spells, and spell- like abilities; +1 Reflex to avoid traps	Fort +11, Ref +8, Will +9; +2 Will vs. fear; +2 vs. poison, spells, and spell- like abilities; +2 Reflex to avoid traps	Fort +13, Ref +8, Will +9; +2 Will vs. fear; +2 vs. poison, spells, and spell- like abilities; +2 Reflex to avoid traps
Defensive Abilities	-	Trap Sense +1; Uncan- ny Dodge	Improved Uncanny Dodge; Trap Sense +2; Uncanny Dodge	Improved Uncanny Dodge; Trap Sense +2; Uncanny Dodge; DR 1/-
🗹 Offense				
Movement	Speed 30 ft.; Fast Move	ment		
Attacks	Melee heavy flail +2 (2H: 1d10/19-20) or Melee dagger +2 (1d4/19-20) or Ranged dagger (thrown) +3 (1d4/19- 20)	Melee +1 dueling heavy flail +8/+3 (2H: 1d10+1/19-20) or Melee dagger +6/+1 (1d4/19-20) or Ranged dagger (thrown) +7/+2 (1d4/19-20)	Melee +2 shocking heavy flail +17/+12/+7 (2H: 1d10+6/17-20) or Melee dagger +13/+8/+3 (1d4+1/19- 20) or Ranged dagger (thrown) +14/+9/+4 (1d4+1/19-20)	Melee +3 menacing heavy flail +22/+17/+12/+7 (2H: 1d10+7/17-20) or Melee dagger +17/+12/+7/+2 (1d4+1/19-20) or Ranged dagger (thrown) +18/+13/+8/+3 (1d4+1/19-20)

and the second second		and the second second	Mary Come	A DECEMBER OF THE
Section 1	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	-	-	Boasting Taunt, Brawler	Boasting Taunt, Brawler, Liquid Courage
Statistics				
Ability Scores	Str 11, Dex 12, Con 12, Int 10, Wis 17, Cha 10	Str 11, Dex 13, Con 12, Int 10, Wis 17, Cha 10	Str 12, Dex 14, Con 12, Int 10, Wis 17, Cha 10	Str 12, Dex 15, Con 12, Int 10, Wis 17, Cha 10
Core Attack	Base Atk +2; CMB +2; CMD 13 (17 vs. bullrush or trip)	Base Atk +6; CMB +12; CMD 18 (24 vs. bullrush or trip)	Base Atk +12; CMB +13; CMD 26 (32 vs. bullrush or trip)	Base Atk +16; CMB +17; CMD 30 (36 vs. bullrush or trip)
Feats	Combat Reflexes, Im- proved Initiative	Combat Reflexes, Daz- zling Display, Dodge, Improved Initiative, Weapon Focus (Flail (Heavy))	Combat Reflexes, Daz- zling Display, Difficult Swings, Dodge, Im- proved Critical (Flail (Heavy)), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (Flail (Heavy)), Weapon Specialization (Flail (Heavy))	Combat Reflexes, Dazzling Display, De- fensive Combat Train- ing, Difficult Swings, Dodge, Fleet, Im- proved Critical (Flail (Heavy)), Improved Initiative, Iron Will, Lightning Reflexes, Run, Weapon Focus (Flail (Heavy)), Weap- on Specialization (Flail (Heavy))
Skills	Acrobatics +2, Climb +1, Escape Artist -2, Fly -2, Heal +3, Intimi- date +5, Perception +7, Profession (Soldier) +7, Ride -2, Sense Motive +3, Stealth -2, Survival +3, Swim -3	Acrobatics +5, Climb +5, Escape Artist -2, Fly -2, Heal +3, In- timidate +8, Percep- tion +7, Profession (Soldier) +12, Ride -2, Sense Motive +3, Stealth -2, Survival +3, Swim -3	Acrobatics +7, Climb +7, Heal +3, Intimi- date +9, Perception +18, Profession (Sol- dier) +18, Sense Mo- tive +3, Survival +3, Swim -1	Acrobatics +8, Climb +8, Escape Artist +1, Fly +1, Heal +3, In- timidate +13, Percep- tion +22, Profession (Soldier) +22, Ride +1, Sense Motive +3, Stealth +1, Survival +3
Languages	Common, Dwarven			
	Bonus Feats, Darkvi- sion, Defensive Train- ing, Fast Movement, Greed, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bo- nus CMD (Bull Rush & Trip) (2x), Bonus Feats, Bravery, Dark- vision, Defensive Training, Fast Move- ment, Greed, Guarded Stance, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bo- nus CMD (Bull Rush & Trip) (2x), Bonus Feats, Bravery, Dark- vision, Defensive Training, Fast Move- ment, Greed, Guarded Stance, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bo- nus CMD (Bull Rush & Trip) (2x), Bo- nus Feats, Bravery, Damage Reduction, Darkvision, Defensive Training, Fast Move- ment, Greed, Guarded Stance, Hardy, Hatred, Rage, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	heavy flail; chain shirt; dagger (2x) 61 gp	+1 dueling heavy flail; agile breastplate; dagger (2x)	+2 shocking heavy flail; +2 agile breastplate; dag- ger (2x)	+3 menacing heavy flail; +3 rallying agile breast- plate; dagger (2x)
At State	or	📱 12 pp; 34 gp	📱 34 pp; 19 gp	📱 60 pp; 78 gp
Attitude Tracl				

Attitude Tracker

Starting Attitude: 14 (Indifferent)
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 **Fostile Unfriendly Indifferent Friendly Fielpful**

Table 6: Attitude Modifiers for Ash "Executioner"

	Station of the second second		
Name	Condition	Effect	Notes
Extant	Party contains at least one Dwarf	+1	No effect for 2 or more Dwarves
Extant	Party contains at least one Fighter	+1	No effect for 2 or more Fighters
Extant	At least one PC wields a Flail of some sort	+1	No effect for 2 or more PCs; type of flail does not matter
Conversation	Succeed in a Skill Check dur-ing conversation	-1	Negative effect is intentional and represents Ash getting wary of the conversation taking turns he does not intend
Conversation	Discover his secret addiction and mention it in conversa-tion	-5	Note that all "discover his secret addiction" modifiers stack with one another
Conversation	Discover his secret addiction, and threaten to blackmail him with it	-10	This may or may not be successful; determination left to the GM
Conversation	Discover his secret addiction, but promise to help keep his secret	+8	-
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for infor- mation, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)

Name	Condition	Effect	Notes
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Controlled Rage (Strength) Select this to assign full bonus to Strength.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2

Boasting Taunt (Ex) While raging, the barbarian can incite a creature to attack her by making an Intimidate check to demoralize. If the check succeeds, the target is also shaken as long as the barbarian is visible and raging or until it makes a melee attack against the barbarian. The barbarian receives a +2 circumstance bonus on this check for every alcoholic drink she has consumed during this rage. This is a language-dependent mind-affecting effect, and it relies on audible components. The barbarian must be at least 6th level to select this power.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +2 bonus to Will saves against fear effects.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Damage Reduction (Ex) You gain damage reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to o but not below o.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for 1 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Liquid Courage (Ex) While raging, the barbarian increases her morale bonus on saving throws against mind-affecting effects by +1 for each alcoholic drink she consumes during her rage, to a maximum of +1 increase per four barbarian levels.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for o rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +0 morale bonus to your Strength and a +0 morale bonus to Constitution, as well as a +0 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you o hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you. **Weapon Familiarity (Ex)** Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Flails +1

🗲 Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Dazzling Display Your skill with your favored weapon can frighten enemies. While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a fullround action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.

Defensive Combat Training You excel at defending yourself from all manner of combat maneuvers. You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Chapter 8).

Difficult Swings You can force foes to move cautiously when near you. When you make a full attack with an appropriate melee weapon, you can force creatures to treat squares adjacent to you as difficult terrain until the beginning of your next turn. You can choose to allow any creature you are aware of to ignore the difficult terrain you effectively create with this feat.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Critical (Flail (Heavy)) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Focus (Flail (Heavy)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization (Flail (Heavy)) You deal extra damage when using your chosen weapon. You gain a +2 bonus on all damage rolls you make using the selected weapon.

🛿 Habits and Logistics

During daylight hours, **Ash** will be going about his business in the **Garrison / Barracks**, usually training new recruits or leading regular exercises. Occasionally, he will conduct one-on-one training sessions

At night, **Ash** will be asleep in quarters in the **Barracks**. Sometimes (**30**%), he will stop by the **Tavern** for a drink or two. Once a week, he will drop by the **Apothecary** to obtain the compound to which he is addicted (see below).

Background

Ash used to live the life of an adventurer and warmonger, traveling the world and slaying many of its inhabitants. His physique and passions seemed purpose-built for membership in the **Wild Kingdom**, and he swiftly rose in their ranks.

While adventuring in lands far north, he developed a taste for **Darkserum**. Sadly, the same qualities that made him an outstanding warrior also made him a rapid addict, and he has struggled with his reliance on the drug for almost a decade now. No dunce, **Ash** realized the nature of his addiction fairly quickly, and recognized that continued travel to far-flung lands would make satisfying his desire quite problematic.

Rather than face and defeat the addiction, he chose instead to settle down, abandoning the wandering but keeping the profession that had been at the core of his travels. Soldiering suits **Ash** well, as does his position: although there's little warfare about **Berinncorte** to speak of, training new recruits is somewhat replicative of his earlier exploits.

Berinncorte also just happens to have an **apothecary** who regularly carries **Darkserum**, so that helped in his choice of city, too. Between his profession and his drug, he's a happy man, content with his lot.

9 In the Obelisk Attack

Ash springs immediately into action, organizing townsfolk and helping them escape. Born to combat, his instincts take over, and he is actually grinning during much of the battle in the attack itself. He defeats several monsters, and although he's wounded, it's nothing critical, and he soon heals in the aftermath.

Bizarrely, the adrenaline of the attack and the chaos that follows seems to dissolve the addiction that had so driven him before.

Conversation

What do you think of Berinncorte?

▲ "Lovely little burg. Could've ended up in a dozen places, but I'm peachy that I ended up here. It's got everything you need, and isn't so big that you get lost. A man can... find his place, here. And I have; that's the truth of it."

Do you know anything about the strife between Zugul and Sheergath?

Religion'll have conflict, no way around it. You got people believing that their god created the world, or is the most important thing, or has the most influence, or whatever. And across town, you got a different bunch of people, thinks the same thing, only about a different god. I've seen a lot of the world, my new friends, and the only true thing I can say about gods is, most folk seem to have the right intention about worshipping them... it's the gods themselves that are imperfect about it, if you ask me."

What do you think of the Mayor and the government?

She keeps order, that's the truth. Supports the Militia, that's a good thing. Never had any problems with her government, though I do hear some folk get a bit testy about the way she goes about it. Seems to me, peace and quiet are never what people complain about—it's the law and order way of getting it that rubs folk the wrong way, sometimes."

Tell me about being a militia trainer.

☐ "I love it." *He pauses, grinning broadly.* "You want more detail? Okay: I *really* love it. Seriously, it's great. I get all the joy of combat, but none of the blood and guts and ick, and afterwards, I get to drink with the poor chap tried to go against me. Much better than war, I must say. Though I do miss *real* combat, sometimes—training gets your blood up, but there's part of you still knows it ain't *real.*"

Do you do any... other sorts of work on the side?

Well, I am a strong supporter of small local businesses. The *Leaky Cask Tavern*, primarily." *He smiles*.

▲ Sense Motive, Knowledge (Nature), or Craft (Alchemy) check opposed by Ash's Intimidate check:

Sure, I go to Aramil's shop from time to time. Grab a potion, if I need one. You know, training, sometimes, you get a fella, doesn't check his swing, and..." *He shrugs.* "Accidents happen. Gotta be prepared to heal that up, know what I mean?"w

Biggen Gurble (Library Reader)

CR 2; **XP** 600

Description

This charismatic, whip-smart halfing is too clever by half... so what is he doing as an assistant and reader in an average-sized city's **Library**? His colleagues **Gunnloda Balderk** and **Tudra Coppereye** suspect he's more than he seems, but they lack the evidence and the interest to press the matter, seeing as how **Biggen** does his job well and seems to contribute a great deal to the establishment.

With patrons of the **library**, he's efficient and personable, often so much so that he gets them to reveal much more about themselves and their purpose than they perhaps had intended.

i Appearance

Small in stature even for a halfling, **Biggen** is a cherubic waif of a librarian, with spectacles perched at the end of his considerable nose. He's lithe and dexterous, and knows his way around the **library** like the back of his hand; observant **Rogues** in the party may make a passive **D**C 18 **Percep**-

tion check to notice that his mannerisms and actions speak to likely Rogue-ish experience. His silvery hair is thick and curly, and frames his puffy cheeks in quite the adorable manner.

🖧 Combat Tactics

Biggen is not a fighter, and will avoid armed conflict if at all possible. He will flee if fought, using the secret passages in the **library** to his advantage if the fight occurs in that building.

The exception is if he is confronted with being a spy for the **Scarlet Path** (see below); if it seems that his secret is likely to be spilled to others, or if those facing him with this knowledge seem enraged or otherwise against the faction, he will defend himself vigorously, knowing that his position and livelihood here in the city and with his faction are most certainly at risk.

Factions

Secretly, he is a member of **The Scarlet Path**, placed here years ago as the group's representative for keeping an eye on things in the city of **Berinncorte**.

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 3; XP 800	CR 6; XP 2,400	CR 12; XP 19,200	CR 15; XP 76,800
Sex / Race	Male Halfling; CN Small	humanoid (halfling)		
Class	Expert 2 / Rogue 2	Expert 3 / Rogue 4	Expert 5 / Rogue 8	Expert 5 / Rogue 11
Initiative	+3	+3	+3	+3
Senses	Perception +11	Perception +16	Perception +24	Perception +27
Defense				
Armor Class	AC 15, touch 14, ff 12 (+1 size, +3 Dex, +1 padded armor)	AC 17, touch 14, ff 17 (+1 size, +3 Dex, +3 padded armor +2)	AC 17, touch 14, ff 17 (+1 size, +3 Dex, +3 padded armor +2)	AC 19, touch 15, ff 19 (+1 size, +3 Dex, +1 deflection, +5 padded armor +3)
hp / HD	12 (2d8)+(2d8)-4	25 (3d8)+(4d8)-7	46 (5d8)+(8d8)-13	55 (5d8)+(11d8)-16
Saves	Fort +0, Ref +7, Will +6 +2 vs. fear	Fort +2, Ref +11, Will +7 +2 vs. fear; +1 Reflex to avoid traps	Fort +4, Ref +14, Will +12 +2 vs. fear; +2 Reflex to avoid traps	Fort +6, Ref +14, Will +12 +2 vs. fear; +3 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge
🖌 Offense				
Movement	Speed 20 ft.	Speed 25 ft.	Speed 25 ft.	Speed 25 ft.
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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee short sword (small) +1 (1d4-2/19- 20) or	Melee dagger (small) +4 (1d3-2/19-20) or Ranged dagger (small/	Melee dagger (small) +9 (1d3-1/19-20) or Ranged dagger (small/	Melee dagger (small) +12 (1d3/19-20) or Ranged dagger (small/
1	Melee dagger (small) +1 (1d3-2/19-20) or	thrown) +9 (1d3-2/19- 20) or	thrown) +13/+8 (1d3- 1/19-20) or	thrown) +15/+10/+5 (1d3/19-20) or
	Ranged dagger (small/ thrown) +6 (1d3-2/19- 20) or	Melee +1 rapier (small) +5 (1d4-1/18- 20) or Banged sling (small)	Melee +2 alchemical silver rapier (small) +11/+6 (1d4/18-20) or Banged aling (amall)	Melee flaming rapier +3 (small) +15/+10/+5 (1d4+3+1d6 fire/18- 20) or
	Ranged sling (small) +6 (1d3-2)	Ranged sling (small) +9 (1d3-2) or	Ranged sling (small) +13/+8 (1d3-1)	Ranged sling (small) +15/+10/+5 (1d3)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 2d6, Fast Getaway	Fast Getaway, Offensive Defense, Sneak Attack 4d6	Fast Getaway, Offensive Defense, Powerful Sneak, Sneak Attack 6d6
E Statistics				
Ability Scores	Str 7, Dex 16, Con 8, Int 16, Wis 14, Cha 13	Str 7, Dex 16, Con 8, Int 16, Wis 14, Cha 13	Str 9, Dex 16, Con 8, Int 16, Wis 14, Cha 13	Str 10, Dex 16, Con 8, Int 16, Wis 14, Cha 13
Core Attack	Base Atk +2; CMB -1; CMD 12	Base Atk +5; CMB +2; CMD 15	Base Atk +9; CMB +7; CMD 20	Base Atk +11; CMB +10; CMD 24
Feats	Alertness, Armor Proficiency, Light, Eagle Eyes, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Eagle Eyes, Fleet, Lightning Reflexes, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Catch Off-Guard, Combat Reflexes, Eagle Eyes, Fleet, Iron Will, Lightning Reflexes, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Catch Off-Guard, Combat Reflexes, Eagle Eyes, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Simple Weapon Proficiency
Skills	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Craft (Untrained) +3, Diplomacy +1, Disable Device +11, Disguise +5, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +10, Knowledge (Arcana) +10, Knowledge (Cocal) +10, Knowledge (Local) +10, Knowledge (Local) +10, Knowledge (Local) +10, Knowledge (Planes) +10, Knowledge (Planes) +10, Knowledge (Religion) +10, Perception +11, Perform (Untrained) +1, Ride +3, Sense Motive +8, Sleight of Hand +8, Stealth +7, Survival +2, Swim -2, Use Magic Device +6	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Craft (Untrained) +3, Diplomacy +1, Disable Device +15, Disguise +7, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +13, Knowledge (Arcana) +13, Knowledge (Cocal) +13, Knowledge (Local) +13, Knowledge (Local) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Knowledge (Planes) +13, Knowledge (Religion) +13, Perception +16, Perform (Untrained) +1, Ride +3, Sense Motive +9, Sleight of Hand +8, Stealth +7, Survival +2, Swim -2, Use Magic Device +7	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Climb +1, Craft (Untrained) +3, Diplomacy +1, Disable Device +23, Disguise +9, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +19, Knowledge (Dungeoneering) +19, Knowledge (Geography) +19, Knowledge (History) +5, Knowledge (Local) +19, Knowledge (Iobility) +19, Knowledge (Planes) +19, Knowledge (Religion) +19, Perception +24, Perform (Untrained) +1, Ride +3, Sense Motive +16, Sleight of Hand +9, Stealth +7, Survival +2, Swim -1, Use Magic Device +7	Acrobatics +5, Appraise +3, Artistry +3, Bluff +1, Climb +2, Craft (Untrained) +3, Diplomacy +1, Disable Device +27, Disguise +9, Escape Artist +3, Fly +5, Heal +2, Intimidate +1, Knowledge (Arcana) +22, Knowledge (Dungeoneering) +22, Knowledge (Geography) +22, Knowledge (History) +11, Knowledge (Local) +22, Knowledge (Geography) +22, Knowledge (History) +11, Knowledge (Local) +22, Knowledge (Nobility) +22, Knowledge (Planes) +22, Knowledge (Religion) +22, Perception +27, Perform (Untrained) +1, Ride +3, Sense Motive +21, Sleight of Hand +9, Stealth +7, Survival +2, Use Magic Device +7

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	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Languages	Common, Dwarven			
Special Qualities	Canny Observer, Fearless, Halfling Luck, Keen Sens- es, Sure-Footed, Trapfind- ing, Weapon Familiarity	Canny Observer, Fearless, Halfling Luck, Keen Sens- es, Sure-Footed, Trapfind- ing, Weapon Familiarity	Canny Observer, Fear- less, Halfling Luck, Hard to Fool, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity	Canny Observer, Fear- less, Halfling Luck, Hard to Fool, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity
Treasure	dagger (small); short sword (small); padded armor (small); sling bullets (20x); sling (small) 12 gp	dagger (small); rapier +1 (small); padded ar- mor +2 (small); sling bullets (20x); sling (small) 19 gp	dagger (small); al- chemical silver rapier +2 (small); padded ar- mor +2 (small; insight save bonus +1); sling bullets (20x); sling (small)	dagger (small); flam- ing rapier +3 (small); padded armor +3 (small; deflection AC bonus +1); sling bullets (20x); sling (small)
A CONTRACTOR			23 gp; garnet (49 gp)	19 pp; 49 gp; tiny ruby (132 gp)

Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 7: Attitude Modifiers for Biggen Gurble

Name	Condition	Effect	Notes
Action	Biggen becomes aware of the party attempting to steal a book from the Library	-5 per book	No maximum effect
Action	The party happens upon Biggen in the Sage's Hall in the Library	-3	This impact can be negated by any PC succeeding in a Diplomacy check opposed by Biggen's Sense Motive check, trying to explain why they are there
Action	Party is involved in violence occurring inside the Library	-8	Counts regardless as to "who started it"
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for infor- mation, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)

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Name	Condition	Effect	Notes
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Getaway (Ex) After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Hard to Fool (Ex) Once per day, a rogue with this talent can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this talent before making the Sense Motive check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 15.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital

spot for extra damage. Your attack deals 6d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Trapfinding (Ex) You add +5 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties

Dramatis Personae

for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Eagle Eyes Your vision is especially keen. You ignore up to -5 in penalties due to distance on visual Perception checks, allowing you to see accurately at much greater distances than most.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws. **Iron Will** You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

🛿 Habits and Logistics

During daylight hours, **Biggen** will be in the **library**, performing his duties. Occasionally (**15**%), he will be home asleep, working the night shift at the library instead.

At night, **Biggen** will usually (**85%**) be at home asleep; the rest of the time, he will be in the **library**, working the night shift as described above. Night-shift work at the library consists mainly of organizing and reshelving books; no patrons are typically allowed during evening hours.

Background

Most notably, **Biggen** is a member of the **Scarlet Path**, and has been "stationed" by the group here in **Berinncorte** to keep an eye on things in the city. His primary focus is on the government, and the conflict between law and chaos that **Mayor Symms** finds herself amidst between the **Zugul Church** and the **Sheergath Temple** factions and their member citizens. His reports back to the **Path** are conducted primarily via messenger; occasionally, a fellow faction member will come into town, and will make contact to receive an update.

9 In the Obelisk Attack

Biggen is a knowledgeable halfling, and although he did not see this particular incident coming, he is unsurprised that the warring mentalities within the town brought about *some* form of greater conflict. His focus in the aftermath of the **Eruption** is focused on learning as much as he can about the **Obelisk** and its history; given the preference, he would lock himself up in the **Library** and stay sequestered until he knew something that might be of use.

Conversation

What do you think of Berinncorte?

"It's a nice enough place. The people could be better educated, take advantage of the library. But at least there's a very nice library, even if it's ignored most of the time."

Do you know anything about the strife between Zugul and Sheergath?

"I'm sorry to say that it simply doesn't involve me. The

closest I come to any 'strife' as you call it is research and study of the deities themselves, an historical perspective, you understand. Couldn't really say as to how that affects us here in the city today."

▲ As above, but with a successful **Sense Motive** check opposed by **Biggen's Bluff** check:

Well, I'm not blind, I'll admit it—you'd have to be, to ignore the obvious signs there's a bit of turmoil. I keep an eye on things as much as I can, but I'm not particularly in a position to do much about it either way. It comes down to the nature of humanity, I suspect... and perhaps this churchon-church opposition of views is a microcosm of a broader issue. But I ramble!"

What do you think of the Mayor and the government?

Symms keeps the peace, and funds the library. That's all I mostly look for in a government. I could complain that we could use more books, more space, more resources... but that really would be unreasonable. Look around—we've the supplies and knowledge of a town six times our size."

Tell me about being a reader.

Working at the library is a dream come true. I've always been the sort to poke his nose in a book, rather than someone else's business... here, I get to do a bit of both, truth be told. A 'reader' is really just a fancy name for someone who does the busywork of a library—anything Gunnloda wants, anything at all, I'm the halfling for her. Same thing for customers—you need something, I'm your half-man." *He grins.* "It's a lot more interesting than you might think. You get to know a lot about people based on the sorts of books they look for."

What's your relationship with Tudra Coppereye?

She's the Sage, here at the library. Not much call for her and me to speak, most of the time. She does her thing, and I do mine—Gunnloda works a bit with us both, but rarely all together. Gunnloda and I, we deal with what you see here—" *he spreads his hands* "—and keep it to what we can see, and read, and touch. Tudra, she... well, she goes a 'bit beyond', is how she'd probably put it."

Do you do any... other sorts of work on the side?

"I read, every chance I get. In the time I've been in the city, I reckon I've read about **20%** of everything that's in this building. Take me another ten years just to get up to half of it!"

▲ Knowledge (Local), Knowledge (Geography), or Knowledge (History) check, at DC 20:

• "Look alive, we've a scholar among us! I didn't know adventurers stocked our sort." The succeeding PC may make a free roll on the **Rumors and Lore** table as the two continue their shared interest and passion for knowledge. In addition, **Biggen** will reveal (accurately!) whether he believes the information to be true or not.

Diplomacy check at DC 14, and sharing an entry from any of the **Rumors and Lore** tables:

If successful, **Biggen** will reveal (accurately) whether the item is true. If the check fails, the GM is encouraged to still have **Biggen** provide a response, but perhaps not so accurately!

Brock Runnaheim (Stablemaster)

CR 4; **XP** 1,200

Description

This solidly-built and aging dwarf is master of horse in **Berinncorte**. If the GM determines that the party arrives in the city via horseback, it's in his accommodations that their conveyances will be kept for the duration of their stay in town; this is a possible means of introducing the knowledgeable and helpful stablemaster early on.

Brock is comfortable and laid-back, an older dwarf with the attitude and demeanor of a long-retired general. He has a great sense of self-deprecating humor about a dwarf being a master of horses, but he knows his trade well, and is well-regarded among other townsfolk.

Appearance

For a man who spends day and night in the stables, he smells not too strongly of horse; his location near the river helps greatly in his routine of daily washing. He is otherwise a stout and unremarkable dwarf of advancing age, with the elaborate facial hair to prove it.

Combat Tactics

A former adventurer, **Brock** is never one to shy from a fight, so long as it's one he feels he can win... and although it pains him to admit it, he realizes he's not the young rogue he once was.

If outmatched (as he almost certainly would be by a party of equivalent-level PCs), he won't hesitate to run, seeking help from either the **Fishery**or one of the nearby **Militia Guard Posts**. Should he make it to either such location, the GM is encouraged to introduce **2d4+1 Berinncorte Militia**, and possibly one or more NPCs who make their business in nearby establishments.

Factions

Though he has seen much and traveled extensively, Brock



now only wishes to work in peace, and hopes to live his remaining years in comfort. He occasionally attends sermons at the **Sheergath Temple**, but is not what he himself would call an adherent—though he is a good friend of **Preacher Denzys**. His **tribute** goes directly to the city of **Berinncorte** each year.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 4; XP 1,200	CR 7; XP 3,200	CR 11; XP 12,800	CR 16; XP 76,800
Sex / Race	Male Dwarf; CG Medium	humanoid (dwarf); old	(220)	
Class	Rogue 2 / Expert 3	Rogue 5 / Expert 3	Rogue 9 / Expert 3	Rogue 12 / Expert 5
Initiative	-1	+0	+0	+0
Senses	Perception +11; Darkvision 60'	Perception +16; Darkvision 60'	Perception +22; Darkvision 60'	Perception +27; Darkvision 60'
Defense				
Armor Class	AC 12, touch 9, ff 12 (-1 Dex, +3 studded leather armor)	AC 14, touch 10, ff 14 (+4 studded leather armor +1)	AC 14, touch 10, ff 14 (+4 studded leather armor +1)	AC 16, touch 10, ff 16 (+6 studded leather armor +3)
hp / HD	26 (2d8)+(3d8)+5	40 (5d8)+(3d8)+8	60 (9d8)+(3d8)+12	82 (12d8)+(5d8)+17

	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Saves	Fort +2, Ref +3, Will +8	Fort +3, Ref +5, Will +9	Fort +5, Ref +7, Will +11	Fort +8, Ref +9, Will +13
	+2 vs. poison, spells, and spell-like abilities	+2 vs. poison, spells, and spell-like abilities; +1 Reflex to avoid traps	+2 vs. poison, spells, and spell-like abilities; +3 Reflex to avoid traps	+2 vs. poison, spells, and spell-like abilities; +4 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge
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Movement	Speed 20 ft.			
Attacks	Melee masterwork shortspear +4 (1d6) or	Melee masterwork shortspear +6 (1d6) or	Melee dagger +9 (1d4/19-20) or	Melee dagger +13 (1d4/19-20) or
	Ranged masterwork shortspear (thrown) +3 (1d6) or	Ranged masterwork shortspear (thrown) +6 (1d6) or	Ranged dagger (thrown) +8/+3 (1d4+1/19-20) or	Ranged dagger (thrown) +12/+7/+2 (1d4+1/19-20) or
	Melee dagger +3 (1d4/19-20) or	Melee dagger +5 (1d4/19-20) or	Melee +3 shortspear +12/+7 (1d6+4) or	Melee corrosive +2 shortspear +15/+10/+5
	Ranged dagger (thrown) +2 (1d4/19- 20) or Ranged shortbow +2	Ranged dagger (thrown) +5 (1d4/19- 20) or Ranged +2 shortbow	Ranged +3 shortspear (thrown) +11/+6 (1d6+4) or Ranged +2 shortbow	(1d6+3+1d6 acid) or Ranged corrosive +2 shortspear (thrown) +14/+9/+4 (1d6+3+1d6 acid) or
	(1d6/x3)	+7 (1d6+2/x3)	10/+5 (1d6+2/x3)	Ranged +2 shortbow +14/+9/+4 (1d6+2/x3)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Powerful Sneak, Sneak Attack 5d6	Offensive Defense, Powerful Sneak, Sneak Attack 6d6
Statistics				
Ability Scores	Str 11, Dex 9, Con 13, Int 15, Wis 17, Cha 13	Str 11, Dex 10, Con 13, Int 15, Wis 17, Cha 13	Str 12, Dex 10, Con 13, Int 15, Wis 17, Cha 13	Str 13, Dex 10, Con 13, Int 15, Wis 17, Cha 13
Core Attack	Base Atk +3; CMB +3; CMD 12 (16 vs. bullrush or trip)	Base Atk +5; CMB +5; CMD 15 (19 vs. bullrush or trip)	Base Atk +8; CMB +9; CMD 19 (23 vs. bullrush or trip)	Base Atk +12; CMB +13; CMD 23 (27 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Athletic, Blind-Fight, Iron Will, Simple Weapon Proficiency	Alertness, Armor Proficiency, Light, Athletic, Blind-Fight, Iron Will, Simple Weapon Proficiency	Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Blind-Fight, Combat Reflexes, Iron Will, Simple Weapon Proficiency	Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Blind-Fight, Combat Reflexes, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Simple Weapon Proficiency

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Skills	Acrobatics -4, Appraise +7, Artistry +2, Bluff +6, Climb +7, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +2, Disguise +1, Escape Artist -4, Fly -4, Handle Animal +9, Heal +5, Intimidate +1, Perception +11, Perform (Untrained) +1, Profession (Stable Master) +11, Ride +1, Sense Motive +11, Stealth -4, Survival +6, Swim -1	Acrobatics -3, Appraise +10, Artistry +2, Bluff +9, Climb +10, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +10, Disguise +1, Escape Artist -3, Fly -3, Handle Animal +12, Heal +5, Intimidate +1, Knowledge (Local) +8, Perception +16, Perform (Untrained) +1, Profession (Stable Master) +11, Ride +5, Sense Motive +16, Stealth -3, Survival +6, Swim -1	Acrobatics -3, Appraise +13, Artistry +2, Bluff +12, Climb +15, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +16, Disguise +1, Escape Artist -3, Fly -3, Handle Animal +20, Heal +13, Intimidate +1, Knowledge (Local) +12, Perception +22, Perform (Untrained) +1, Profession (Stable Master) +18, Ride +13, Sense Motive +14, Stealth -3, Survival +8	Appraise +17, Artistry +2, Bluff +16, Climb +22, Craft (Carpentry) +10, Craft (Untrained) +2, Diplomacy +1, Disable Device +26, Disguise +1, Handle Animal +25, Heal +18, Intimidate +1, Knowledge (Local) +17, Perception +27, Perform (Untrained) +1, Profession (Stable Master) +23, Ride +21, Sense Motive +15, Survival +10, Swim +3
Languages	Common, Dwarven, Giar	nt, Orc		
Special Qualities	Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity	Canny Observer, Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity	Canny Observer, Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Quick Disable, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity	Canny Observer, Darkvision, Defensive Training, Follow Clues, Greed, Hardy, Hatred, Quick Disable, Slow Reactions, Stability, Steady, Stonecunning, Trapfinding, Weapon Familiarity
Treasure	masterwork shortspear; dagger (x3); studded leather armor; arrows (6ox); bullseye lantern; rope (hemp/50 ft.); Shortbow 34 gp	masterwork shortspear; dagger (x3); studded leather armor +1; arrows (60x); bullseye lantern; rope (hemp/50 ft.); shortbow +2 62 gp	+3 shortspear; dagger (x3); studded leather armor +1; arrows (60x); bullseye lantern; rope (hemp/50 ft.); shortbow +2 128 gp	+3 corrosive shortspear; dagger (x3); studded leather armor +3; arrows (60x); bullseye lantern; rope (hemp/50 ft.); shortbow +2 23 pp; 64 gp; 182 cp

💟 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 8: Attitude Modifiers for Biggen Gurble

Name	Condition	Effect	Notes
Conversation	Mention the book "Turtle- coaxer" found in the Library		
Commerce	Try to give the "Turtlecoaxer" book to Brock	+5	Brock suspects this book to be of the Library, and there- fore will not accept it, but appreciates the gesture never- theless
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp

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Name	Condition	Effect	Notes
Conversation	Engage in conversation outside the context of a transac-tion	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible,

and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion. Dramatis Personae

Follow Clues (Ex) A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 16.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Quick Disable (Ex) It takes you half the normal amount of time to disable a trap using the Disable Device skill(minimum 1 round).

Slow Reactions (Ex) Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 6d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trapfinding (Ex) You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Feats

Alertness You often notice things that others might miss. You get a

+2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes You can make additional attacks of opportunity. You may make o additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

🛯 Habits and Logistics

During daylight hours, **Brock** will be tending to his job at the **Stables**. If the city hosts a large event, he will occasionally hire an extra worker or two to help with the extra horses he anticipates, but largely, the dwarf works alone, content with the company of horses and his own thoughts.

At night, **Brock** will sleep in the **stables** where he makes his home. Every morning, and the occasional (**20%**) evening, he will bathe in the **river**, his belongings piled on the nearby bank.

Background

A former adventurer, he was approached about being mayor himself a few years ago, but turned it down, saying that he had no business doing what he has no business doing.

Though a former rogue, his exploits involve nothing too untoward; his adventuring life was fairly boring (and therefore not greatly lucrative).

He does prefer elven women to his own kind, which, if discovered, embarrasses him to no end. He will act more favorably and congenially toward any female character of elven ancestry with a **Charisma** of 12 or greater (any PC may passively notice this favoritism via a DC 12 <mark>A Sense Motive</mark> check).

9 In the Obelisk Attack

Brock loses an arm in the attack. More specifically, he gets his left arm pinned under rubble, and hacks it off with his spear so as to be freed from the fallen timber; the then braves the fires to save others. It's a good thing he does: a spear is hardly the most efficient weapon with which to hack off one's own limb, and the action leaves the wound mangled and raw; leaping in and out of fire actually cauterizes the wound, preventing a bleed-out and likely saving his life.

Conversation

What do you think of Berinncorte?

"Peaceful, calm. Steady business, not too hard to manage. It's a good place to finish one's life, I suspect."

Do you know anything about the strife between Zugul and Sheergath?

"I'm more of a Sheergath man, but not to the point where I mind Zugul having the nicer church, let's say. I've seen much of the religions of the land; anyone who seeks church for something more than their own personal peace and presence of mind is asking for trouble. Or stirring it up, usually for their own purposes."

What do you think of the Mayor and the government?

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Tell me about being a stablemaster.

Generation "Horses don't complain. They got specific interests, understand, and you keep them fed and watered, brush them down from time to time, they're happy. Come to think of it, I'm pretty much the same, I am. It's everything I want, and nothing I don't."

Do you do any... other sorts of work on the side?

• "No. I left that life behind me. Not that there was much of it to be interesting, even back then, you understand."

Cannock (Frigh Priest of Zugul)

CR 4; **XP** 1,200

Description

As a former adventurer, his sermons are filled with slightly-exaggerated confrontations and tales from his adventuring days. If he lacks the outward fervor of **Denzys**, it's only because he feels more secure in his position: his church is larger, more supported by the village, with a greater congregation, and more beautiful grounds. This is in large part because he volunteered his church for the social support of cemetery, burial, and most of the healing and hospital duties, but the general mindset of citizens tends to be more lawful than chaotic in these parts.

Appearance

Cannock was once a well-built man with broad shoulders sitting above a narrow waist, yet with agility and grace in his step. His recent life as a cleric has eroded much of his former musculature, but he retains the grace and broad shoulders, and above all, the kind and attentive demeanor that make him yet a charming man of the cloth. He bears a faint scar above his left eye; if asked, he will dismiss it as a remnant of a childhood incident brought about by foolish play. In reality, the scar was given him by a wyvern during his adventuring days.

A Combat Tactics

Cannock will not attack unless presented with an unavoidable reason to do so—self-defense, or saving the lives of innocents nearby who are threatened. When faced with armed conflict, he will do what he can, but despite his adventuring background, **Cannock** has no taste for warfare and will seek to escape and hide whenever possible, utilizing his skills as a former rogue to do so. In defending members of his congregation, however, he will fight to the death, urging them to escape while he faces the brunt of the attack.



🏲 Factions

Zugul Church, of course, as its leader.

Also, both he and his church have a formal allegiance to and alliance with the **Berinncorte City Government**; the church helps out with many civic projects, and **Cannock** himself donates much of his time to city endeavors.

Smile Proven	🔀 Low	⊠ Moderate	Advanced	× Elite
👤 General	Low		Auvanceu	
CR / XP	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male Human; LN Mediu	m humanoid (human)		
Class	Rogue 1 / Cleric 4	Rogue 3 / Cleric 6	Rogue 4 / Cleric 9	Rogue 5 / Cleric 12
Initiative	+2	+6	+6	+6
Senses	Perception +6	Perception +7	Perception +7	Perception +7
Defense				
Armor Class	AC 15, touch 13, ff 12 (+2 Dex, +1 dodge, +2 padded armor +1)	AC 17, touch 13, ff 14 (+2 Dex, +1 dodge, +4 <i>Studded Leather</i> +1)	AC 18, touch 13, ff 18 (+2 Dex, +1 dodge, +5 <i>Studded Leather</i> +2)	AC 20, touch 13, ff 20 (+2 Dex, +1 dodge, +7 <i>Studded Leather</i> +4)
hp / HD	27 (1d8)+(4d8)-1	47 (3d8)+(6d8)+4	67 (4d8)+(9d8)+7	90 (5d8)+(12d8)+10
Saves	Fort +3, Ref +5, Will +6	Fort +6, Ref +7, Will +9, +1 Reflex to avoid traps	Fort +7, Ref +9, Will +10, +1 Reflex to avoid traps	Fort +9, Ref +12, Will +12, +1 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +1	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +1, Uncanny Dodge
S Offense				

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Cart And	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Movement	Speed 35 ft.			
Attacks	Melee +1 dagger +4 (1d4+1/19-20) or Ranged +1 dagger (thrown) +6 (1d4+1/19-20)	Melee +1 short sword +7/+2 (1d6+1/19-20) or Melee dagger +6 (1d4/19-20) or Ranged dagger (thrown) +8/+3 (1d4/19-20)	Melee +2 rapier +11/+6 (1d6+2/18-20) or Melee +1 dagger +10/+5 (1d4+1/19-20) or Ranged +1 dagger (thrown) +12/+7	Melee +2 dagger +14/+9/+4 (1d4+2/19- 20) or Ranged +2 dagger (thrown) +16/+11/+6 (1d4+2/19-20) or Melee +4 rapier +16 (1d6+4/18-20)
Space / Reach	Space 5 ft.; Reach 5 ft.		(1d4+1/19-20)	
The Party Name and Address of the Owner, which the Party Name of Street of S				Descention for the former la
Special Attacks	Sneak Attack 1d6	Powerful Sneak, Sneak Attack 2d6	Powerful Sneak, Sneak Attack 2d6	Powerful Sneak, Sneak Attack 3d6
Prepared Spells	Cleric (CL 4th): 2nd - aid , calm emotions (DC 14), cure moderate wounds (DC 14) 1st - bless , cure light wounds (DC 13) , detect chaos , divine favor oth - create water , detect magic , detect poison , purify food and drink (DC 12)	Cleric (CL 6th): 3rd - bestow insight, create food and water, cure serious wounds (DC 16) 2nd - aid, calm emotions (DC 15), cure moderate wounds (2) (DC 15) 1st - bless, cure light wounds (DC 14), detect chaos, divine favor oth - create water, detect magic, detect poison, purify food and drink	Cleric (CL 9th): 5th - breath of life (DC 18) 4th - restoration (DC 17) , tongues (DC 17) 3rd - bestow insight , create food and water, cure serious wounds (DC 16), prayer 2nd - aid , calm emotions (DC 15), cure moderate wounds (2) (DC 15), protection from chaos (communal) (DC 15) 1st - bless, cure light wounds (DC 14), detect chaos, divine favor (DC), sanctuary (DC 14) oth - create water, detect magic, detect poison, purify food and drink	Cleric (CL 12th): 6th - cure moderate wounds (mass) (DC 19), dispel magic (greater) 5th - breath of life (DC 18), cure light wounds (mass) (DC 18), dispel chaos (DC 18) 4th - restoration (DC 17), sending , tongues (DC 17) 3rd - bestow insight, create food and water, cure serious wounds (DC 16), invisibility purge (DC 16), invisibility purge (DC 16), invisibility purge (DC 16), invisibility purge (DC 16), cure moderate wounds (2) (DC 15), protection from chaos (communal) (DC 15) 1st - bless, cure light wounds (DC 14), detect chaos, divine favor (DC), sanctuary (DC 14) oth - create water , detect magic, detect poison, purify food and drink
Statistics				
Ability Scores	Str 10, Dex 14, Con 9, Int 11, Wis 15, Cha 14	Str 10, Dex 14, Con 10, Int 11, Wis 16, Cha 14	Str 10, Dex 14, Con 10, Int 11, Wis 16, Cha 15	Str 11, Dex 14, Con 10, Int 11, Wis 16, Cha 15
Core Attack	Base Atk +3; CMB +3; CMD 16	Base Atk +6; CMB +6; CMD 19	Base Atk +9; CMB +9; CMD 22	Base Atk +12; CMB +12; CMD 25
Feats	Combat Reflexes, Dodge, Fleet, Nimble Moves	Combat Reflexes, Dodge, Fleet, Improved Initiative, Leadership, Nimble Moves	Combat Reflexes, Dodge, Fleet, Improved Initiative, Leadership, Nimble Moves, Run, Self-Sufficient	Combat Reflexes, Dodge, Fleet, Improved Initiative, Leadership, Lightning Reflexes, Nimble Moves, Run, Self-Sufficient, Strike Back

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Service and and	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Skills	Acrobatics +6, Bluff +7, Climb +5, Diplomacy +10, Disable Device +9, Disguise +2, Escape Artist +2, Fly +2, Heal +2, Intimidate +7, Linguistics(Common) +4, Perception +6, Perform (Untrained) +2, Ride +2, Sense Motive +7, Stealth +6, Survival +3	Acrobatics +6, Bluff +8, Climb +6, Diplomacy +14, Disable Device +15, Disguise +2, Escape Artist +2, Fly +2, Heal +3, Intimidate +11, Knowledge (Local) +5, Knowledge (Religion) +7, Linguistics(Common) +4, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +10, Stealth +7, Survival +5	Acrobatics +8, Bluff +9, Climb +7, Diplomacy +18, Disable Device +20, Disguise +2, Escape Artist +2, Fly +2, Heal +5, Intimidate +11, Knowledge (Local) +7, Knowledge (Religion) +11, Linguistics(Common) +4, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +10, Stealth +7, Survival +7	Acrobatics +9, Bluff +11, Climb +9, Diplomacy +22, Disable Device +24, Disguise +2, Escape Artist +2, Fly +2, Heal +5, Intimidate +12, Knowledge (Local) +9, Knowledge (Religion) +13, Linguistics(Common) +4, Perception +7, Perform (Untrained) +2, Ride +2, Sense Motive +10, Stealth +7, Survival +7
Languages	Common			
Special Qualities	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Trapfinding	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Trapfinding	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Surprise Attack, Trapfinding	Aura, Bonus Feat, Channel Positive Energy (-1d6, DC 10, 5/day), Orisons, Skilled, Spontaneous Casting, Surprise Attack, Trapfinding
Treasure	dagger +1; padded armor +1; cleric's vestments 8 sp	short sword +1; dagger; studded leather +1; cleric's vestments 12 gp	rapier +2; dagger +1; studded leather +2; cleric's vestments 28 gp	rapier +4; dagger +2; studded leather +4; cleric's vestments 3 pp; 42 gp
Nagic				
Spells per Day	Cleric: 4/4/3/0/0/0/0/0/0 DC: 13+spell level	Cleric: 4/4/4/3/0/0/0/0/0 DC: 14+spell level	Cleric: 4/5/5/5/2/1/0/0/0 DC: 14+spell level	Cleric: 4/5/5/5/3/3/2/0/0 DC: 14+spell level

♥ Attitude Tracker

Starting Attitude: 14 (Indifferent)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 **Fostile Unfriendly Indifferent Friendly Fielpful**

Table 9: Attitude Modifiers for Cannock

Name	Condition	Effect	Notes
Conversation	Confronting him with the na- ture of Maghana's true feelings	-5	Cannock appreciates the honesty, but cannot view this as a positive thing. He would rather not have known, ultimately, and feels the worse for the interaction and burdened with the knowledge
Conversation	Mention the book "Requiem for an Ailment"found in the Library	+2	-
Commerce	Try to give the "Requiem for an Ailment" book to Cannock	+5	Cannock will conclude this book to be of the Library, and therefore will not accept it, but appreciates the gesture nev-ertheless
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with oth-er modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with oth-er modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with oth-er modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Extant	Party contains at least one Paladin	+2	Total, regardless of the number of Paladins
Extant	Party contains one or more Chaotic-aligned PCs	-1	Per each PC with a Chaotic alignment
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Bonus Feat Humans select one extra feat at 1st level.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 10 Will save to halve the damage. You can use this ability 5 times per day.

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again. **Trapfinding (Ex)** You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals Xd6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Trap Sense (Ex) You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

Surprise Attack (Ex) During the surprise round, opponents are always considered flat-footed to you, even if they have acted.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

💈 Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Leadership You attract followers to your cause and a companion to join you on your adventure. This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you. A cohort is generally an NPC with class levels, while followers are typically lower level NPCs. See Table 5-2 for what level of cohort and how many followers you can recruit.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Nimble Moves You can move across a single obstacle with ease. Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Self-Sufficient You know how to get along in the wild and how to effectively treat wounds.: You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Strike Back You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you. You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

🕈 Treasure

On his person, **Cannock** wears priestly garb (well-made but otherwise unremarkable) and bears a silver Holy Icon (15 gp). In his office is a +*1* short sword and a masterwork dag-

ger from his adventuring days. In his room is his +1 padded leather armor and a leather sack containing two potions of cure light wounds (CL4). If he is forewarned as to approaching danger—for example, if the PCs start rampaging around town—he will equip all of these items. After the **D** Obelisk **Eruption**, he will typically wear all of this equipment during the day.

🛿 Habits and Logistics

During daylight hours, **Cannock** is always in **BC-1: Zugul Church**. He's either delivering or preparing for **sermons**, speaking with townsfolk, meeting with key NPCs, or otherwise going about the business of the church. On rare occasion (**5**%), he will instead be in the **Cleric House**, helping tend to a specific matter or encouraging his faithful.

At night, he can also be found in the **Church**, though typically he will be in the **Undercroft**, or in his room.

Background

The High Priest started his adventuring life as a CN rogue, which he tries to keep secret since it is somewhat in contrast to his law-abiding and clerical life. None in town knows of his past as or his lifestyle change from being an adventurer, a rogue, and/or a **Chaotic Neutral** person.

9 In the Obelisk Attack

Cannock is wounded in his church, and then, helping rescue wounded villagers in the square, he is ripped apart horribly by evil creatures. Mortally wounded, he is collected in the arms of **Maghana**; he dies never realizing she loved him.

Conversation

Tell me about your church.

Gur devotion to Zugul is paramount to everything we do here. Living in the word of the Lord of Order is of utmost importance, not only to our faith, but as a means of living at peace with our fellow man."

DC 14 **Religion** check:

While it's true that followers of Zugul have a lawful approach to things, I must admit that the fervor of the faith infuses a certain zeal in some more impressionable followers. Part of the teachings of the church are to convert these feelings into useful action, lest they emerge in a less savory, and more combative, form."

△ DC 18 **Religion** check, or **Sense Motive** check opposed by **Cannock's Bluff** check:

"" "I'll admit that we in the church of Zugul have it good, compared to those in the temple across the way. Sheergath supporters are always at odds with our efforts, with our *nature*, truly—it's really by definition, the difference between the two gods. I fear there may come a time when the difference in perspective culminates in something... less savory, more physical. I pray to Zugul that He might give us all strength enough to avoid such a catastrophe. And although my faith is solid, yet I fear it nevertheless."

What do you think of Berinncorte?

"It's a splendid town. The people are some of the most deserving, hardest-working folk you'll ever encounter. We are fortunate to have such a place of prominence, in such a place of importance."



Caerthynna Csornyl (Druid Merchant)

CR 1; **XP** 400

Description

Caerthynna is a pretty, aging elvish druid with a knack for salesmanship. She set up shop in **Town Square**, but travels quite frequently around the Realm, taking her wares with her as she does. Though an elf, and a druid, she nevertheless recognizes the need of most sentient races to enslave, destroy, and generally make occasionally-destructive use of nature and its resources, and so she wastes little time trying to change anyone's opinion, particularly in the context of trying to get them to make purchases.

Appearance

Long, straight reddish-brown hair frames a face considered cherubic for an elf. Her ears lack much of her race's typical

pointiness, and she dresses in richly-embroidered or embossed armor.

A Combat Tactics

Caerthynna will fight ferociously, but wisely, using magic as best she is able, and leveraging the support of the **Militia** by shouting loudly to call to them. In a severe or prolonged fight, she will call upon her fellow merchant druid **Arbel**ladon Moonside for support.

🚰 Factions

Caerthynna owes no formal allegiance to a faction; while in the town, she pays her **Tribute** to **Berinncorte City** itself. In addition, she is strongly devoted to the druid sect to the north of **Berinncorte**, a region and faction which will be explored in more detail in future adventures in this **Adventure Path**.

	🔀 Low	🔀 Moderate	Advanced	× Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Elf; NG Medium	humanoid (elf)		
Class	Druid 2	Druid 6	Druid 10	Druid 14
Initiative	+5	+5	+5	+5
Senses	Perception +10; Low-Light Vision	Perception +17; Low-Light Vision	Perception +23; Low-Light Vision	Perception +28; Low-Light Vision
🖸 Defense				
Armor Class	AC 15, touch 11, ff 14 (+1 Dex, +4 hide armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 <i>studded</i> <i>leather armor</i> +1)	AC 16, touch 11, ff 15 (+1 Dex, +5 studded leather armor of determination +2)	AC 18, touch 11, ff 17 (+1 Dex, +7 glamered studded leather armor +4)
hp / HD	10 (2d8)-4	17 (6d8)-12	33 (10d8)-20	45 (14d8)-28
Saves	Fort +1, Ref +1, Will +6; +2 vs. enchantment spells and effects	Fort +3, Ref +5, Will +9; +2 vs. enchantment spells and effects	Fort +7, Ref +6, Will +11; +2 vs. enchantment spells and effects ; +4 vs. spell- like and supernatural abilities of fey and spells and effects that utilize and target plants	Fort +9, Ref +7, Will +16; +2 vs. enchantment spells and effects ; +4 vs. spell- like and supernatural abilities of fey and spells and effects that utilize and target plants
🖌 Offense				
Movement	Speed 20 ft. ; Woodland	l Stride		
Attacks	Melee quarterstaff +0 (1d6-1/-1) or Ranged longbow +2 (1d8-1/x3)	Melee +1 called quarterstaff +4 (1d6/- 1) or Melee +1 called quarterstaff (head 1 only) +4 (2H: 1d6) or Ranged longbow +5 (1d8-1/x3)	Melee +2/+2 quarterstaff +8/+3 (1d6+1/+1) or Melee +2/+2 quarterstaff (head 1 only) +8/+3 (2H: 1d6+1) or Ranged longbow +8/+3 (1d8-1/x3)	Melee +3/+3 flaming quarterstaff +12/+7 (1d6+2/+2) or Melee +3/+3 flaming quarterstaff (head 1 only) +12/+7 (2H: 1d6+2) or Ranged longbow +11/+6 (1d8-1/x3)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Spontaneous Casting; Storm Burst (6x/day)	Spontaneous Casting; Storm Burst (7x/day)	Spontaneous Casting; Storm Burst (7x/day)	Spontaneous Casting; Storm Burst (8x/day)

Prepared SpellsImage: NowModerateModerateModerateModerateModerateModerateModeratePrepared SpellsDruid (CL 2 nd): 1 st - goodberry, magic stone (DC 14), obscuring mist, shillelagh (DC 14) 0 th - create water, detect magic, know direction, lightDruid (CL 6 th): 3 rd - call lightning (DC 17), cloak of winds (DC 17), cloak of winds (DC 17), cloak of winds (DC 17), dispel magic, rain of frogsDruid (CL 10 th): 5 th - ice storm, stoneskin (DC 19), wall of fire 4 th - air walk, ball lightning (DC 18), cape of wasps, ice storm, sleet stormDruid (CL 14 th): 7 th - control weather mass cure moderate wounds, heal 6 th - control winds (D 21), mass cure light wounds, fire seeds, w stone (DC 14), obscuring mist, shillelagh (DC 14) 0 th - create water, detect magic, know direction, lightDruid (CL 10 th): 5 th - ice storm, stoneskin (DC 18), cape of wasps, ice storm, sleet storm of winds (DC 17), cloak of winds (DC 17), dispel magic, rain of frogs 2 nd - flame blade, fog cloud, gust of wind (DC 16), hold animal (DC 16), spider climb (DC 16), web shelter 1 th - endure elements (DC 15), goodberry, magic store (DC 14), obscuring lightDruid (CL 14 th): 7 th - control weather mass cure moderate wounds, fire seeds, w store (DC 17), dispel magic, staff (DC 20), stones staff (DC 20), stones store (D2 19), bl< claws (DC 19), cape of wasps, ice storm, sle store (D2 14), obscuring	all of rm ake
mist, shillelagh (DC 14) o th – create water, detect magic, know direction, light	t ak of and C (6), web (DC ing 4) ect
E Statistics	
Ability Scores Str 8, Dex 12, Con 7, Int 14, Wis 17, Cha 14 Str 8, Dex 12, Con 7, Int 14, Wis 18, Cha 14 Str 8, Dex 12, Con 7, Int 14, Wis 19, Cha 14 Str 8, Dex 12, Con 7, Int 14, Wis 19, Cha 14 Str 8, Dex 12, Con 7, Int 14, Wis 19, Cha 14	
Core Attack Base Atk +1; CMB +0; CMD 11 Base Atk +4; CMB +3; CMD 14 Base Atk +7; CMB +6; CMD 17 Base Atk +10; CMB +9; CMD 20	
FeatsImproved InitiativeAlertness, Improved Initiative, Lightning ReflexesAlertness, Fleet, Great Fortitude, Improved Initiative, Lightning ReflexesAlertness, Fleet, Great Fortitude, Improved Initiative, Lightning ReflexesAlertness, Fleet, Great Fortitude, Improved Initiative, Improved Initiative, Improved Initiative, Lightning ReflexesAlertness, Fleet, Great Fortitude, Improved Initiative, Improved 	d d
SkillsAcrobatics -2, AppraiseAcrobatics -2, AppraiseAcrobatics -2, AppraiseAcrobatics -2, Appraise+2, Bluff +2, Climb+2, Bluff +2, Climb+2, Bluff +2, Climb+2, Bluff +2, Climb+2, Bluff +2, Climb+1, Craft (Untrained)+5, Craft (Untrained)+9, Craft (Untrained)+13, Craft (Untrained)+2, Diplomacy +2,Disguise +2, EscapeDisguise +2, EscapeDisguise +2, EscapeArtist -2, Fly -2,Artist -2, Fly -2,Artist -2, Fly -2,Artist -2, Fly -2,Heal +8, IntimidateHeal +13, IntimidateHeal +17, IntimidateHeal +22, Intimidate+2, Knowledge+2, Knowledge+2, Knowledge+2, Knowledge	ed) e te e) 8,
(Geography) +7, Knowledge (Nature)(Geography) +11, Knowledge (Nature)(Geography) +15, Knowledge (Nature)(Geography) +19, Knowledge (Nature)+9, Perception +10, Perform (Untrained)+13, Perception +17, Perform (Untrained)+17, Perception +23, Perform (Untrained)+21, Perception +2 Perform (Untrained)+2, Ride -2, Sense Motive +3, Stealth -2, Survival +10, Swim -4+2, Ride -2, Sense Survival +15, Swim -4+2, Ride -2, Sense Survival +19, Swim -4+2, Ride -2, Sense Survival +19, Swim -4	

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Service Street	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite			
Special Qualities	Bonus Wild Shape Natural Armor (2x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Weapon Familiarity, Wild Empathy +4, Woodland Stride	Bonus Wild Shape Natural Armor (6x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Low-Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Trackless Step, Weapon Familiarity, Wild Empathy +8, Wild Shape, Woodland Stride	Bonus Wild Shape Natural Armor (10x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Lightning Lord, Low- Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +12, Wild Shape, Woodland Stride	A Thousand Faces, Bonus Wild Shape Natural Armor (14x), Weather, Elven Immunities, Elven Magic, Humanoid Traits, Keen Senses, Lightning Lord, Low- Light Vision, Nature Sense, Orisons, Resist Nature's Lure, Trackless Step, Venom Immunity, Weapon Familiarity, Wild Empathy +16, Wild Shape, Woodland Stride			
Treasure	quarterstaff; hide armor; longbow; arrows (40x) 12 sp	+1 called quarterstaff; +1 studded leather armor; longbow; arrows (40x) 51 sp; 8 gp	+2/+2 quarterstaff; +2 studded leather armor of determination; longbow; arrows (40x) 36 sp; 51 gp	+3/+3 flaming quarterstaff; +4 glamered studded leather armor; longbow; arrows (40x) 12 pp; 71 gp; 17 sp			
Nagic							
Spells per Day	Druid (CL 2): 4/3+1/0/0/0/0/0/0 DC: 14 + spell level	Druid (CL 6): 4 / 4+1 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 DC: 15 + spell level	Druid (CL 10): 4 / 5+1 / 5+1 / 4+1 / 4+1 / 2+1 / 0 / 0 / 0 DC: 15 + spell level	Druid (CL 14): 4 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 DC: 16 + spell level			
Attitude Track	er						
	ing Attitude: 14 (Indifferent)						

arting Attitude: 14 (In	different)			
1 2 3 4 5	6 7 8 9 10 11 12	13 14 15 16 17 18 19	20 21 22 23 24	25 26 27 28 29
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Table 10: Attitude Modifiers for	Caerthynna Tsornyl

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
Special A	bilities		see outdoors on a moonlit night as well as they can during the day.
A Thousand Faces (Su) You have the ability to change your appearance at will, as if using the Alter Self spell, but only while in			Nature Sense (Ex) You gain a +2 bonus on Knowledge (Nature) and Survival skill checks.

your normal form. Bonus Wild Shape Natural Armor (14x) Druid: Add +1/3 to the

druid's natural armor bonus when using wild shape. **Elven Immunities (Ex)** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

effects.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Lightning Lord (Sp) You can call down 14 bolts of lightning per day. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as Call Lightning.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Resist Nature's Lure (Ex) You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize and target plants, such as Blight, Entangle, Spike Growth, and Warp Wood.

Spontaneous Casting You can channel stored spell energy into summoning spells that you haven't prepares ahead of time. You can "lose" any prepared spell in order to cast any Summon Nature's Ally spell of the same spell level or lower

Storm Burst (Sp) As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+7 points of nonlethal damage. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability 8 times per day

Trackless Step (Ex) You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Venom Immunity (Ex) You are Immune to all poisons.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal.

This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+16 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Wild Shape (Su) You can change shape 6 times / day for up to 14 hours You can change into any Diminutive, Tiny, Small, Medium, Large or Huge animal, a Small, Medium, Large or Huge elemental, or a Small, Medium, Large or Huge plant creature. When changing into an animal, this functions as Beast Shape III When changing into a plant, this functions as Plant Shape III When changing into an elemental, this functions as Elemental Body IV

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

💈 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

📽 Habits and Logistics

During daylight hours, **Caerthynna** will be in her stall in **Town Square**, offering her services.

At night, she will spend her evenings in the relative security of the **Shanty Town** area of **Town Square.**

Background

Caerthynna comes from a long line of elven druid nobility, going back several generations. Her family is well-respected in the druid sects to the north, and elsewhere in the Realm. Her decision to act as a traveling spy and merchant, exploring the world in a quite unorthodox manner, was received poorly by all, and has led to her being borderline-estranged from her parents, who still hold quite prominent roles within elven druidic society.

9 In the Obelisk Attack

Amidst the **Eruption**, **Caerthynna** thinks only of her family, and escapes **Town Square**, leaving everything behind.

Conversation

What do you think of Berinncorte?

• Every town has its charm. I like this one for its mixture—rich and poor, powerful and weak, skilled and unskilled. All have use of nature, and its bounty, however."

Do you know anything about the strife between Zugul and Sheergath?

✓ "It's somewhat silly, to be honest with you. Life is governed by a balance of both order and chaos, so to pretend or claim as though one should be the focus to the exclusion of the other is erratic at best. Consider nature: it abides by laws, such as plants requiring sunlight to grow. But within the context of those laws, which are required for life to occur, chaos rules—plants will grow if, when, and wherever they choose. Ask any gardener about the chaos of plants!"

What do you think of the Mayor and the government?

She seems a fair sort, though in truth I've never spoken with her. From what folk say, and from the Militia's presence, there's safety, but I sympathize with those citizens who wonder at what cost."

Tell me about being a merchant.

Town Square's right in the center of things, here; it's unavoidable that you'll run into all manner of folk, doing business here. It's interesting, though not always stimulating, let's say that."

Do you do any... other sorts of work on the side?

▲ "I hunt, I fish, I try to cultivate a garden or grove or two out there beyond the walls. I travel quite a lot, from town to town, you see, and so I put down no real roots to speak of anywhere."

Cora Brushgather (Farmer)

CR 1/3; **XP** 135

Description

A comely young halfling barely of adult age, **Cora** has yet to find her way in the world. She drifts from job to job, helping out where she can on farms, in shops, and generally struggling to make herself useful and support herself. She lives in the **Lower-Class Residential District**, but is trying to find a shop or farm that will take her in on a permanent basis.

i Appearance

Diminutive even for a halfling, she has collar-length golden hair which she holds back in a bun. She dresses conservatively and typically wears a cloak, even when indoors. **Cora** has deep blue eyes and freckles across both forearms.

🖧 Combat Tactics

Cora has no combat training, and no desire to obtain any first-hand; she will flee immediately if faced with a fight and will seek out the nearest **Militia Guard Post** or authority figure. She is non-confrontational to a fault, and will try practically anything to avoid a fighting scenario.

🎦 Factions

Cora has no official affiliations with any faction. When faced with the need for **Tribute** by the authorities, she will simply give to the city itself, though she rarely volunteers this action as she hardly ever has a great deal of wealth.

the state of the second se	and the second	State of the State of the				
The Part of the Pa	🗵 Low 🛛 🛛 Moderate		🔀 Advanced	🔀 Elite		
👤 General						
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 14; XP 38,400		
Sex / Race	Female Halfling; NG Sm	all humanoid (halfling)				
Class	Commoner 1	Commoner 6	Commoner 12	Commoner 16		
Initiative	+2	+2	+2	+2		
Senses	Perception +0	Perception +6	Perception +10	Perception +12		
Defense						
Armor Class	AC 13, touch 13, ff 11 (+1 size, +2 Dex)	AC 16, touch 14, ff 13 (+1 size, +2 Dex, +1 dodge, +2 leather armor)	AC 18, touch 14, ff 15 (+1 size, +2 Dex, +1 dodge, +4 chain shirt)	AC 20, touch 14, ff 17 (+1 size, +2 Dex, +1 dodge, +6 chain shirt +2)		
hp / HD	hp 2 (1d6)	20 (6d6)	43 (12d6)+6	59 (16d6)+10		
Saves	Fort +1, Ref +3, Will -1 +2 vs. fear	Fort +3, Ref +5, Will +2 +2 vs. fear	Fort +5, Ref +9, Will +6 +2 vs. fear	Fort +6, Ref +10, Will +7 +2 vs. fear		
	+2 v3. icai	+2 vs. icai				
S Offense						
the second s	Speed 25 ft.					
Attacks	+3 (1d3-1) or Melee dagger (small) +0 (1d3-1/19-20) or Ranged dagger (small/ thrown) +3 (1d3-1/19- 20)	Ranged sling (small) +6 (1d3-1) or Melee dagger (small) +3 (1d3-1/19-20) or Ranged dagger (small/ thrown) +6 (1d3-1/19- 20)	Melee dagger (small) +6 (1d3-1/19-20) or Ranged dagger (small/ thrown) +9/+4 (1d3- 1/19-20) or Ranged sling +2 (small) +11/+6 (1d3+1)	Ranged corrosive +2 sling (small) +13/+8 (1d3+2) or Melee +2 dagger (small) +11/+6 (1d3+2/19-20) or Ranged dagger +2 (small/thrown) +13/+8 (1d3+2/19-20)		
	Space / Reach Space 5 ft.; Reach 5 ft.					
🗎 Statistics	🗎 Statistics					
Ability Scores	Str 8, Dex 14, Con 11, Int 14, Wis 7, Cha 14	Str 8, Dex 14, Con 11, Int 14, Wis 8, Cha 14	Str 9, Dex 14, Con 11, Int 14, Wis 9, Cha 14	Str 10, Dex 14, Con 11, Int 14, Wis 9, Cha 14		
Core Attack	Base Atk +0; CMB -2; CMD 10	Base Atk +3; CMB +1; CMD 14	Base Atk +6; CMB +4; CMD 17	Base Atk +8; CMB +7; CMD 20		

	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite		
Feats	Fleet	Armor Proficiency, Light, Dodge, Fleet	Armor Proficiency, Light, Dodge, Fleet, Improved Iron Will, Iron Will, Lightning Reflexes	Armor Proficiency, Light, Dodge, Fleet, Improved Iron Will, Iron Will, Lightning Reflexes, Prone Slinger, Throw Anything		
Skills	SkillsAcrobatics +4, Appraise +2, Artistry +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +4, Heal -2, Intimidate +2, Knowledge (Arcana) +3, Knowledge (History) +3, Knowledge (Local) +3, Knowledge (Nature) +3, Perform (Untrained) +2, Sense Motive -2, Stealth +6, Survival -2, Swim -1Acrobatics +4, Appraise +2, Artistry +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +4, Disguise +2, Escape Artist +2, Fly +4, Heal -1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (Arcana) +4, Knowledge (Arcana) +7, Knowledge (Iocal) +7, Knowledge (Local) 		Acrobatics +2, Appraise +2, Artistry +2, Bluff +2, Climb -1, Craft (Untrained) +2, Diplomacy +6, Disguise +2, Fly +2, Heal -1, Intimidate +2, Knowledge (Arcana) +4, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Local) +14, Knowledge (Nature) +14, Perception +10, Perform (Untrained) +2, Sense Motive -1, Stealth +4, Survival -1, Swim -3	Acrobatics +3, Appraise +2, Artistry +2, Bluff +2, Climb +1, Craft (Untrained) +2, Diplomacy +7, Disguise +2, Escape Artist +1, Fly +3, Heal -1, Intimidate +2, Knowledge (Arcana) +7, Knowledge (Geography) +12, Knowledge (History) +12, Knowledge (Local) +18, Knowledge (Nature) +18, Perception +12, Perform (Untrained) +2, Ride +1, Sense Motive -1, Stealth +5, Survival -1, Swim -1		
Languages	Common, Dwarven, Gno	me, Halfling	4			
Special QualitiesFearless, HalflingFearless, HalflingLuck, Keen Senses,Luck, Keen Senses,Luck, Keen Senses,Single Simple WeaponSingle Simple WeaponProficiency (Dagger),Proficiency (Dagger),Sure-Footed, WeaponSure-Footed, WeaponFamiliarityFamiliarityFamiliarity		Fearless, Halfling Luck, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Single Simple Weapon Proficiency (Dagger), Sure-Footed, Weapon Familiarity			
Treasure	dagger (small); artisan's outfit (small); sling bullets (10x); sling (small) 8 sp	dagger (small; 3x); artisan's outfit (small); leather armor (small); sling bullets (10x); sling (small) 17 sp	<pre>dagger (small; 3x); artisan's outfit (small); chain shirt (small); sling bullets (10x); sling +2 (small) 13 gp</pre>	+2 dagger (small); artisan's outfit (small); chain shirt (small); sling bullets (10x); corrosive sling +2 (small) 10 gp; 27 sp		

Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 11: Attitude Modifiers for Cora Brushgather

Name	Condition	Effect	Notes
Conversation	Inquire as to the resemblance of Cora to a drawing the party finds		From Quest "Morbid Curiosity", p 273
Conversation	Bring closure to the wherea- bouts of Cora's sister, Dora	+5	Stacks with the previous Morbid Curiosity modifier.

None		TICC+	Notes
Name Conversation	Condition	Effect	Notes
	Engage in conversation	+2	
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Single Simple Weapon Proficiency (Dagger) You understand how to use Dagger

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity (Ex) Halflings are proficient with slings and

treat any weapon with the word "halfling" in its name as a martial weapon.

🖌 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of

this feat if you carry a medium or heavy load.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Prone Slinger Your sideways sling release allows you to launch bullets and stones even while prone. While prone, you can use a sling to make ranged attacks. [Normal] Crossbows and firearms are the only ranged weapons that can be used while prone.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

📽 Habits and Logistics

During daylight hours, **Cora** will be out and about, finding work where she can. The GM is encouraged to "place" her in any random shop if the party has not encountered her otherwise via a specific quest.

At night, **Cora** is similarly aimless, often trying to find a party or a banquet meal of which she can partake without paying. She's often to be found in the **Tavern**, though she's aware that an attractive young woman on her own is not always safest in such an establishment. When at the **tavern**, she never drinks to excess, and always tries to keep her wits about her.

Background

Cora grew up on a farm not far outside of the city. Her parents passed away a few years ago; though she tried to keep the farm going, she's not meant for such work, at least not on her own. With little other options, she left the farm to seek out a more successful life in the city; the farm with its meager shack of a farmhouse still sits, a few hours' walk away from the city, forgotten and moldering.

Despite her humble upbringing and the borderline-poverty of her current circumstances, **Cora** is far from stupid, and secretly longs for an opportunity to be of use in the **Library**.

In the Obelisk Attack

Cora survives the attack, and thrives. She had just been entering the **Library** when the **Obelisk Eruption** took place; when **Gunnloda Balderk** dies in the attack, **Cora** steps in, makes herself useful, and soon takes over the position and the general day-to-day running of the establishment.

Though the circumstances are truly horrible, she couldn't be happier with the change in her personal lifestyle.

Conversation

What do you think of Berinncorte?

"It's okay." She shrugs. "Seems there's not much opportunity to find success. Least, not for everyone."

Do you know anything about the strife between Zugul and Sheergath?

"No. You mean the churches? Do you mean they're... what, at war?" She clearly does not know what you are talking about.

What do you think of the Mayor and the government?

"It seems a peaceful enough place, but there are times I... I feel afraid. You know, alone in the city. Not always so... hospitable, it seems."

Tell me about your work.

✓ "It's anything that pays. I've cleaned, served, helped with shops, butchery, farming... you name it. Nobody's got so much need, though, for someone full-time; just a day here, a day there, and I feed myself well enough." *Her stomach rumbles pointedly.* "Most of the time."

Do you do any... other sorts of work on the side?

✓ "What exactly do you mean by that?" She looks equal parts offended and terrified. "Things may not be that great right now, but I would never resort to... other means... of employment." A ▲ Diplomacy check at DC 14, assuring her that is not what you had in mind, is required to avoid Cora's Attitude turning to Unfriendly at this point.

Diplomacy check at DC 16:

Well, I can't say it's true, but I do hear things from time to time." The succeeding PC may make a free roll on **the Rumors and Tales** table, but **Cora** doesn't know whether the conveyed information is true.

Daratis (Seamstress)

CR 1/2; **XP** 200

Description

Daratis does a fine job serving the city's clothing and textiles needs. She and her husband **Otibus** work together and alone at the shop. She and her husband tan hides in her farmhouse outside of town; in-town, she does the majority of clothing and non-metal armor manufacture and repair.

Appearance

A middle-aged gnome with a heart of gold, **Daratis** gets in trouble with her husband from time to time for being too generous. He keeps the books and manages the money, and when his well-meaning wife gives away clothing and supplies to needy or impoverished patrons, it enrages him to no end. At the end of the day, the gray-haired, dimpled, and wart-nosed seamstress has a warm place in nearly everyone's hearts; to a person, she reminds them of a grandmother or distant relation.

A Combat Tactics

The seamstress will avoid conflict at all costs, though she will gruffly ask you to leave if you cause trouble in her shop, or threaten innocents or her husband. The only scenario in which she will willingly fight to the death is if her husband is imperiled; outside of that, she will flee immediately and seek the authorities, running to the **Garrison/Barracks** or the nearest **Militia Guard Post**.

🚰 Factions

Daratis has several times been approached by members of various textiles, clothing, fashion, and materials guilds, but has turned all of them away, not unkindly. She just has all the business she can handle right now, as she is, and would rather avoid additional fuss and bother.

She is a devout follower of **Zugul**.

and the second se	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
👤 General						
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 14; XP 38,400		
Sex / Race	Female Gnome; LG Small humanoid (gnome); middle-aged					
Class	Expert 2	Expert 6	Expert 12	Expert 16		
Initiative	+2	+2	+2	+2		
Senses	Perception +7; Low-Light Vision	Perception +11; Low-Light Vision	Perception +17; Low-Light Vision	Perception +21; Low-Light Vision		
Defense						
Armor Class	AC 13, touch 13, ff 10 (+1 size, +2 Dex)	AC 15, touch 13, ff 13 (+1 size, +2 Dex, +2 leather armor (small))	AC 18, touch 14, ff 15 (+1 size, +2 Dex, +1 dodge, +4 studded leather armor +1 (small))	AC 20, touch 14, ff 17 (+1 size, +2 Dex, +1 dodge, +6 studded leather armor +3 (small))		
hp / HD	6 (2d8)+2	24 (6d8)+6	63 (12d8)+12	8 7 (16d8)+16		
Saves	Fort +1, Ref +2, Will +3 +2 vs. illusion spells or effects	Fort +5, Ref +6, Will +5 +2 vs. illusion spells or effects	Fort +7, Ref +8, Will +8 +2 vs. illusion spells or effects	Fort +8, Ref +9, Will +10 +2 vs. illusion spells or effects		
🖌 Offense						
Movement	Speed 25 ft.					
Attacks	Melee dagger (small) +1 (1d3-1/19-20) or Ranged dagger (small/ thrown) +4 (1d3-1/19- 20)	Melee +1 dagger (small) +5 (1d3/19- 20) or Ranged +1 dagger (small/thrown) +8 (1d3/19-20) or Ranged sling (small) +7 (1d3-1) or Melee dagger (small) +4 (1d3-1/19-20) or Ranged dagger (small/ thrown) +7 (1d3-1/19- 20)	Ranged sling (small) +12 (1d3) or Melee +2 dagger (small) +13/+8 (1d3+2/19-20) or Ranged +2 dagger (small/thrown) +15/+10 (1d3+2/19- 20) or Melee dagger (small) +11/+6 (1d3/19-20) or Ranged dagger (small/ thrown) +13/+8 (1d3/19-20)	Ranged sling (small) +15 (1d3) or Melee +3 dagger (small) +17/+12/+7 (1d3+3/19-20) or Ranged +3 dagger (small/thrown) +19/+14/+9 (1d3+3/19-20) or Melee dagger (small) +14/+9/+4 (1d3/19- 20) or Ranged dagger (small/ thrown) +16/+11/+6 (1d3/19-20)		

Space / Reach Space 5 ft.; Reach 5 ft.

	and the second					
Service and and	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
Prepared Spells	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (DC 11, 1x/ day); prestidigitation (DC 11, 1x/day); speak with animals (1x/day)	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (DC 11, 1x/ day); prestidigitation (DC 11, 1x/day); speak with animals (1x/day)	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (DC 11, 1x/ day); prestidigitation (DC 11, 1x/day); speak with animals (1x/day)	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (DC 11, 1x/ day); prestidigitation (DC 11, 1x/day); speak with animals (1x/day)		
Statistics						
Ability Scores	Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 12	Str 9, Dex 14, Con 12, Int 14, Wis 10, Cha 12	Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 12	Str 11, Dex 15, Con 12, Int 14, Wis 10, Cha 12		
Core Attack	Base Atk +1; CMB -1; CMD 11	Base Atk +4; CMB +2; CMD 14	Base Atk +9; CMB +8; CMD 21	Base Atk +12; CMB +13; CMD 24		
Feats			Armor Proficiency, Light, Dodge, Fleet, Great Fortitude, Lightning Reflexes, Simple Weapon Proficiency, Throw Anything, Weapon Focus (Dagger)	Agile Maneuvers, Armor Proficiency, Light, Dodge, Fleet, Great Fortitude, Lightning Reflexes, Run, Simple Weapon Proficiency, Throw Anything, Weapon Focus (Dagger)		
Skills	Acrobatics +2, Appraise +7, Artistry +2, Bluff +6, Climb -1, Craft (Baskets) +7, Craft (Cloth) +7, Craft (Clothing) +9, Craft (Leather) +7, Craft (Untrained) +2, Diplomacy +6, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Perception +7, Perform (Untrained) +1, Ride +2, Stealth +6, Swim -1	Acrobatics +2, Appraise +11, Artistry +2, Bluff +10, Climb -1, Craft (Baskets) +11, Craft (Cloth) +11, Craft (Clothing) +13, Craft (Leather) +11, Craft (Untrained) +2, Diplomacy +10, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Knowledge (Local) +4, Perception +11, Perform (Untrained) +1, Ride +2, Stealth +6, Swim -1	Acrobatics +2, Appraise +17, Artistry +2, Bluff +16, Craft (Baskets) +17, Craft (Cloth) +17, Craft (Clothing) +19, Craft (Leather) +17, Craft (Untrained) +2, Diplomacy +16, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Knowledge (Local) +8, Perception +17, Perform (Untrained) +1, Ride +2, Stealth +6	Acrobatics +2, Appraise +21, Artistry +2, Bluff +20, Craft (Baskets) +21, Craft (Cloth) +21, Craft (Clothing) +23, Craft (Leather) +21, Craft (Untrained) +2, Diplomacy +20, Disguise +1, Escape Artist +2, Fly +4, Intimidate +1, Knowledge (Local) +14, Perception +21, Perform (Untrained) +1, Ride +2, Stealth +6		
Languages	Common, Dwarven, Elve					
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity		
Treasure	dagger (small); artisan's outfit (small) 2 sp	+1 dagger (small); dagger (small; 2x); leather armor (small); sling (small); sling bullets (20x); artisan's outfit (small) 12 sp	+2 dagger (small); dagger (small; 2x); +1 studded leather armor (small); sling (small); sling bullets (20x); artisan's outfit (small) 6 gp; 8 sp	+3 dagger (small); dagger (small; 2x); +3 studded leather armor (small); sling (small); sling bullets (20x); artisan's outfit (small) 19 gp; 34 sp		

Attitude Tracker Starting Attitude: 14 (Indifferent)



Table 12: Attitude Modifiers for Daratis

Table 12: Attitude Modifiers for Daratis							
Name	Condition	Effect	Notes				
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp				
Conversation	Engage in conversation outside the context of a transaction	+2	-				
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers				
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers				
Conversation	PCs threaten violence	-5	-				
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers				
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers				
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers				
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers				
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers				
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)				
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4				
Extant	One or more PCs have been arrested	-1	Per offense, no limit				
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10				
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15				
Action	PCs refuse to help when asked	-3	Per request; no maximum				
Action	PCs agree to help when asked	+4	Per request; maximum +12				
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)				
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative				
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum				
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6				
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4				
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum				

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

🗲 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Dagger) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

During daylight hours, **Daratis** can be found in the front of her shop, tending to business. On rare occasion (**5**%), she will be in the **Town Square**, purchasing supplies or

bartering her wares.

At night, **Daratis** will always be in her shop, usually finishing the day's work or sleeping.

Background

Daratis and her husband moved to **Berinncorte** over twenty years ago, taking over the textiles shop from its previous owner, a merchant who had been a good trader but a horrible clothes-maker. The merchant died a few months prior to their arrival, and so the town was eager for a replacement; **Daratis** claims to this day that the gods themselves smiled upon them with fortune, that such a coincidence should occur.

She is otherwise exactly what she appears, though she always did want to be an adventurer, a factoid she will volunteer with almost no prodding when she converses a group of adventurers just starting their careers. She attends the **Zugul Church** constantly, and wishes they would go farther in their preaching and public acts; if she has a "secret", it's that she would prefer the church take over the Mayor's house.

Daratis also wishes **Otibus** would come to church more often; he grudgingly goes a few times a month; more if he's in a good mood.

9 In the Obelisk Attack

Regrettably, the seamstress is in the **Town Square** when the **Obelisk Erupts**, and is slain instantly by the obelisk itself. Her husband, stricken, takes over the shop, applying what comparatively meager skill he has learnt from his wife in sober memorial to her skill.

Conversation

What do you think of Berinncorte?

"Oh, it's just such a *lovely* place! So lucky, we are, that we ended up here, right Otibus? Ah, he can't hear us anyway; always has his head in the books, he does."

Do you know anything about the strife between Zugul and Sheergath?

"The only strife I'd say is justified is the color scheme that temple has. Ghastly, you ask me; they could do far better, but I suppose it's not up to them, so much as the gods, is it? Sheergath must have quite the power in other ways, to have gone with such a horrid palette for her sigil!"

What do you think of the Mayor and the government?

Symms does a good job, and I like her. Though you would *think* a women of her stature, of her position, would want more in the way of fancy ball gowns and the like. I hardly ever see the Mayor in our shop, and then only to mend an existing item; I can't for the life of me picture why she doesn't get dolled up from time to time. I mean, we're basically paupers, we are, and *I* still like the odd bit of sparkle, don't I, dear? Otibus? Ah, he's going deaf, I swear it."

Tell me about being a seamstress.

You know, those fancy-pants guilds would have you use the fancy-pants expression 'textile artisan', but me, that's just hogwash. I make clothes, so I do, and at the risk of tooting my own trumpet, I'm not all that bad at it, I'll have you know. It's fine work, it is, and a glorious thing to know most everyone in town is walking around all gussied up in

something you yourself made them."

Do you do any... other sorts of work on the side?

Like what, do you mean? Drugs? Potions? You'll want to see Aramil about that. I don't go in for that creepy stuff, and besides, we've all the work we can handle as it is, isn't that right, love? Love? Lovely-toot? Ah, he's all but clumped-up in the ears, is my dear Otibus."

(If any party member has a non-metal garment worth more than 500 gp):

Ah! Come here a sec, would you, dearie? I'd love to see that up close. Not you; the thing what is you're wearing! Let me see." Assuming the PC allows her to get close and take a look, or if the PC takes the garment off and shows her: "Whew, but that is fine!" **Daratis** immediately increases her **Attitude** toward the party to **Helpful** if they let her take a look.

Debran Ormrick (Militia Treasurer)

CR 2; **XP** 600

Description

Debran is the treasurer of the **Berinncorte Militia**. He controls the purse strings of the town's security forces... and, to an increasing degree, the city itself. Well-liked and respected in both the **Militia** as well as the government, **Debran** has used his influence and power to skim quite a bit of money from the coffers of both establishments over the past ten years.

His profit-skimming is well-hidden. At the GM's option, the PCs would require full and prolonged access to all financial records. Each day during which a PC studies the records, they may make an opposed \checkmark skill check: the PC's raw **Intelligence**, **Profession (Solider)**, or **Knowledge (Local)** opposed by **Debran's Profession (Soldier)** skill. Success on a given day means progress has been made, but the PC must continue studying. Three successively successful skill checks in this manner are required to gain a hunch as to how the money has been taken; five wins are needed to identify firm proof. **Debran's** focused and labyrinthine manipulations are such that any failed skill check along the way will "reset" the count of wins, and the PC will have to start all over again.

It should be noted that nobody in either the **Militia** or the town government suspects any wrongdoing whatsoever—the finances have been handled impeccably well under **Debran's** watch, and neither organization feels as though they have ever wanted for resources, so there is little cause for suspicion.

Appearance

At first glance, **Debran** may not seem a solider: he's more charismatic and nimble than brutish, and he looks like he

could barely hold a sword. He may not even seem tiefling, either: his *hat of disguise* is used to appear as a human; without it, he still appears mostly human, apart from the cloven hooves and red skin of his race. He tends to opt out of the uniform of his office, preferring instead to dress conservatively, but fastidiously, aside from a large garnet amulet he keeps enchanted to *seem* like a powerful magic item—in game terms, the jewelry confers no mechanical benefit.

🗚 Combat Tactics

Debran's goals are of the long-viewed sort; despite his membership in the militia, he does not enjoy armed conflict and will avoid it at all costs.

No physical combatant, **Debran** will seek to avoid melee to the extent possible. He will try to use his enchantment spells to either avoid conflict altogether, escape, or subdue the most powerful adversaries he faces. If confronted on his own, he will attempt to flee; if escape seems impossible, he will attempt to enchant or disable the most melee-prone enemies and then focus ranged attacks on ranged enemies.

If attacked in the presence of fellow **Militia** members, close by a **Guard Post**, or within running distance of the **Garrison/Barracks**, he will scream for help, typically enlisting the impromptu involvement of 2d6+2 **Berinncorte Militia**. As treasurer, he is well-known to all militia members, and although some may snicker at his arcane preferences and poke fun at his lack of martial prowess, they will immediately put aside such chicanery in the defense of a threatened comrade.

🏲 Factions

Berinncorte Militia, as its treasurer.

Secretly, also a member of another faction with influence and presence outside **Berinncorte**, beyond the scope of this adventure.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male Tiefling; CN Mediu	ım outsider (native)		
Class	Enchanter 2 / Fighter 1	Enchanter 4 / Fighter 2	Enchanter 9 / Fighter 3	Enchanter 12 / Fighter 4
Initiative	+1	+1	+2	+2
Senses	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.; Aura of Despair	Perception +0; Darkvision 60 ft.; Aura of Despair
Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 12, touch 12, ff 10 (+1 Dex, +1 dodge)	AC 18, touch 12, ff 16 (+1 Dex, +1 dodge, +6 agile breastplate)	AC 24, touch 13, ff 23 (+1 Dex, +1 dodge, +13 agile half-plate armor of insight +3 (+3 AC))
hp / HD	11 (2d6)+(1d10)-1	21 (4d6)+(2d10)-2	44 (9d6)+(3d10)-3	62 (12d6)+(4d10)-4
Saves	Fort +1, Ref +1, Will +3	Fort +3, Ref +2, Will +4; +1 Will vs. fear	Fort +5, Ref +6, Will +7; +1 Will vs. fear	Fort +7, Ref +7, Will +9; +1 Will vs. fear
Defensive Abilities	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5	Cold Resistance 5, Electricity Resistance 5, Fire Resistance 5

X Offense
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State of the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Movement	Speed 20 ft.			
Attacks	Ranged light crossbow +3 (1d8/19-20), within 30 ft. +4 (1d8+1) or Melee dagger +0 (1d4- 2/19-20) or Ranged dagger (thrown) +3 (1d4-1/19- 20), within 30 ft. +4 (1d4-1) or Melee greatsword +0 (2H: 2d6-2/19-20)	Ranged +1 light crossbow +6 (1d8+1/19-20), within 30 ft. +7 (1d8+2) or Melee dagger +2 (1d4- 2/19-20) or Ranged dagger (thrown) +5 (1d4-1/19- 20), within 30 ft. +6 (1d4-1) or Melee greatsword +2 (2H: 2d6-2/19-20)	Ranged +2 seeking light crossbow +11/+6 (1d8+2/19-20), within 30 ft. +12/+7 (1d8+3) or Melee dagger +5/+0 (1d4-2/19-20) or Ranged dagger (thrown) +9/+4 (1d4- 1/19-20), within 30 ft. +10/+5 (1d4-1) or Melee +1 greatsword +6/+1 (2H: 2d6-1/19- 20)	Ranged +1 impervious nimble shot light crossbow +13/+8 (1d8+1/19-20), within 30 ft. +14/+9 (1d8+2) or Melee +2 bleeding spiked gauntlet +10/+5 (1d4) or Melee dagger +8/+3 (1d4-2/19-20) or Ranged dagger (thrown) +12/+7 (1d4- 1/19-20), within 30 ft. +13/+8 (1d4-1) Melee +2 keen lifesurge greatsword +10/+5 (2H: 2d6/17- 20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Dazing Touch	Dazing Touch	Dazing Touch	Dazing Touch
Prepared Spells	Innate Spell-Like Abilities: darkness (1x/day) Enchanter (CL 2 nd): 1 st – charm person, hypnotism, moment of greatness, sleep 0 th – daze, detect magic, light, read magic	Innate Spell-Like Abilities: darkness (1x/day) Enchanter (CL 4 th): 2 nd – daze monster, fumble, qualm, touch of idiocy 1 st – charm person, hypnotism, lock gaze, moment of greatness, sleep O th – daze, detect magic, light, read magic	Innate Spell-Like Abilities: darkness (1x/day) Enchanter (CL 9 th): 5 th – feeblemind, hold monster 4 th – charm monster, daze (mass), detect scrying, geas (lesser) 3 rd – hold person (3x), rage, suggestion 2 nd – arrow eruption, compassionate ally, daze monster, fumble, qualm, touch of idiocy 1 st – cause fear, charm person, hypnotism, lock gaze, moment of greatness, sleep 0 th – daze, detect magic, light, read magic	Innate Spell-Like Abilities: darkness (1x/day) Enchanter (CL 12 th): 6 th – fumble (mass), geas/ guest, suggestion (mass) 5 th – curse of disgust, feeblemind, hold monster, mind fog 4 th – charm monster, daze (mass; 2x), detect scrying, geas (lesser) 3 rd – deep slumber, hold person (3x), rage, suggestion 2 nd – arrow eruption, compassionate ally, daze monster, fumble, qualm, touch of idiocy 1 st – cause fear, charm person, hypnotism, lock gaze, magic missile, moment of greatness, sleep O th – daze, detect magic, light, read magic
Statistics				
Ability Scores	Str 7, Dex 13, Con 9, Int 17, Wis 10, Cha 17	Str 7, Dex 13, Con 9, Int 18, Wis 10, Cha 17	Str 7, Dex 14, Con 9, Int 19, Wis 10, Cha 17	Str 7, Dex 14, Con 9, Int 20, Wis 10, Cha 17
Core Attack	Base Atk +2; CMB +0; CMD 11	Base Atk +4; CMB +2; CMD 14	Base Atk +7; CMB +5; CMD 18	Base Atk +10; CMB +8; CMD 23

	Low	⊠ Moderate	🔀 Advanced	≚ Elite
Feats	Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll	Dodge, Focused Shot, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll	Arcane Armor Training, Combat Casting, Discovery (Fast Study), Dodge, Focused Shot, Point- Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Spell Focus (Enchantment)	Arcane Armor Mastery, Arcane Armor Training, Clustered Shots, Combat Casting, Craft Magic Arms and Armor, Discovery (Fast Study), Dodge, Focused Shot, Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Spell Focus (Enchantment)
Skills	Acrobatics -2, Appraise +8, Artistry +3, Bluff +7, Climb -5, Craft (Un-trained) +3, Diplomacy +5, Disguise +3, Escape Artist -2, Fly -2, Intimi-date +11, Knowledge (Ar-cana) +9, Knowledge (Local) +8, Perform (Un- trained) +3, Profession (Soldier) +6, Ride -2, Spellcraft +8, Swim -5	Acrobatics -2, Appraise +13, Artistry +4, Bluff +7, Climb -5, Craft (Un-trained) +4, Diplomacy +5, Disguise +3, Escape Artist -2, Fly -2, Intimi-date +14, Knowledge (Ar-cana) +13, Knowledge (Geography) +9, Knowledge (Local) +11, Perform (Untrained) +3, Profession (Soldier) +9, Ride -2, Spellcraft +13, Swim -5	Acrobatics -4, Appraise +19, Artistry +4, Bluff +8, Climb -5, Craft (Un-trained) +4, Diplomacy +6, Disguise +3, Escape Artist -4, Fly -4, Intimi-date +21, Knowledge (Ar-cana) +19, Knowledge (Geography) +12, Knowledge (Local) +14, Perform (Untrained) +3, Profession (Soldier) +15, Ride -4, Spellcraft +19, Stealth -2, Swim -8	Acrobatics -4, Appraise +24, Artistry +5, Bluff +9, Climb -5, Craft (Un-trained) +5, Diplomacy +7, Disguise +3, Escape Artist -4, Fly -4, Intimi-date +26, Knowledge (Arcana) +24, Knowledge (Dungeoneering) +12, Knowledge (Engineer- ing) +14, Knowledge (Geography) +18, Knowledge (Local) +20, Perform (Untrained) +3, Profession (Soldier) +19, Ride -4, Spellcraft +24, Stealth -2, Swim -8
Languages	Common, Abyssal, Dwarven, Halfling, Infernal	Common, Abyssal, Dwarven, Halfling, Infernal, Elven	Common, Abyssal, Dwarven, Halfling, Infernal, Elven	Common, Abyssal, Dwarven, Halfling, Infernal, Elven, Gnome
Special Qualities	Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Cantrips, Darkvision, Earth Opposi-tion School, Enchanting Smile, Enchantment School, Fiendish Lan-guage, Fiendish Re-sistance, Fiendish Sor-cery, Necromancy Opposi- tion School, Skilled, Spell-Like Ability	Arcane Bond, Arcane School, Bonded Object, Bonus Feats, Bravery, Cantrips, Darkvision, Earth Opposition School, Enchanting Smile, En-chantment School, Fiend-ish Language, Fiendish Resistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability	Arcane Bond, Arcane School, Armor Training, Aura of Despair, Bonded Object, Bonus Feats, Bo-nus Feats, Bravery, Can-trips, Darkvision, Earth Opposition School, En-chanting Smile, En-chantment School, Fiend-ish Language, Fiendish Resistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability	Arcane Bond, Arcane School, Armor Training, Aura of Despair, Bonded Object, Bonus Feats, Bo-nus Feats, Bravery, Can-trips, Darkvision, Earth Opposition School, En-chanting Smile, En-chantment School, Fiend-ish Language, Fiendish Resistance, Fiendish Sor-cery, Necromancy Opposi-tion School, Skilled, Spell-Like Ability

	🔀 Low	🔀 Moderate	🔀 Advanced	imes Elite
Treasure	hat of disguise; sheath of bladestealth; greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; light crossbow; repeating crossbow bolts (10x) 82 gp	hat of disguise; sheath of bladestealth; greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; +1 light crossbow; repeating crossbow bolts (10x) 34 pp; 87 gp	hat of disguise; sheath of bladestealth; +1 greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; +2 seeking light crossbow; repeating crossbow bolts (10x); agile breastplate square emerald (186 gp); 52 pp; 120 gp	hat of disguise; sheath of bladestealth; +2 keen lifesurge greatsword; dagger (5x); masterwork amulet; soldier's uniform; spellbook; +1 impervious nimble shot light crossbow; +3 repeating crossbow bolts (10x); +2 bleeding spiked gauntlet; +3 agile half- plate armor of insight (+3 AC) oval-cut amethyst (36 gp); triangle-cut ruby (172 gp); 60 pp; 82 gp
Magic				
Spells per Day	Enchanter (CL 2 nd): 4+0/3+1/0/0/0/0/ 0/0/0 DC 14 + spell level	Enchanter (CL 4 th): 4+0/4+1/3+1/0/0/ 0/0/0/0 DC 15 + spell level	Enchanter (CL 9 th): 4+0/5+1/5+1/4+1/ 3+1/1+1/0/0/0 DC 15 + spell level	Enchanter (CL 12 th): 4+0/6+1/5+1/5+1/ 4+1/4+1/2+1/0/0 DC 16 + spell level
💟 Attitude Track	er			
Starting Attitude: 14 (In	different)			
1 2 3 4 5			8 19 20 21 22 23 24	4 25 26 27 28 29
hostile	Unfriendly	J Indifferen	t Friendly	helpful

Table 13: Attitude Modifiers for Debran Ormrick

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Name	Condition	Effect	Notes
Commerce	Outright bribe	+1 per 100 gp given	Maximum effect +5 for 500 gp
Conversation	Each successful skill check in conversation	-1	Debran will get more concerned about the party as they are more successful at getting him to reveal information
Conversation	Question how he's in the Militia given his lack of physical prowess	-2	Debran does not take this slight personally; he simply thinks less of the party for having asked it
Extant	Party contains any members whose Intelligence or Wisdom scores are above 16	+1 per point above 16	Stacks across PCs and Ability Scores. For example, if the party contains a Wizard with an INT of 20, and a Cleric with an INT of 17 and a WIS of 18, the total Attitude Mo- di-fier here is +7.
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

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Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1

Aura of Despair (Su) You can emit a 30-foot aura of despair for 12 rounds per day. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in

exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Bravery (Ex) You gain a +1 bonus to Will saves against fear effects.

Cantrips You can prepare a number of cantrips, or o-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dazing Touch (Sp) You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more than 12 hit dice are unaffected. You may use this ability 8 times per day.

Earth Opposition School You have chosen earth spells as an opposition school. Preparing an earth spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an earth spell as a prerequisite.

Enchanting Smile (Su) You gain a +4 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks.

Enchantment School You have chosen to specialize in enchantment spells.

Fiendish Language (Ex) Tieflings speak either Abyssal or Infernal.

Fiendish Resistance (Ex) Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery (Ex) Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Resistance to Cold (Ex) You may ignore 5 points of Cold damage each time you take cold damage.

Resistance to Electricity (Ex) You may ignore 5 points of Electricity damage each time you take electricity damage.

Resistance to Fire (Ex) You may ignore 5 points of Fire damage each time you take fire damage.

Skilled (Ex) Tieflings have a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability (Sp) Tieflings can use darkness 1/day as a spell-like ability.

🗲 Feats

Arcane Armor Mastery You have mastered the ability to cast spells while wearing armor. As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 20% for any spells you cast this round. This bonus replaces, and does not stack with, the bonus granted by Arcane Armor Training.

Arcane Armor Training You have learned how to cast spells while wearing armor. As a swift action, reduce the arcane spell failure chance due to the armor you are wearing by 10% for any spells you cast this round.

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Craft Magic Arms and Armor You can create magic armor, shields, or weapons. You can create magic weapons, armor, or shields. Enhancing a weapon, suit of armor, or shield takes 1 day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must use up raw materials costing half of this total price. See the magic item creation rules in Chapter 15 for more information. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item in the first place.

Discovery (Fast Study) You can prepare all your spells in 15 minutes. Normally, a wizard spends 1 hour preparing all of his spells for the day, or proportionately less if he only prepares some spells, with a minimum of 15 minutes of preparation. Thanks to mental discipline and clever mnemonics, you can prepare all of your spells in only 15 minutes, and your minimum preparation time is only 1 minute.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Focused Shot Your anatomical insight adds deadliness to your shots. As a standard action, you may make an attack with a bow or crossbow and add your Intelligence modifier on the damage roll. You must be within 30 feet of your target to deal this extra damage. Creatures immune to critical hits and sneak attacks are immune to this extra damage.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Enchantment) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

📽 Habits and Logistics

During daylight hours, **Debran** will likely be somewhere in the **Garrison/Barracks**, tending to business and duties. Most of his duties involve bookkeeping, but occasionally he will consult with others in the Militia, discussing materials needs with the armsmaster, for example. Some (**15%**) of his time is spent at the **Town Square**, shopping for supplies.

At night, the tiefling typically hits the **Tavern**, or stays in to finish work before the next day. Like most in the Militia, he sleeps in common quarters in the **Barracks**.

Background

Debran's gifted skimming is to a higher, or at least greater, purpose: a brothel of growing repute in a town a few day's ride from **Berinncorte**.

Though this establishment—and the town in which it sits are beyond the scope of this adventure, the GM may wish to note that despite its tradecraft, the brothel is a well-intentioned establishment that treats its employees well, giving them training in skills beyond the realm of their immediate purpose. The tiefling's involvement is to help things improve, both for the brothel, its employees, and its city.

In the Obelisk Attack

Debran survives the attack unscathed. His background and nature make him well-suited to the sudden attack, and although he tends to be a better bookkeeper and politician than combatant, he is of great assistance during the fighting that emerges after the **Obelisk Eruption**.

Conversation

What do you think of Berinncorte?

🗹 "A fine city, with, of course, a robust and effective militia."

Do you know anything about the strife between Zugul and Sheergath?

Getween law and chaos? Or between these two churches? Or the buildings? Or do you mean between Cannock and Larissa? Because those are all quite separate questions, I'm afraid. Ultimately, no matter which of those you think you mean, you're really asking about law versus chaos. And although I have my own views on the matter, to be sure, I'm not so certain that's why you're asking. I don't think the matter will be resolved in our time... but what plays out in Berinncorte may signal a broader change in the realm. Who can say?"

What do you think of the Mayor and the government?

She likes law and order, so she keeps us employed. But the general populace, I'm not so sure they *do* like law and order, so we're not just employed, we're busy. Hey, there are worse lives."

Tell me about being treasurer.

"It's about what you'd expect—facts and figures, numbers, that sort of thing. I'm no stranger to magic, but I've yet to find the spell that makes it any easier. Maybe a *read magic* spell? Hm, maybe that would help with accounting. I'm joking, but now that I say that aloud, I might even try it later. With me in the books and everyone else out there on the streets actually doing real work, you can imagine how rarely I get to cast spells!"

Do you do any... other sorts of work on the side?

"What an interesting question. It's even more interesting that you're asking it of a member of the town Militia. You know, I've been in some towns where merely asking that sort of question of the wrong people could get you arrested." *He laughs heartily.* "Though not here, of course."

Denzys (Preacher of Sheergath

CR 3; **XP** 800

Description

He and **Larissa the Elder** maintain a loose flock of between 10-50 brethren, depending on how things are going: in a bad economy, his numbers surge. Things are fairly good now, but even small numbers of his disciples rankle at the perceived order and lawfulness of the town. In particular, **Mayor Symms** and her perfectionist approach to running the town irritate the **Preacher**; he views her and the **High Priest** as being in cahoots... and if pressed, insinuates that he believes the two to be having an affair.

Appearance

A grim man with little smile, his face seems persistently caught mid-smirk, as though **Denzys** has just now figured out a way to get the better of you... a secret that he plans to lord over you in ways that work to his will. He's a fine orator, and a motivational leader, but only to those whose predilections already lean toward his faith and its aims. With a bit of early-onset male-pattern baldness, he's chosen to shave his head entirely, save for a bit of scruff around each ear—this makes him seem both older than he actually is, and (because it suits his head shape ill) less wise as a result.

🆧 Combat Tactics

Denzys is willing to fight, and at times, feels like he's itching for one. But when faced with an option, he'll tend to bluff, sabre-rattling as a means of intimidation, but ultimately keeping his weapon sheathed in favor or a more diplomatic solution. Defense of his church, innocents, or of anyone else, doesn't really motivate him from a life-and-death standpoint... save for **Mayor Symms**, whom he will defend to the death if circumstances present themselves that way. He's gruff bravado, with little actual hands-on experience to back it up.



Factions

Sheergath Temple, as its main Preacher, and effectively its second-in-command behind **Larissa**.

Over the years, he's been tempted toward more nefarious groups, but has sworn allegiance to none of them.

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	🔀 Low	🔀 Moderate	🔀 Advanced	≚ Elite
👤 General				
CR / XP	CR 3; XP 800	CR 8; XP 4,800	CR 14; XP 38,400	CR 17; XP 102,400
Sex / Race	Male Human; CG Mediu	m humanoid (human)		
Class	Cleric 4	Cleric 9	Cleric 15	Cleric 18
Initiative	+1	+1	+5	+5
Senses	Perception +2	Perception +7	Perception +17	Perception +22
Defense				
Armor Class	AC 12, touch 12, ff 10 (+1 Dex, +1 dodge)	AC 15, touch 12, ff 13 (+1 Dex, +1 dodge, +3 <i>leather armor</i> +1)	AC 17, touch 12, ff 15 (+1 Dex, +1 dodge, +5 studded leather armor +2)	AC 20, touch 12, ff 18 (+1 Dex, +1 dodge, +8 chain shirt +4)
hp / HD	33 (4d8)+10	77 (9d8)+25	125 (15d8)+37	144 (18d8)+43
Saves	Fort +6, Ref +2, Will +6	Fort +10, Ref +6, Will +11	Fort +13, Ref +8, Will +14	Fort +15, Ref +9, Will +17
Defensive Abilities				
S Offense		-	-	
Movement	Speed 30 ft.	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.
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Contraction of the second	and the second				
and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite	
Attacks	Melee morningstar +3 (1d8) or	Ranged sling +7 (1d4) or	Ranged sling +12 (1d4) or	Ranged sling +14 (1d4) or	
A STREET	Ranged sling +4 (1d4)	Melee +2 morningstar +8/+3 (1d8+2)	Melee anarchic +2 morningstar	Melee +3 flaming burst morningstar	
			+13/+8/+3 (1d8+2/19- 20)	+16/+11/+6 (1d8+3/19-20)	
Space / Reach					
Prepared Spells	Cleric (CL 4 th): 2nd - calm emotions, darkness, enthrall 1st - doom, inflict light wounds, obscuring mist, summon monster I oth - detect magic, light, read magic, resistance	Cleric (CL 9 th): 5th – scrying 4th - cure critical wounds, discern lies 3rd - cure serious wounds, remove curse, remove disease, searing light 2nd - calm emotions, cure moderate wounds, darkness, enthrall, hold person 1st - detect law, doom, inflict light wounds, obscuring mist, summon monster I oth - detect magic, light , read magic, resistance	Cleric (CL 15 th): 7th - destruction, word of chaos 6th - banishment, heal, undeath to death 5th - cure light wounds (mass), holy ice, pillar of life, scrying 4th - chaos hammer, cure critical wounds, discern lies, magic weapon (greater) 3rd - cure serious wounds, remove curse, remove disease, searing light, summon monster III 2nd - calm emotions, cure moderate wounds, darkness, enthrall, hold person 1st - detect law, doom, inflict light wounds, obscuring mist, summon monster I oth - detect magic, light, read magic, resistance	Cleric (CL 18 th): 8th - cure critical wounds (mass), fire storm, holy aura 7th - destruction, regenerate, word of chaos 6th - banishment, heal, summon monster VI, undeath to death 5th - cure light wounds (mass), holy ice, pillar of life, scrying 4th - chaos hammer, cure critical wounds, discern lies, forceful strike, magic weapon (greater) 3rd - cure serious wounds, remove curse, remove disease, searing light, summon monster III 2nd - calm emotions, cure moderate wounds, darkness, enthrall , hold person 1st - detect law, doom, inflict light wounds, obscuring mist, summon monster I oth - detect magic, light, read magic, resistance	
E Statistics			·		
Ability Scores	Str 11, Dex 13, Con 15, Int 15, Wis 15, Cha 12	Str 11, Dex 13, Con 15, Int 15, Wis 16, Cha 12	Str 11, Dex 13, Con 15, Int 15, Wis 17, Cha 12	Str 11, Dex 13, Con 15, Int 15, Wis 18, Cha 12	
Core Attack	Base Atk +3; CMB +3; CMD 15	Base Atk +6; CMB +6; CMD 18	Base Atk +11; CMB +11; CMD 23	Base Atk +13; CMB +13; CMD 25	
Feats	Deceitful, Dodge, Endurance	Deceitful, Dodge, Endurance, Great Fortitude, Iron Will, Lightning Re-flexes	Deceitful, Dodge, Endurance, Great Fortitude, Improved Critical (Morn- ingstar), Improved Initia-tive, Iron Will, Lightning Reflexes, Turn Undead	Deceitful, Dodge, Endurance, Great Fortitude, Heroic Will, Improved Critical (Morningstar), Improved Initiative, Iron Will, Lightning Reflexes, Turn Undead	

and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
Skills	Acrobatics +2, Appraise +2, Artistry +2, Bluff +7, Craft (Untrained) +2, Diplomacy +6, Disguise +5, Escape Artist +1, Fly +1, Heal +7, Intimidate +5, Knowledge (History) +8, Knowledge (Religion) +9, Perception +2, Per- form (Untrained) +1, Ride +1, Sense Motive +2, Stealth +1,	Acrobatics +4, Appraise +2, Artistry +2, Bluff +9, Craft (Untrained) +2, Diplomacy +8, Disguise +6, Escape Artist +1, Fly +1, Heal +12, Intimidate +7, Knowledge (History) +11, Knowledge (Reli-gion) +14, Perception +7, Perform (Untrained) +1, Ride +1, Sense Motive +3, Stealth +1, Survival +3	Acrobatics +2, Appraise +2, Artistry +2, Bluff +11, Climb -3, Craft (Un-trained) +2, Diplomacy +10, Disguise +9, Escape Artist -2, Fly -2, Heal +16, Intimidate +11, Knowledge (History) +15, Knowledge (Religion) +20, Perception +17, Per- form (Untrained) +1, Ride -2, Sense Motive +3, Stealth -2, Survival	Acrobatics +2, Appraise +2, Artistry +2, Bluff +15, Climb -3, Craft (Un-trained) +2, Diplomacy +10, Disguise +9, Escape Artist -2, Fly -2, Heal +19, Intimidate +13, Knowledge (History) +19, Knowledge (Religion) +23, Perception +22, Per- form (Untrained) +1, Ride -2, Sense Motive +4, Stealth -2, Survival		
San and a triat	Survival +2		+3, Swim -3	+4, Swim -3		
Languages	Common, Abyssal, Dwar					
Special Qualities	Special QualitiesAura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/ day), Orisons, Skilled, Spontaneous CastingAura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/ day), Orisons, Skilled, Spontaneous CastingTreasuremorningstar; cleric's vestments; sling bullets (20x); sling 12 gpmorningstar +2; cleric's vestments; leather armor +1; sling bullets (20x); sling 34 gp		Chan-nel Positive Chan- Energy (-1d6, DC 9, 4/ day), Orisons, Skilled, day),	Aura, Bonus Feat, Chan-nel Positive Energy (-1d6, DC 9, 4/ day), Orisons, Skilled, Spontaneous Casting		
Treasure			anarchic +2 morningstar; cleric's vestments; studded leather armor +2; sling bullets (20x); sling 67 gp	+3 flaming burst morningstar; cleric's vestments; chain shirt +4; sling bullets (20x); sling 137 gp		
Nagic						
Spells per Day	Cleric (CL 4 th): 4 / 4 / 3 / 0 / 0 / 0 / 0 / 0 / 0 DC: 13+spell level	Cleric (CL 9 th): 4 / 5 / 5 / 4 / 2 / 1 / 0 / 0 / 0 DC: 14+spell level	Cleric (CL 15 th): 4 / 5 / 5 / 5 / 4 / 4 / 3 / 2 / 1 DC: 14+spell level	Cleric (CL 18 th): 4 / 5 / 5 / 5 / 5 / 4 / 4 / 3 / 3 DC: 15+spell level		
Attitude Track	er					

Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 14: Attitude Modifiers for Denzys

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	Name	Condition	Effect	Notes
	Conversation	Mention the "Yelling to Yes" book (p 209) found at the Library	+2	-
	Commerce	Try to give the "Yelling to Yes" book to Denzys	+5	Denzys suspects that the book comes from the Library, but does not care, and will accept it as a gift.
	Conversation	Engage in conversation	+2	-
	Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
-	Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
	Conversation	PCs threaten violence	-5	-

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Bonus Feat Humans select one extra feat at 1st level.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 9 Will save to halve the damage. You can use this ability 4 times per day.

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

💈 Feats

Deceitful You are skilled at deceiving others, both with the spoken

word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws. **Heroic Will** Your indomitable will breaks free from mental shackles. Once per day as a standard action, you may attempt a new saving throw against a harmful condition requiring a Will save that is affecting you. If you are dominated, controlled, or cannot take an action because of the effect against which you are trying to make a new saving throw, you can make this saving throw at the start of the turn as no action, but on a success, your turn ends. You cannot use this feat to remove instantaneous effects, effects that do not require a Will save, or effects that do not allow a saving throw.

Improved Critical (Morningstar) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Turn Undead Calling upon higher powers, you cause undead to flee from the might of your unleashed divine energy. You can, as a standard action, use one of your uses of channel positive energy to cause all undead within 30 feet of you to flee, as if panicked. Undead receive a Will save o to negate the effect. Undead that fail their save flee for 1 minute. Intelligent undead receive a new saving throw each round to end the effect. If you use channel energy in this way, it has no other effect (it does not heal or harm nearby creatures).

📽 Habits and Logistics

During daylight hours, **Denzys** will be in the **Sheergath Temple**, tending to the business of the church or conferring with **Larissa** and/or **Unglar**.

At night, **Denzys** moves about quite a bit: he might (**30**%) be at the **1 Tavern**; he may (**30**%) be at the **1 Gardens**; and he may instead (**40**%) be at the **1 Sheergath Temple** finishing his work.

Background

In truth, he himself is attracted to the **Mayor**, though this inclination is not reciprocated. As children, he propositioned her, and she gave him the "let's just be friends" response. Although certainly not the sole reason he is **Chaotic Neutral** today, it certainly steered him on that course.

9 In the Obelisk Attack

Completely unharmed in the attack, as is his entire building and anyone in attendance. He laments the death of the **Mayor**, but sees it as a sign that his God disliked the order that was imposed, and supports he and his followers in their endeavors. His fervor doubles after the attack

Conversation

What do you think of Berinncorte?

✓ "Wicked little town. Seems quite orderly, right? But under the surface... there's all manner of man, seething and itching to cause trouble. It's the natural order of things, this chaos... but the oppressive rule of law makes it worse, stifles it, bottles it up, until it just comes out anyway. And far worse, than if folk were simply let to be as they so clearly are."

Do you know anything about the strife between Zugul and Sheergath?

Why, yes, I do know a bit about that, seeing as how I'm one-half of the problem, right? In truth, I'd lay the dragon's share of the blame on the goodly folks across the square; Zugul's got too much pull with the Mayor by half, and it's not for the better. You take your average man or woman on the street, a farmer, a butcher, anyone, and they'll be fine with not getting robbed, that's true... but they'll rankle at the rule of law as Symms makes it."

What do you think of the Mayor and the government?

She's...well, I'm not one for snide words at the expense of another. But she's not got her head on straight about the town, and she over-uses the Militia like it's her little toy for keeping folk in line. You ask me... well, I've said too much already."

Diplomacy or **Sense Motive** check at DC 14:

"If I'm to be honest with you, I've been thinking there's a fairly straightforward explanation for the favor Symms gives the Militia... she might be having an affair with their master Tansden. But hey, I've no evidence of that. Seems possible, though; see the way she looks at him."

Tell me about being a preacher.

Ah, it's glorious, preaching true words to receptive folk. Nothing quite so glorious as speaking truth to the masses, and I'm damned good at it, which just makes it better. Plus, no bad thing working with someone like Larissa, right? Wow."

Do you do any... other sorts of work on the side?

"I've no time! And though I've plenty of inclination to pick up some work on the side, you know I've a quite impressive set of skills, there's just no need—I get all the satisfaction I require just by preaching the word of Sheergath."

A PC of a **Chaotic** alignment, making a **Diplomacy** check at DC 20:

▲ "I'd never use the word 'revolution', you understand that's a loaded term, and one likely to get you in trouble. But I'd be surprised if nothing changes in this town, sometime soon. There's just too much oppression, too little understanding, and too little regard for the common man in this city. Something's going to happen, that much I'm sure of."

Dimblegruffe (Blacksmith)

CR 1; **XP** 400

Description

Berinncorte's resident blacksmith is a dwarf of no mean skill, who plies her trade day and night. Adventurers, common folk in need of tools, and of course the town Militia—**Dimblegruffe** serves all comers, and her work is renowned even outside the city's immediate area.

Appearance

She's got greasy dimples and is gruff—which is pretty much how she got her name. With a bit of a misspelling when her parents logged her name in her home village's records; her mother told **Dimblegruffe** it was a smudge, from tears at how beautiful **Dimblegruffe** was. In truth, it was drops of ale from her father's beard, having celebrated the birth a bit too much the night before.

🆧 Combat Tactics

Factions

She's technically a member of the Order Mechanique, but

<image>

hasn't attended a meeting or contributed **tribute** to them for a few years. They don't really call her on it, primarily because **Berinncorte** is low-tech and low-magic and therefore judged to be a bit out of the epicenter of things.

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1; XP 400	CR 9; XP 6,400	CR 15; XP 51,200	CR 17; XP 102,400
Sex / Race	Female Dwarf; CG Medi	um humanoid (dwarf)		
Class	Fighter 2	Fighter 8 / Warrior 2	Fighter 8 / Warrior 5 / Expert 3	Fighter 10 / Warrior 5 / Expert 3
Initiative	+0	+0	+0	+0
Senses	Perception +0; Darkvision 60'	Perception +2; Darkvision 60'	Perception +12; Darkvision 60'	Perception +12; Darkvision 60'
Defense				
Armor Class	AC 14, touch 10, ff 14 (+4 chain shirt)	AC 15, touch 10, ff 15 (+5 <i>chain shirt</i> +1)	AC 17, touch 10, ff 17 (+7 chain shirt +3)	AC 20, touch 11, ff 20 (+1 deflection, +10 <i>breastplate</i> +3)
hp / HD	20 (2d10+4)	83 (8d10)+(2d10)+20	119 (8d10) + (5d10) + (3d8) + 32	135 (10d10) + (5d10) + (3d8) + 36
Saves	Fort +5, Ref +0, Will +0	Fort +11, Ref +4, Will +4	Fort +13, Ref +6, Will +8	Fort +14, Ref +7, Will +9
	+1 Will vs. fear; +2 vs. poision, spells, and spell-like abilities	+2 Will vs. fear; +2 vs. poision, spells, and spell-like abilities	+2 Will vs. fear; +2 vs. poision, spells, and spell-like abilities	+3 Will vs. fear; +2 vs. poision, spells, and spell-like abilities
S Offense				

Movement Speed 20 ft.

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and the states	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite			
Attacks	Melee dwarven waraxe +4 (1d10+2/ x3) or Melee shortsword +4 (1d6+1/19-20)	Melee shortsword +12 (1d6+1/19-20) or Melee +2 dwarven waraxe +16/+11 (1d10+4/x3)	Melee shortsword +17 (1d6+1/19-20) or Melee +2 shock dwarven waraxe +21/+16/+11 (1d10+4+1d6 electricity/x3)	Melee shortsword +19 (1d6+1/19-20) or Melee +3 flaming dwarven waraxe +25/+20/+15/+10 (1d10+6+1d6 fire/x3)			
Space / Reach	Space 5 ft.; Reach 5 ft.						
Statistics	E Statistics						
Ability Scores	Str 14, Dex 10, Con 14, Int 11, Wis 11, Cha 8	Str 14, Dex 10, Con 14, Int 11, Wis 11, Cha 10	Str 15, Dex 10, Con 15, Int 11, Wis 11, Cha 10	Str 15, Dex 10, Con 15, Int 11, Wis 11, Cha 10			
Core Attack	Base Atk +2; CMB +4; CMD 14 (18 vs. bullrish or trip)	Base Atk +10; CMB +12; CMD 22 (26 vs. bullrish or trip)	Base Atk +15; CMB +17; CMD 27 (31 vs. bullrish or trip)	Base Atk +17; CMB +19; CMD 30 (34 vs. bullrish or trip)			
Feats	Armor Proficiency, Heavy, Intimidating Prowess, Quick Draw	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Combat Reflexes, Greater Weapon Focus (Waraxe (Dwarven)), Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Waraxe (Dwarven))	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Blind-Fight, Bludgeoner, Catch Off-Guard, Combat Reflexes, Greater Weap-on Focus (Waraxe (Dwarven)), Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency, Weapon Focus (Waraxe (Dwarven))	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Blind-Fight, Bludgeoner, Catch Off-Guard, Combat Reflexes, Critical Focus, Greater Weapon Focus (Waraxe (Dwarven)), Improved Iron Will, In-timidating Prowess, Iron Will, Lightning Reflexes, Lunge, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency, Weapon Focus (Waraxe (Dwarven))			
Skills	Acrobatics -2, Bluff -1, Craft (Armor) +4, Craft (Blacksmithing) +5, Craft (Weapons) +4, Diploma-cy -1, Disguise -1, scape Artist -2, Fly -2, Intimidate +1, Perform (Untrained) -1, Ride -2, Stealth -2	Climb +2, Craft (Armor) +12, Craft (Blacksmithing) +11, Craft (Weapons) +13, Intimidate +2, Perception +2, Sense Motive +2, Swim +2	Climb +2, Craft (Armor) +19, Craft (Blacksmithing) +16, Craft (Weapons) +19, Intimidate +2, Perception +12, Sense Motive +2, Swim +2	(Dwarven)) Acrobatics -1, Climb +1, Craft (Armor) +21, Craft (Blacksmithing) +19, Craft (Weapons) +19, Escape Artist -1, Fly -1, Intimidate +2, Perception +12, Ride -1, Sense Motive +2, Stealth -1, Swim +1			
Languages	Common, Dwarven						
Special Qualities	Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training			

Ser al	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Treasure	dwarven waraxe; shortsword; chain shirt 62 gp	+2 dwarven waraxe; +1 chain shirt; shortsword 128 gp	+2 shock dwarven waraxe; +3 chain shirt; shortsword 34 pp; 109 gp	+3 flaming dwarven waraxe; +3 breastplate (w/+1 deflection AC bonus); shortsword 62 pp; 120 gp; 89 sp

💟 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 15: Attitude Modifiers for Dimblegruffe

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)

	Name	Condition	Effect	Notes
	Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
100	Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
	Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
	Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
	Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 2 and increase the maximum Dexterity bonus allowed by your armor by +2

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups,

gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +1 Hammers +2

Feats

Strength-based skill checks.

Strength-based skill checks.

that skill.

blinded.

weapon.

instrument.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for

Armor Proficiency, Heavy You are skilled at wearing heavy armor.

When you wear a type of armor with which you are proficient, the

armor check penalty for that armor applies only to Dexterity- and

Armor Proficiency, Light You are skilled at wearing light armor.

When you wear a type of armor with which you are proficient, the

armor check penalty for that armor applies only to Dexterity- and

Armor Proficiency, Medium You are skilled at wearing medium

proficient, the armor check penalty for that armor applies only to

armor. When you wear a type of armor with which you are

Blind-Fight You are skillled at attacking opponents that you

percentile roll one time to see if you actually hit. An invisible

doesn't get the usual +2 bonus for being invisible. The invisible

cannot clearly perceive. In melee, every time you miss because

of concealment (see Chapter 8), you can reroll your miss chance

attacker gets no advantages related to hitting you in melee. That is,

you don't lose your Dexterity bonus to Armor Class, and the attacker

attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while

Bludgeoner You can knock foes out cold with just about any blunt

You take no penalty on attack rolls for using a lethal bludgeoning

weapon to deal nonlethal damage. [Normal] You take a -4 penalty

on attack rolls when using a lethal weapon to deal nonlethal damage.

You cannot use a lethal weapon to deal nonlethal damage in a sneak

attack. [Special] A rogue with this feat can use a lethal bludgeoning

unorthodox and improvised weapons. You do not suffer any penalties

for using an improvised melee weapon. Unarmed opponents are

flat-footed against any attacks you make with an improvised melee

Combat Reflexes You can make additional attacks of opportunity.

You may make o additional attacks of opportunity per round. With

this feat, you may also make attacks of opportunity while flat-

weapon to deal nonlethal damage with a sneak attack.

Catch Off-Guard Foes are surprised by your skilled use of

Dexterity- and Strength-based skill checks.

footed. **Critical Focus** You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Greater Weapon Focus (Waraxe (Dwarven)) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Iron Will Your clarity of thought allows you to resist

mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lunge You can strike foes that would normally be out of reach. You can increase the reach of your melee attacks by 5 feet until the end of your turn by taking a -2 penalty to your AC until your next turn. You must decide to use this ability before any attacks are made.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Waraxe (Dwarven)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛚 Treasure

In addition to the gear and gold described above, note that as the sole proprietress of her shop, if **Dimblegruffe** is slain, the offending party will have complete access to her wares.

🛿 Habits and Logistics

During daylight hours, **Dimblegruffe** will be in her shop, working. She rarely goes inside her building except to fetch supplies; products completed that day stay out on her workbench until nightfall, both as an example of her craft and so she can perform a quick visual tally of work finished.

At night, the blacksmith will retire to her personal quarters. Occasionally (**15%**), she will have a drink or two at the **Tavern** before retiring for the night.

Background

A fighter by nature, she longs to go back to the life of adventuring she gave up to have a more stable, sensible income. The longer she stays at her current task, however, the more she realizes the delight in the profession, and although "delight" is hardly a word that most would use to describe her demeanor, she takes quiet joy in the execution of her job.

9 In the Obelisk Attack

Dimblegruffe is at her forge when the Obelisk Eruption

occurs. Debris is flung into her face, which leaves her blind in the left eye; she nevertheless picks up some weapons and joins the fray, defending townsfolk against the onslaught of chaotic and undead forces.

Conversation

What do you think of Berinncorte?

"It's fine. It's got lots of people who need tools. Only some want weapons and armor, and fewer still *need* them.
But I can't complain. Business is good. I've a great view of the Square from here."

Do you know anything about the strife between Zugul and Sheergath?

• "Don't really care. Religious zealots are only useful to a woman in my profession when they take up arms against one another... don't think they're there yet, but if they get there, want to guess who'll provision them for it? Both sides. I'm neutral. Equally profitable. Though Zugul folks tend to have more gold, they also tend to be jerks."

What do you think of the Mayor and the government?

Symms is fine. 'Trust' is a strong word, but I've seen far worse in positions of power."

Do you do any... other sorts of work on the side?

Stranger, I've got more work than I can handle. See any other smiths in town? No? Well, then, that means I've all the metal-working business of the whole city, now don't it?"

▲ **Diplomacy** or **Sense Motive** check at DC 18 with either of the above two questions:

Symms and I, we've an agreement. If business is slow, I still produce—and it all goes to her. Stockpiling arms and armor and tools and equipment. She'll buy anything I can make, and she'll buy as much as I can get her. Don't know what she's doing with it. But her coin is good, and even so, she seems a decent sort."

Tell me about being a blacksmith.

▲ "Hammer, forge, bend, sand, polish, sheath, sell. It's repetitive work, but never dull." *The dwarf offers a rare smile, barely a hint of upturned corners of her mouth.* "Get it?"

Dominika Symms (Mayor of Berinncorte)

CR 6; **XP** 2,400

Description

A former adventurer, **Mayor Symms** only leads **Berinncorte** because nobody else will... and her prickly approach to things demands perfection. She's concerned about the state of the lower-class residential neighborhoods; if asked about the church disputes she shrugs and claims it's an ecclesiastical issue that she wants no part of and has no role in.

1 Appearance

Symms is a tall, imposing woman, lithe and powerful. She has shoulder-length straight black hair and is missing her left earlobe; her businesslike demeanor and position of power have meant that it's incredibly rare for anyone to ask her about this, and when asked, she likes to glare the questioner down until they change the subject on their own. In truth, it's an emotionally-painful reminder of her failure to her lover during her adventuring days. Her eyes are a bit sunken, her cheekbones high—but not pronounced enough to grant her the distracting comeliness of her fairer rivals. Hers is a stark, intimidating form of beauty, and she likes it that way—it forces those who deal with her to see her first as an administrator, second as a woman.

🖧 Combat Tactics

The **Mayor** will engage with anyone who threatens herself, her city, or her townsfolk in a serious manner. She's a politician, though, and would much prefer to talk over any conflict or perceived conflict. During combat, if fighting someone who seems as though they might be reasoned with, she will attempt to talk them down.

As GM, it's up to you how this comes across, based on the particular nature of the conflict that started the fight. Against mindless creatures or clear, unequivocal threats, however (e.g., the defenders of the **Obelisk** later in the adventure), she will fight to the death, with her main priority



being to save as many townsfolk as possible in so doing.

Factions

Berinncorte government, perhaps obviously.

Briefly, at the start of her adventuring career, she was a member of **Mace and Blade**.

and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400	CR 17; XP 102,400
Sex / Race	Female Human; LN Med	ium humanoid (human)		
Class	Fighter 5 / Aristocrat 2	Fighter 7 / Aristocrat 4	Fighter 10 / Aristocrat 5	Fighter 13 / Aristocrat 5
Initiative	+2	+2	+2	+2
Senses	Perception +10	Perception +17	Perception +21	Perception +23
Defense				
Armor Class	AC 19, touch 13, ff 16 (+2 Dex, +1 dodge, +6 chainmail)	AC 20, touch 13, ff 17 (+2 Dex, +1 dodge, +7 breastplate +1)	AC 24, touch 14, ff 21 (+2 Dex, +1 dodge, +1 deflection, +11 half- plate armor +2 w/+1 Deflection AC bonus)	AC 25, touch 13, ff 22 (+2 Dex, +1 dodge, +12 <i>righteous full plate ar-</i> <i>mor</i> +3)
hp / HD	49 (5d10)+(2d8)+7	87 (7d10)+(4d8)+11	111 (10d10)+(5d8)+15	129 (13d10)+(5d8)+18
Saves	Fort +5, Ref +3, Will +4 +1 Will vs. fear	Fort +7, Ref +7, Will +6 +2 Will vs. fear	Fort +9, Ref +8, Will +9 +3 Will vs. fear	Fort +10, Ref +9, Will +10 +3 Will vs. fear
S Offense				

State of the local division in the local div	A CONTRACT OF	Carlos and a second second	and the second se	the other designed as an in the		
a starter	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
Movement	Speed 30 ft.					
Attacks	Melee +1 greatsword +11/+6 (2H: 2d6+6/19- 20) or Melee shortsword +9/+4 (1d6+3/19-20) or Melee masterwork silver dagger +10 (1d4/19-20) or Ranged masterwork silver dagger (thrown) +9/+4 (1d4+2/19-20)	Melee +2 greatsword +16 (2H: 2d6+7/19- 20) or Melee +1 short sword +14/+9 (1d6+4/19-20) or Melee +2 dagger +15/+10 (1d4+5/19- 20) or Ranged +2 dagger (thrown) +14/+9 (1d4+5/19-20)	Melee +2 axiomatic greatsword +20/+15/+10 (2H: 2d6+8/19-20) or Melee +1 short sword +18/+13/+8 (1d6+5/19-20) or Melee +2 dagger +19/+14/+9 (1d4+6/19-20) or Ranged +2 dagger (thrown) +18/+13/+8 (1d4+6/19-20) or Melee gauntlet +16/+11/+6 (1d3+3)	Melee +3 axiomatic greatsword +25/+20/+15/+10 (2H: 2d6+10/17-20) or Melee +1 short sword +22/+17/+12/+7 (1d6+6/19-20) or Melee +2 dagger +23/+18/+13/+8 (1d4+7/19-20) or Ranged +2 dagger (thrown) +22/+17/+12/+7 (1d4+7/19-20) or Melee gauntlet +19/+14/+9/+4 (1d3+3)		
pace / Reach	Space 5 ft.; Reach 5 ft.					
Statistics						

Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 12	Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 13	Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 14	Str 16, Dex 14, Con 12, Int 12, Wis 10, Cha 15
Core Attack	Base Atk +6; CMB +9; CMD 22	Base Atk +10; CMB +13; CMD 26	Base Atk +13; CMB +16; CMD 30	Base Atk +16; CMB +19; CMD 32
Feats	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Combat Reflexes, Dodge, Fleet, Martial Weapon Proficiency, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Combat Reflexes, Dodge, Fleet, Improved Lightning Reflexes, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Quick Draw, Shield Profi-ciency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Cleave, Combat Reflexes, Dodge, Fleet, Great Cleave, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Power Attack, Quick Draw, Shield Profi-ciency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Dodge, Fleet, Great Cleave, Improved Critical (Greatsword), Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Power Attack, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Throw Anything, Tower Shield Proficiency

and the second second				
	🔀 Low	🞽 Moderate	🖄 Advanced	≚ Elite
Skills	Acrobatics -2, Appraise	Acrobatics +1,	Acrobatics -2, Appraise	Appraise +1, Artistry
Contraction of the	+1, Artistry +1,	Appraise +1, Artistry	+1, Artistry +1,	+1, Bluff +2, Climb
And the second	Bluff +1, Climb +6,	+1, Bluff +1, Climb	Bluff +2, Climb +6,	+8, Craft (Untrained)
A CONTRACTOR OF THE OWNER	Craft (Un-trained)	+9, Craft (Un-trained)	Craft (Un-trained)	+1, Diploma-cy
Party in the second of	+1, Diplomacy +11,	+1, Diplomacy +15,	+1, Diplomacy +24,	+27, Disguise +2,
the second s	Disguise +1, Escape	Disguise +1, Escape	Disguise +2, Escape	Heal +3, Intimidate
	Artist -2, Fly -2,	Artist +1, Fly +1,	Artist -2, Fly -2,	+9, Knowledge
	Heal +1, Intimidate +6, Knowledge	Heal +2, Intimidate +6, Knowledge	Heal +3, Intimidate +9, Knowledge	(Geography) +8, Knowledge (Local)
The state of the second	(Geography) +5,	(Geography) +6,	(Geography) +6,	+21, Knowledge
The state of the state of the	Knowledge (Local) +9,	Knowledge (Local)	Knowledge (Local)	(Nobili-ty) + 12,
	Knowledge (Nobility)	+14, Knowledge	+18, Knowledge	Perception $+23$,
E.J. Margarian	+5, Perception +10,	(Nobili-ty) +8,	(Nobili-ty) +10,	Perform (Untrained)
Camp Sound of Street	Per-form (Untrained)	Perception +17,	Perception +21,	+2, Sense Motive +21,
States and the second	+1, Ride -2, Sense	Perform (Untrained)	Perform (Untrained)	Stealth +6, Survival
and the second	Motive +9, Stealth +2,	+1, Ride +1, Sense	+2, Ride -2, Sense	+5, Swim +3
AND A STREET	Survival +5, Swim +1	Motive +13, Stealth +5,	Motive +19, Stealth +3,	
Manager and The Party		Survival +5, Swim +4	Survival +5, Swim +1	
Languages	Common, Dwarven			
Special Qualities	Armor Training, Bonus	Armor Training, Bonus	Armor Training, Bonus	Armor Training, Bonus
Contraction of the local division of the loc	Feat, Bonus Feats,	Feat, Bonus Feats,	Feat, Bonus Feats,	Feat, Bonus Feats,
The second second	Bravery, Skilled,	Bravery, Skilled,	Bravery, Skilled,	Bravery, Skilled,
	Weapon Training	Weapon Training	Weapon Training	Weapon Training
Treasure	+1 greatsword; shorts-	+2 greatsword; +1 shorts-	+2 axiomatic greatsword;	+3 axiomatic greatsword;
	word; masterwork silver	word; +2 dagger; +1	+1 shortsword; +2 dag-	+1 shortsword; +2 dag-
dagger; chainmail		breastplate	ger; +2 half-plate armor	ger; +2 righteous full
the second second	68 gp	134 gp	(w/+1 deflection AC bo- nus); gauntlet	plate armor; gauntlet
Service 1		-*		80 pp; 250 gp
The state of the s			62 pp; 198 gp	

🕈 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 16: Attitude Modifiers for Dominika Symms

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Light Blades +2 Double Weapons +1.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for

that skill.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Critical (Greatsword) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with a tot, are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without

penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Treasure 🕈

Aside from the equipment listed in her profile, **Dominika**'s treasure is located entirely in her chambers at her house. Day-to-day, she carries no wealth with her; typically, she wants for no payment if she stops by a shop or two in her journeys within city limits.

🛿 Habits and Logistics

During daylight hours, **Mayor Symms** can typically be found in her house, which doubles as administrative offices for all of **Berinncorte**. Her duties take her nearly everywhere else in town as well; it is left to the GM's discretion as to where to "place" her for maximum effect in a given scenario. As mayor and defender / administrator of the city, there are many pretexts that call for her attention at certain locations.

At night, the Mayor will likely be in her **personal quarters**. She will occasionally (**225**%) leave her quarters to walk about the town anonymously; she uses the secret entrances to her closet and the ground floor of her house to sneak out and take the measure of her town without administrative pressure.

Background

During her adventuring days, she once escaped from the lair of a wyvern, who slew her lover as she ran. **Symms** deeply regrets leaving, even though it would have meant certain death for them both if she had stayed.

In the Obelisk Attack

Mayor Symms dies after being mortally wounded helping townsfolk escape to safety... but only after telling the PCs they need to help establish order and determine the succession plan.

Conversation

What do you think of Berinncorte?

"I love our city. It's not without its difficulties, to be sure. But where else would you find such strong-willed, capable people? Such diversity of resources? We're truly blessed with bounty here, more often than not."

Do you know anything about the strife between Zugul and Sheergath?

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It's not that I take sides—far from it; I strive to make sure both organizations have ample opportunity. I do note that Cannock—the High Priest of Zugul, I mean—and his church tend to take advantage of that opportunity far more than Larissa and Denzys seem to."

Tell me about being Mayor.

✓ "I enjoy my duty, and I hope that the citizens respect that. They might not all agree with me... or my methods, or approach. But I do hope that they recognize the results that approach has achieved, here, and even if they don't do at least *that*, they certainly feel safe on the streets more often than not. Whether they attribute that to me or not, they benefit from the peace, and that reassures me in my darker moments."

Diplomacy or **Sense Motive** check at DC 14:

A, truth to tell—I miss adventuring. That lifestyle. The... risk, I suppose you could call it. The wind in your face, on the open road. Nobody to answer to except the next mountain, the next forest, the next swamp. And behind it all, an endless bounty of possibility, just waiting to be explored and seized." She sighs, longingly. "It's a far cry from being here, and if I'm being honest, I wouldn't actually leave or trade my current life for my former. But that doesn't mean I don't miss it. At times, I feel almost trapped behind these walls. Far from the open road, it is!"

Do you do any... other sorts of work on the side?

You mean, aside from running an entire city, seemingly by myself? No. No, I don't have any side professions or hobbies, even."

Donur Gravelsmasher (Merchant Ranger)

CR 1; **XP** 400

Description

Donur is an outdoorsman to his core. His soul is at peace only when out in the land, camping near a river, hiking mountains, or even simply wandering an endless plain. To be confined to something as fixed and bounded as a city tends to rub him the wrong way, and so he spends as little time within the walls of **Berinncorte** as possible, though he finds it necessary to make enough profit to support his lifestyle.

i Appearance

"Gravelsmasher" is a bit of a misnomer for this clean-shaven, tall dwarf: he seems more an elegant, slender fighter,

somewhat stocky and slight for a human, if viewed without the clue of his facial features. A single, complex braid, no wider than a sliver, draped down his back is the only token nod to the hairstyles of his race, which are typically much more involved.

A Combat Tactics

Donur abhors combat, but is quite adept at it if the need truly presents itself. He knows several of the common members of the **Militia** well, and will freely avail himself of their assistance if faced with melee within **Town Square**.

🚰 Factions

Donur is an active member in several dwarven factions, all of which fall outside the context of this adventure. His **Tribute**, while he spends some time within **Berinncorte**, goes to the **city** itself.

State State	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male Dwarf; LN Medium	n humanoid (dwarf); mid	dle-aged	
Class	Ranger 2	Ranger 6	Ranger 10	Ranger 14
Initiative	+2	+7	+7	+7
Senses	Perception +7; Darkvision 60 ft.	Perception +11; Darkvision 60 ft.	Perception +16; Darkvision 60 ft.	Perception +24; Darkvision 60 ft.
Defense				
Armor Class	AC 19, touch 15, ff 16 (+2 Dex, +1 Dodge, +3 studded leather armor, +3 heavy wooden shield)	AC 21, touch 14, ff 17 (+3 Dex, +1 Dodge, +4 chain shirt, +3 masterwork heavy wooden shield)	AC 25, touch 14, ff 21 (+3 Dex, +1 Dodge, +6 balanced chain shirt +2, +5 heavy wooden shield +1)	AC 26, touch 14, ff 22 (+3 Dex, +1 Dodge, +7 <i>stanching chain shirt</i> +3, +5 <i>heavy wooden</i> <i>shield</i> +1)
hp / HD	22 (2d10)+2	49 (6d10)+6	81 (10d10)+10	109 (14d10)+14
Saves	Fort +3, Ref +5, Will +2; +2 vs. poison, spells, and spell-like abilities	Fort +3, Ref +5, Will +2; +2 vs. poison, spells, and spell-like abilities	Fort +7, Ref +10, Will +6; +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +14, Will +7; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities	-	-	Evasion	Evasion
S Offense				
Movement	Speed 20 ft.	Speed 20 ft.	Speed 20 ft. ; Woodland Stride	Speed 20 ft. ; Woodland Stride
Attacks	Melee morningstar +2 (1d8) or Melee heavy wooden shield +2 (1d4) or Melee dagger +2 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20) or Ranged shortbow +4 (1d6/x3)	lee heavy wooden $(1d8)$ oreld +2 (1d4) orMelee masterworkheavy wooden shieldheavy wooden shield $4/19-20)$ ornged daggerMelee dagger +6/+1 $(1d4/19-20)$ ornged shortbow +4		Melee +1 heavy wooden shield +15 (1d4+1) or Melee +3 corrosive burst morningstar +18/+13/+8 (1d8+3) or Melee dagger +14/+9/+4 (1d4/19- 20) or Ranged dagger (thrown) +17/+12/+7 (1d4/19-20) or Ranged shortbow +17/+12/+7 (1d6/x3)

Space / Reach Space 5 ft.; Reach 5 ft.

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	🗵 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Special Attacks	Animal +2	Animal +4, Vermin +2	Animal +4, Undead +4, Vermin +2	Animal +4, Undead +4, Vermin +2
Prepared Spells	-	Ranger (CL 6 th): 1 st – charm animal (DC 13), entangle (DC 13)	Ranger (CL 10 th): 3 rd – remove disease (DC 16) 2 nd – groundwell (DC 15), wind wall 1 st – charm animal (DC 14), entangle (DC 14), read magic	Ranger (CL 14 th): 4 th - tree stride 3 rd - nondetection (DC 16), remove disease (DC 16) 2 nd - groundwell (DC 15), hide campsite (DC 15), wind wall 1 st - charm animal (2x, DC 14), entangle (DC 14), read magic
🗎 Statistics				
Ability Scores	Str 10, Dex 15, Con 11, Int 10, Wis 15, Cha 8	Str 10, Dex 16, Con 11, Int 10, Wis 15, Cha 8	Str 10, Dex 16, Con 11, Int 10, Wis 16, Cha 8	Str 11, Dex 16, Con 11, Int 10, Wis 16, Cha 8
Core Attack	Base Atk +2; CMB +2; CMD 15 (19 vs. bullrush or trip)	Base Atk +6; CMB +9; CMD 20 (24 vs. bullrush or trip)	Base Atk +10; CMB +13; CMD 24 (28 vs. bullrush or trip)	Base Atk +14; CMB +17; CMD 28 (32 vs. bullrush or trip)
Feats	Dodge, Shield Focus	Agile Maneuvers, Dodge, Endurance, Improved Initiative, Shield Focus, Shield Master	Agile Maneuvers, Critical Focus, Dodge, Endurance, Greater Shield Focus, Improved Initiative, Shield Focus, Shield Master, Weapon Focus (Morningstar)	Agile Maneuvers, Alertness, Critical Focus, Dodge, Endurance, Greater Shield Focus, Improved Initiative, Improved Shield Bash, Lightning Reflexes, Shield Focus, Shield Master, Weapon Focus (Morningstar)
Skills	Acrobatics -1, Bluff -1, Climb +2, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal +7, Intimidate -1, Knowledge (Geography) +5, Knowledge (Local) +2, Perception +7, Perform (Untrained) -1, Ride -1, Sense Motive +2, Stealth -1, Survival +7, Swim -3	Bluff -1, Climb +6, Diplomacy -1, Disguise -1, Heal +11, Intimidate -1, Knowledge (Geography) +9, Knowledge (Local) +6, Perception +11, Perform (Untrained) -1, Sense Motive +2, Survival +11, Swim -3	Bluff -1, Climb +10, Di- plomacy -1, Diguise -1, Heal +16, Intimidate -1, Knowledge (Geography) +13, Knowledge (Local) +10, Perception +16, Perform (Untrained) -1, Sense Motive +3, Survival +16, Swim -3	Bluff -1, Climb +14, Diplomacy -1, Disguise -1, Heal +20, Intimidate -1, Knowledge (Geography) +17, Knowledge (Local) +14, Perception +24, Perform (Untrained) -1, Sense Motive +5, Survival +20, Swim -3
Languages	Common, Dwarven			
Special Qualities	Darkvision, Defensive Training, Greed, Hardy, Hatred, Humanoid Traits, Stability, Steady, Stone-cunning, Track +1, Weapon Familiarity, Wild Empathy +1	Darkvision, Defensive Training, Favored Terrain (Plains) +2, Greed, Hardy, Hatred, Humanoid Traits, Hunting Companions, Stability, Steady, Stonecunning, Track +3, Weapon Familiarity, Wild Empathy +5	Darkvision, Defensive Training, Favored Terrain (Mountain) +4, Favored Terrain (Plains) +2, Greed, Hardy, Hatred, Humanoid Traits, Hunting Companions, Stabil-ity, Steady, Stonecunning, Swift Tracker, Track +5, Weapon Familiarity, Wild Empathy +9, Woodland Stride	Camouflage, Darkvision, Defensive Training, Favored Terrain (Desert) +2, Favored Terrain (Mountain) +6, Favored Terrain (Plains) +2, Greed, Hardy, Hatred, Humanoid Traits, Hunting Companions, Quarry, Stability, Steady, Stonecunning, Swift Tracker, Track +7, Weapon Familiarity, Wild Empathy +13, Woodland Stride

			A COLUMN TO A C				
	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite			
wooden shield; m studded leather armor; m dagger; shortbow; w arrows (40x) ch 27 gp sh		masterwork morningstar; masterwork heavy wooden shield; chain shirt; dagger; shortbow; arrows (40x) 62 gp	+2 countering morningstar; +1 heavy wooden shield; +2 balanced chain shirt; dagger; shortbow; arrows (40x) 101 gp	+3 corrosive burst morningstar; +1 heavy wooden shield; +3 stanching chain shirt; dagger; shortbow; arrows (40x) 13 pp; 146 gp			
Nagic							
Spells per Day	-	Ranger (CL 6): o / 2 / o / o / o / o / o / o / o DC 13 + spell level	Ranger (CL 11): o / 3 / 2 / 1 / 0 / 0 / 0 / o / 0 DC 14 + spell level	Ranger (CL 14): 0 / 4 / 3 / 2 / 1 / 0 / 0 / 0 / 0 DC 14 + spell level			
♥ Attitude Tracker							
Starting Attitude: 14 (In							



Table 17: Attitude Modifiers for Donur Gravelsmasher

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10

1	Name	Condition	Effect	Notes
Actio	n	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Actio	on	PCs refuse to help when asked	-3	Per request; no maximum
Actio	on	PCs agree to help when asked	+4	Per request; maximum +12
Actio	on	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Actio	on	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conv	rersation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conv	rersation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conv	rersation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conv	rersation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Animal (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Desert) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in desert terrain (sand and wastelands). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 3 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +7 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Vermin (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against vermin. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+13 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

💈 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Master Your mastery of the shield allows you to fight with it without hindrance. You do not suffer any penalties on attack rolls made with a shield while you are wielding another weapon. Add your shield's shield bonus to attacks and damage rolls made with the shield as if it was an enhancement bonus.

Weapon Focus (Morningstar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make

using the selected weapon.

🛿 Habits and Logistics

During daylight hours, there is an **80%** chance **Donur** will be at his kiosk, doing business. The remainder of the time, he will be outside city limits, foraging for ingredients, traveling to another town, or simply camping in the great outdoors.

At night, most (**70%**) of the time, the dwarven merchant will drink until late with his cronies in **Shanty Town** area of **Town Square**, then fall asleep there.

Background

Donur has a long history training with, and serving, dwarven interests. He chose to leave behind a likely life in dwarven politics and power to travel broadly. Needless to say, this somewhat unusual decision for a dwarf to leave his people behind in preference of a life lived out in the open under the stars was not warmly welcomed. His abilities and alliances back home, however, mean there is more pining for his presence than criticism or speak of exile.

9 In the Obelisk Attack

Donur picks up weapons and starts to fight, leading others to safety and eventually evacuating the town successfully.

Conversation

What do you think of Berinncorte?

Shrug." He actually says the word "shrug", rather than emote it physically.

Do you know anything about the strife between Zugul and Sheergath?

Silly nonsense, you ask me. It doesn't matter in the slightest, so any who want to fight along those lines... well, it's just lunacy."

What do you think of the Mayor and the government?

Symms, right? She does fine. It's peaceful, here; more so than I've seen, most of the Realm."

Tell me about being a merchant.

"It's hardly my passion. It helps pay the bills, but I'd never step foot inside another city, anywhere, if I had my way."

Do you do any... other sorts of work on the side?

This *is* my side work. My main activity is roaming, camping, fishing, hunting, just being out there. Gods, I miss it so."

Einkill Folderhek (Merchant / Mercenary)

CR 1; **XP** 400

Description

Einkill is a mercenary fighter. Despite being far from the sharpest blade in a smithy, he has nevertheless managed to create quite a name for himself as a fence for stolen goods. Big or small, common or rare, the dwarf brute will get it sold... whether the prospective buyer wants the item or not!

Appearance

Slashing scars speckle the dwarf's face, but as he was never much the ladies' man to begin with, he likes them; it enhances his menacing appearance and tends to make business easier. As he will himself say, if you threaten someone, they might not immediately believe you're capable of violence; a face full of scars speaks volumes without saying a word.

He is otherwise a dwarf of unremarkable stature; not unhandsome, but brutish to the point of social aversion.

🖧 Combat Tactics

Einkill is a bully, through and through, and relishes a fight against weaker opponents; he'll play around with them

before finishing them off, particularly if there is an audience for the battle. He enjoys an evenly-matched combat as well, though he will tend to focus on tactics and winning more than showmanship unless his advantage is clear.

Against an overwhelming force—as an entire party of PCs would likely be—he will fight for a few rounds to get the measure of his enemies, and thereafter will not hesitate to call the authorities or run away if it seems obvious he is outmatched.

Einkill is a fine warrior, but not tactician—he will charge into melee with the most thuggish-looking of his enemies, assuming that ranged and magical foes will avoid striking from afar lest they hit their ally.

🏲 Factions

As the mood strikes him, he will claim allegiance to either **Mace and Blade**, and/or the **Adamantium Trail**, though it's really a matter of who is paying more for the work at the moment. **Einkill** has no oral or ideological leanings, and cares not for what either organization might ultimately be playing at in the long run.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1; XP 400	CR 8; XP 4,800	CR 13; XP 25,600	CR 16; XP 76,800
Sex / Race	Male Dwarf; CN Medium	n humanoid (dwarf)		
Class	Fighter 2	Fighter 9	Fighter 14	Fighter 17
Initiative	+2	+2	+2	+2
Senses	Perception +2; Dark- vision 60'	Perception +2; Dark- vision 60'	Perception +2; Dark- vision 60'	Perception +4; Dark- vision 60'
Defense				
Armor Class	AC 20, touch 12, ff 18 (+2 Dex, +6 chainmail, +2 heavy shield)	AC 21, touch 12, ff 19 (+2 Dex, +7 <i>breast-</i> <i>plate</i> +1, +2 heavy shield)	AC 26, touch 13, ff 23 (+2 Dex, +1 dodge, +9 half-plate +1, +4 heavy shield +2)	AC 28, touch 13, ff 25 (+2 Dex, +1 dodge, +11 full plate +2, +4 heavy shield +2)
hp / HD	15 (2d10)	62 (9d10)	86 (14d10)	106 (17d10)
Saves	Fort +3, Ref +2, Will +2 +1 Will vs. fear; +2 vs. poison, spells, and spell- like abilities	Fort +8, Ref +5, Will +7 +2 Will vs. fear; +2 vs. poison, spells, and spell- like abilities	Fort +11, Ref +8, Will +8 +4 Will vs. fear; +2 vs. poison, spells, and spell- like abilities	Fort +12, Ref +9, Will +9 +4 Will vs. fear; +2 vs. poison, spells, and spell- like abilities
✓ Offense			^ ^	

Movement Speed 20 ft.

and the second division of the				
Charles Print	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee warhammer +4 (1d8+2/x3) or Melee shield, heavy steel +4 (1d4+1) or Melee dagger +4 (1d4+2/19-20) or Ranged dagger (thrown) +4 (1d4+2/19-20)	Melee shield, heavy steel +11 (1d4+1) or Melee +1 warhammer +15/+10 (1d8+5/x3) or Melee dagger +11/+6 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+2/19-20) or Melee light hammer +13/+8 (1d4+4) or Ranged light hammer (thrown) +13/+8 (1d4+4)	Melee shocking +2 warhammer +22/+17/+12 (1d8+7/ x3) or Melee +2 heavy steel shield +16 (1d4+1) or Melee dagger +16/+11/+6 (1d4+2/19-20) or Ranged dagger (thrown) +16/+11/+6 (1d4+2/19-20) or Melee light hammer +19/+14/+9 (1d4+5) or Ranged light hammer (thrown) +19/+14/+9 (1d4+5)	Melee +2 heavy steel shield +20 (1d4+1) or Melee shocking burst +2 warhammer +27/+22/+17/+12 (1d8+9/x3) or Melee dagger +20/+15/+10/+5 (1d4+3/19-20) or Ranged dagger (thrown) +19/+14/+9/+4 (1d4+3/19-20) or Melee light hammer +24/+19/+14/+9 (1d4+7) or Ranged light hammer (thrown) +23/+18/+13/+8 (1d4+7)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 15, Dex 15, Con 10, Int 3, Wis 15, Cha 11	Str 15, Dex 15, Con 10, Int 5, Wis 15, Cha 11	Str 15, Dex 15, Con 10, Int 6, Wis 15, Cha 11	Str 16, Dex 15, Con 10, Int 6, Wis 15, Cha 11
Core Attack	Base Atk +2; CMB +4; CMD 16 (20 vs. bullrush or trip)	Base Atk +9; CMB +11; CMD 23 (27 vs. bullrush or trip)	Base Atk +14; CMB +16; CMD 29 (33 vs. bullrush or trip)	Base Atk +17; CMB +20; CMD 33 (37 vs. bullrush or trip)
Feats	Blind-Fight, Bludgeoner, Enforcer	Blind-Fight, Bludgeoner, Enforcer, Great Fortitude, Hammer the Gap, Improved Great Fortitude, Improved Iron Will, Iron Will, Weapon Focus (Waraxe (Dwarven Double), Warhammer)	Blind-Fight, Bludgeoner, Bounding Hammer, Combat Reflexes, Dodge, Enforcer, Great Fortitude, Hammer the Gap, Improved Great Fortitude, Improved Iron Will, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (Waraxe (Dwarven Double), Warhammer)	Alertness, Antagonize, Blind- Fight, Bludgeoner, Bounding Hammer, Combat Reflexes, Critical Focus, Dodge, Enforcer, Great Fortitude, Hammer the Gap, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Weapon Focus (Waraxe (Dwarven Double), Warhammer)
Skills	Acrobatics -5, Appraise -4, Artistry -4, Climb -5, Craft (Untrained) -4, Escape Artist -5, Fly -5, Heal +2, Intimidate +5, Perception +2, Ride -5, Sense Motive +2, Stealth -5, Survival +2, Swim -5	Acrobatics -1, Appraise -3, Artistry -3, Climb +3, Craft (Untrained) -3, Escape Artist -1, Fly -1, Heal +3, Intimidate +12, Perception +2, Ride -1, Sense Motive +2, Stealth -1, Survival +2, Swim -1	Acrobatics -2, Appraise -2, Artistry -2, Climb +4, Craft (Untrained) -2, Escape Artist -2, Fly -2, Heal +6, Intimidate +17, Perception +2, Ride -2, Sense Motive +2, Stealth -2, Survival +2, Swim -2	Appraise -2, Artistry -2, Climb +8, Craft (Untrained) -2, Heal +8, Intimidate +20, Perception +4, Sense Motive +4, Survival +2, Swim +1
Languages	Common, Dwarven			

Start Street	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Special Qualities	Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	warhammer; heavy steel shield; chainmail; dagger 12 gp	warhammer +1; heavy steel shield; breastplate +1; light hammer (2x); dagger 34 gp	shocking +2 warhammer; +2 heavy steel shield; +1 half- plate armor; light hammer (2x); dagger 62 gp	shocking burst +2 warhammer; +2 heavy steel shield; +2 full plate armor; light hammer (2x); dagger 149 gp

🕈 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 18: Attitude	Modifiers fo	or Einkill	Holderhek
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Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit

Name	Condition	Effect	Notes
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat

Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +3 Double Weapons +2 Hammers +4

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bludgeoner You can knock foes out cold with just about any blunt instrument. You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take

a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Bounding Hammer You can throw a hammer so it rebounds near you. As a standard action, you may throw a hammer at an opponent within 20 feet. If you hit (whether or not the attack damages the target), the hammer rebounds off of the creature and lands in your square. If you have the Snatch Arrows feat, you may choose to catch the hammer when it enters your square (though this does not give you the ability to immediately throw the hammer). This ability may not work against some creatures or in certain circumstances as determined by the GM; for example, your weapon does not bounce off incorporeal creatures (unless it has the ghost touch ability), it may stick to creatures with the adhesive ability, the slowing effect of fighting underwater prevents you from using this feat, and so on.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Enforcer You are skilled at causing fear in those you brutalize. Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Hammer the Gap You repeatedly strike the same location, causing increasing amounts of damage. When you take a full-attack action, each consecutive hit against the same opponent deals extra damage equal to the number of previous consecutive hits you have made against that opponent this turn. This damage is multiplied on a critical hit.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Weapon Focus (Waraxe (Dwarven Double), Warhammer) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛿 Habits and Logistics

□ During daylight hours, **Einkill** might (**○ 30**%) be sleeping off last night's revels in the **Lower-Class Residential District**, where he keeps a bed in the common area. He might (**○ 50**%) instead be ambling about the **Town Square**, looking for wares to purchase and resell using his particular method of salesmanship. If he's not doing either of those things (**20%**), he'll be in the **Tavern**, getting a head start on the night's drinking.

At night, he will be in the **Tavern** until it closes, and thence either to sleep, or to carouse about town, preying on the weak and occasionally (5%) mugging someone if he finds a weak victim alone on the dark streets.

Background

Einkill is an adventurer by nature, but with a bully's weakness for preferring weak adversaries. As the easy pickings of lairs and caves in the immediate area have been cleared out, the dwarf has been forced into various positions of sword-for-hire, most recently settling on the fairly lucrative approach of thuggish mercantilism.

9 In the Obelisk Attack

Einkill is in the **Tavern** as the **Obelisk** Erupts. At the commotion, he stumbles drunkenly out of the building and into the **Town Square**. When he sees the monsters wreaking havoc, he unslings his warhammer and shouts a challenge; he is almost instantly slain by a particularly nasty creature.

Conversation

What do you think of Berinncorte?

"It's a town. What of it?"

Do you know anything about the strife between Zugul and Sheergath?

🗳 "No."

What do you think of the Mayor and the government?

"I guess there's a Mayor. I don't know him, and I stay clear of any government, anywhere."

Tell me about being a... what is it you say you do, again?

"I'm a fighter. If you've the coin for it. Also sell a few things on the side. Interested?"

Do you do any... other sorts of work on the side?

"I'm an enproor." You think he was trying to say "entrepreneur", but you can't be sure. "I sell things that people don't want any more. I'm good at convincing folk to buy."

Elena Lomazonne (Merchant Princess)

CR 3; **XP** 800

Description

Beautiful, dashing, and brutal in negotiations, **Elena** is a ruthless entrepreneur. Though gifted more with intelligence than combat expertise, she nevertheless takes pains to keep herself trained and equipped as though she alone would have to defend herself, though she has no shortage of retainers, bodyguards, and armed and efficient personal staff.

i Appearance

E Statistics

Curved, chin-length black hair frames a narrow, severe face. Hers is a **Charisma** fueled by presence, by stature, and by an imposing willpower bent toward determined goals. A reddish mole dances on her temple, at the outer edge of her eyebrow; casual observers might think she has recently suffered a cut to the head.

A Combat Tactics

Elena does not flinch from the necessity of combat, but well knows her own shortcomings in battle—she will approach combat strategically, getting her allies to come to her assistance. If she is pressed to single combat, or part of a larger melee, she will fight relentlessly, and without remorse.

Factions

Elena is a **tribute**-paying member of the **Adamantium Trail**, to which she pays **8%** in representation of her elevated stature.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
👤 General						
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 13; XP 25,600	CR 17; XP 102,400		
Sex / Race	Female Human; CN Med	ium humanoid (human)				
Class	Aristocrat 3 / Fighter 1	Aristocrat 6 / Fighter 2	Aristocrat 10 / Fighter 4	Aristocrat 12 / Fighter 6		
Initiative	-1	-1	+3	+4		
Senses	Perception +11	Perception +15	Perception +22	Perception +24		
Defense						
Armor Class				AC 27, touch 10, ff 27 (+11 radiant agile half-plate armor +3, +6 jousting heavy steel shield +3)		
hp / HD	21 (3d8)+(1d10)	38 (6d8)+(2d10)	70 (10d8)+(4d10)	84 (12d8)+(6d10)		
Saves	Saves Fort +3, Ref +0, Will +5 Fort +5, Ref +1, Will +7; +1 Will vs. fear		Fort +7, Ref +3, Will +10; +1 Will vs. fear	Fort +11, Ref +8, Will +12; +2 Will vs. fear		
Soffense						
Movement	Speed 20 ft.					
Attacks	Melee masterwork gladius +4 (1d6/19- 20) or Melee heavy steel shield +3 (1d4) or Melee masterwork dagger +4 (1d4/19-20) or Ranged masterwork dagger (thrown) +3 (1d4/19-20) or Ranged light crossbow +2 (1d8/19-20)	Melee heavy steel shield +6 (1d4) or Melee +1 shocking gladius +7/+2 (1d6+1/19-20) or Melee masterwork dagger +7/+2 (1d4/19- 20) or Ranged masterwork dagger (thrown) +6/+1 (1d4/19-20) or Ranged light crossbow +5/+0 (1d8/19-20)	Melee +3 frost gladius +15/+10/+5 (1d6+3/19-20) or Melee +2 heavy steel shield +11 (1d4) or Melee masterwork dagger +12/+7/+2 (1d4/19-20) or Ranged masterwork dagger (thrown) +11/+6/+1 (1d4/19- 20) or Ranged light crossbow +10/+5/+0 (1d8/19- 20) or Melee gauntlet +11/+6/+1 (1d3)	Melee +3 icy burst gladius +19/+14/+9 (1d6+3/19-20) or Melee +3 jousting heavy steel shield +15 (1d4) or Melee masterwork dagger +17/+12/+7 (1d4+1/19-20) or Ranged masterwork dagger (thrown) +17/+12/+7 (1d4+1/19- 20) or Ranged light crossbow +15/+10/+5 (1d8/19- 20) or Melee gauntlet +15/+10/+5 (1d3)		
	Space 5 ft.; Reach 5 ft.					

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Ability Scores	Str 10, Dex 8, Con 10, Int 16, Wis 14, Cha 17	Str 10, Dex 8, Con 10, Int 16, Wis 14, Cha 18	Str 10, Dex 9, Con 10, Int 16, Wis 14, Cha 18	Str 10, Dex 10, Con 10, Int 16, Wis 14, Cha 18
Core Attack	Base Atk +3; CMB +3; CMD 12	Base Atk +6; CMB +6; CMD 15	Base Atk +11; CMB +11; CMD 20	Base Atk +15; CMB +15; CMD 25
Feats	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Uncanny Alertness	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Martial Weapon Proficiency, Persuasive, Quick Draw, Rhetorical Flourish, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Uncanny Alertness	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Critical Focus, Improved Initiative, Martial Weapon Proficiency, Persuasive, Quick Draw, Rhetorical Flourish, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Profession (Merchant)), Tower Shield Proficiency, Uncanny Alertness, Weapon Focus (Gladius)	Alertness, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Combat Reflexes, Critical Focus, Great Fortitude, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Persuasive, Quick Draw, Rhetorical Flourish, Shield Focus, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Profession (Merchant)), Tower Shield Proficiency, Uncanny Alertness, Weapon Focus (Gladius)
Skills	Acrobatics -8, Appraise +10, Bluff +10, Climb -7, Craft (Untrained) +3, Diplomacy +12, Disguise +3, Escape Artist -8, Fly -8, Handle Animal +8, Heal +2, Intimidate +12, Perception +11, Perform (Untrained) +3, Profession (Merchant) +11, Ride -3, Sense Motive +12, Stealth -8, Survival +2, Swim -7	Acrobatics -6, Appraise +14, Bluff +15, Climb -5, Craft (Untrained) +3, Diplomacy +17, Disguise +4, Escape Artist -6, Fly -6, Handle Animal +11, Heal +2, Intimidate +17, Perception +15, Perform (Untrained) +4, Profession (Merchant) +16, Ride +1, Sense Motive +16, Stealth -6, Survival +2, Swim -5	Acrobatics -7, Appraise +20, Bluff +21, Climb -6, Craft (Untrained) +3, Diplomacy +25, Disguise +4, Escape Artist -7, Fly -7, Handle Animal +15, Heal +2, Intimidate +25, Perception +22, Perform (Untrained) +4, Profession (Merchant) +27, Ride +4, Sense Motive +24, Stealth -7, Survival +2, Swim -6	Acrobatics -6, Appraise +24, Bluff +25, Climb -3, Craft (Untrained) +3, Diplomacy +29, Disguise +4, Escape Artist -6, Fly -6, Handle Animal +17, Heal +2, Intimidate +29, Perception +24, Perform (Untrained) +4, Profession (Merchant) +31, Ride +12, Sense Motive +28, Stealth -6, Survival +2, Swim -6
Languages	Common, Dwarven, Elve	en, Orc		
Special Qualities	Bonus Feat, Bonus Feats, Humanoid Traits, Skilled	Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Humanoid Traits, Skilled, Weapon Training
Treasure	masterwork gladius; heavy steel shield; chainmail; masterwork dagger (2x); light crossbow; crossbow bolts (10x) 88 gp	+1 shocking gladius; heavy steel shield; +1 radiant breastplate; masterwork dagger (2x); light crossbow; crossbow bolts (10x) 23 pp; 151 gp	+3 frost gladius; +2 heavy steel shield; +1 radiant half-plate armor; masterwork dagger (2x); gauntlet; light crossbow; crossbow bolts (10x) 51 pp; 232 gp	+3 icy burst gladius; +3 jousting heavy steel shield; +3 radiant agile half-plate armor; masterwork dagger (2x); light crossbow; crossbow bolts (10x) 60 pp; 301 gp

Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 19: Attitude Modifiers for Elena Lomazonne

	Name	Condition	Effect	Notes
(Conversation	Engage in conversation	+2	-
A	Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
I	Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
(Conversation	PCs threaten violence	-5	-
ł	Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
ł	Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
ł	Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
ŀ	Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
ŀ	Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
(Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
(Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
3	Extant	One or more PCs have been arrested	-1	Per offense, no limit
J	Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
ł	Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
ŀ	Action	PCs refuse to help when asked	-3	Per request; no maximum
ŀ	Action	PCs agree to help when asked	+4	Per request; maximum +12
ł	Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
ŀ	Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
(Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
(Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
(Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
(Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
		the second se		

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor

check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +2 bonus to Will saves against fear effects.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +1

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Combat Reflexes You can make additional attacks of opportunity. You may make o additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Rhetorical Flourish You rapidly change topics and employ confusing rhetoric to distract people from your true intent. When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a -2 penalty on your next Diplomacy check against that creature. Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a -4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Profession (Merchant)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Weapon Focus (Gladius) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

Note: Unlike many other NPCs, **Elena's** role in this adventure is somewhat limited to a certain side quest. She has a larger role to play in the future of the Adventure Path of which **Dark Obelisk: Berinncorte** is a part, however, and so the GM is encouraged to find creative ways to ensure her survival.

During daylight hours, she will be part of her caravan, well outside Berinncorte.

2 At night, she will likely also be with her caravan.

🛯 Background

Elena was born to a wealthy merchant family, the youngest and sole female of six children. Her mother perished soon after giving birth to her, and although none in her family ever held it against her, she heard the street-level taunts leveled in her direction, and felt an unreasonable and heavy guilt.

When young, she and her elder brothers wanted for nothing, and while her siblings took advantage of her family's largess and doting, the sole Lomazonne heiress took advantage of a different sort. Books, tutors, trainers, and travel—she experienced as much as her family's ample fortune could make possible, saw much of the Realm, and learned even more.

When she was in her early twenties, **Elena** saw the threads
of the fine tapestry of her family begin to fray. Her father, and her two uncles, began to lose money on the occasional deal—a supreme rarity in prior times. Everyone shrugged these mishaps off as the merchants finally running out of luck. But in conversations, parties, and bedrooms, the whispered rumor grew in strength that the Lomazonne family elders were instead running out of *sanity*.

They say the best rumors have a basis in truth, and this one was no exception to the aphorism. **Elena's** father **Guzman** was aging, and his mind slipping, but he was in complete denial even of the mere possibility. Followers, trusted advisors who had served the family for generations, kindly suggested that perhaps the lord should start to move some decisions, unimportant matters at first, to the elder sons, so that they might benefit from the experience of starting to manage the family industry.

Guzman had these advisors executed for what he labeled "treason".

That his two younger brothers, **Elena's** uncles, were declining as well, and at rates far more rapid than their elder brother, did not help matters. The three comprised a trinity of increasing self-delusion and declining sensibilities. With their wealth diminishing rapidly, the Lomazonne trio was widely viewed as the head family empire soon for demise. Merchants are nothing if not an opportunistic folk, and so the buzzards started circling, ready to pick clean the remnants of the insane leaders.

Elena, no slouch in the family business and in worldly matters besides, recognized the situation with a horrific clarity. She spoke with her brothers, but none of the five was interested, preferring instead to wallow in a continued fantasy free from want. Most advisors understood the situation as she did, and respected her for her honesty and forthrightness... but feared the wrath of **Guzman** and his brothers, should they help her intervene. Alone, and seeing few other options, she took up with the one family advisor who was willing to help.

And murdered her father.

She had hoped that the death would improve matters—otherwise, she wouldn't have taken such drastic measures. It did not. Her older uncle took over the family business, as tradition decreed. Though his dementia was not quite as woeful as his departed brother, he, too, was far past the point of being able to ably run a complex business empire, and so the decline of the family's assets continued, more or less unabated. **Elena** considered the new head of the family, his mental instability, and the similar instability of her second uncle. She realized, with a sick, startling sanity that stood in stark contrast to her parent's generation, what must be done.

And slew both her uncles.

The advisor who had helped her plan and execute all three assassinations had cautioned her that tradition meant the family business would then pass to the eldest son, and then next-eldest, and so on. Not only did tradition tend to frown upon a daughter taking up the business, but the *youngest* daughter at that—no way. It was without precedent.

Elena took to task establishing a *new* precedent.

She blackmailed her oldest brother, after finding him in bed with a boy a third his age. Her next-eldest brother, she threatened with violence, not quite revealing her role behind the murders, but insinuating that she at least was well-acquainted with whomever did the deeds. With brother number three, she paid a gigolo to seduce his fiancée. **Elena** confronted her sibling with the news, and had planned on threatening him with publishing the love letters she had intercepted between the fiancée and the prostitute... but the loss of his beloved had been enough to push him over the edge; Brother Three killed himself.

By this point, the remaining two brothers, lackadaisical as they may have been, were at least saavy enough at pattern recognition to understand what might be going on. They abdicated any claim they may have had to the estate at once, signing four times as much paperwork as they really needed to. **Elena** still exiled them from the family estate, gave them a stipend off of which to live going forward, and banished them from ever doing business as merchants again.

The tale of how this was all accomplished, the note the **Adamantium Trail** and others paid to the proceedings, and **Elena's** stratospheric rise through the ranks of that organization to become the Merchant Princess she is today... that's quite the interesting story, for another time. Suffice it to say that she is not small beans, holds no small sway... and you had better *hope* that you do not stand between her and what she desires.

In the Obelisk Attack

Elena is outside the city when the **Obelisk Erupts**, and survives as a result.

Conversation

What do you think of Berinncorte?

"It's a quaint city. Bigger than it seems."

Do you know anything about the strife between Zugul and Sheergath?

"It's no matter. Happens all over. Won't amount to much; people need to buy things no matter their ideology."

What do you think of the Mayor and the government?

She keeps the peace. Order is good for business."

Tell me about being a merchant.

"It's grand. All the power and influence of a king, but no subjects to satisfy. Unless you mean employees, hirelings, contractors, mercenaries. Money is something everyone understands, no matter their background, station, job, or talents."

Do you do any... other sorts of work on the side?

"No time for any of that!"

Elizavetta Burak (Illusionist / Prostitute)

CR 2; **XP** 600

Description

Prostitution is legal in much of the Realm, and a service that is not unpopular. **Mayor Symms** is a sensible realist, and recognizes the role of the trade in the greater scheme of things and in history, but is also not its greatest fan—and so while the art is legal in the city, there is only one licensed practitioner. **Elizavetta Burak** is that tradeswoman, and she caters to all manner of clientele—man and woman, and of any sentient race.

i Appearance

Beautiful, but imposing, **Elizavetta** knows well her craft.

Her manner of dress is chosen to both attract and entertain customers during execution of a contract. Her eyes and hair are black, and her makeup accentuates the power of her eyes and long lashes. She's tall, but slender.

🖧 Combat Tactics

Elizavetta prefers to avoid combat, and will call upon the **Militia** immediately if she senses true fighting is about to begin. If it's necessary for her to be involved, she will fight using mundane means as a first approach, using her magical talents only as an absolute last resort.

🏲 Factions

She pays tribute only to **Berinncorte City**.

			A CONTRACT OF THE	
	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2 ; XP 600	CR 6; XP 2,400	CR 10; XP 9,600	CR 14, XP 38,400
Sex / Race	Female Human; NG Med	ium humanoid (human)		
Class	Illusionist 3	Illusionist 7	Illusionist 11	Illusionist 15
Initiative	+0	+4	+4	+4
Senses	Perception +0	Perception +2	Perception +3	Perception +3
Defense				
Armor Class	AC 10, touch 10, ff 10 (no modifiers)	AC 12, touch 12, ff 10 (+2 <i>amulet</i> of <i>deflection</i> +2)	AC 14, touch 14, ff 10 (+2 amulet of deflection +2, +2 ring of insight +2)	AC 16, touch 16, ff 10 (+2 amulet of deflection +2, +2 ring of insight +2, +2 circlet of luck +2)
hp / HD	8 (3d6)	22 (7d6)	38 (11d6)	49 (15d6)
Saves	Fort +1, Ref +1, Will +3	Fort +2, Ref +2, Will +5	Fort +3, Ref +5, Will +7	Fort +7, Ref +7, Will +11
S Offense				
Movement	Speed 30 ft.			
Attacks	Melee dagger -1 (1d4- 2/19-20) or Ranged dagger (thrown) +1 (1d4-2/19- 20) or Ranged light crossbow +1 (1d8/19-20)	Melee masterwork dagger +2 (1d4-2/19- 20) or Ranged masterwork dagger (thrown) +4 (1d4-2/19-20) or Ranged light crossbow +3 (1d8/19-20)	Melee +2 dagger +5 (1d4/19-20) or Ranged +2 dagger (thrown) +7 (1d4/19- 20) or Ranged light crossbow +5 (1d8/19-20)	Melee +3 spell storing dagger +8/+3 (1d4+1/19-20) or Ranged +3 spell storing dagger (thrown) +10/+5 (1d4+1/19-20) or Ranged light crossbow +7/+2 (1d8/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Blinding Ray	Blinding Ray	Blinding Ray	Blinding Ray

and the second	🗵 Low	🗵 Moderate	Advanced	× Elite
Prepared Spells	Wizard (CL 3 rd): 2 rd - adoration (DC 14), mirror image, unnatural lust (DC 14) 1 st - charm person (DC 13), illusion of calm (DC 13), sleep (DC 13), youthful appearance 0 th - daze (DC 12), mage hand, open/close, read magic	Wizard (CL 7 th): 4 th - charm monster (DC 16), shocking image 3 rd - gentle repose (DC 15), hold person (DC 15), major image (DC 15) 2 nd - adoration (DC 14), mirror image, misdirection, pilfering hand, unnatural lust (DC 14) 1 st - alarm, charm person (DC 13), disguise self, illusion of calm (DC 13), sleep (DC 13), youthful appearance 0 th - daze (DC 12), mage hand, open/close, read magic	Wizard (CL 11 th): 6 th – permanent image (DC 19), serenity (DC 19) 5 th – covetous aura, dominate person (DC 18), persistent image (DC 18) 4 th – charm monster (2x, DC 17), lesser geas (DC 17), shocking image 3 rd – blink, gentle repose (DC 16), hold person (DC 16), major image (DC 16), reckless infatuation (DC 16), suggestion (DC 16) 2 nd – adoration (DC 15), mirror image, misdirection, pilfering hand, touch of idiocy, unnatural lust (DC 15) 1 st – alarm, charm person (DC 14), disguise self, illusion of calm (DC 14), sleep (DC 14), youthful appearance 0 th – daze (DC 13), mage hand, open/close, read magic	Wizard (CL 15 th): 7 th – mass hold person (DC 20), joyful rapture, simulacrum 6 th – geas/quest, mage's lubrication, permanent image (DC 19), serenity (DC 19) 5 th – covetous aura, dominate person (DC 18), dream, persistent image (DC 18), symbol of sleep (DC 18) 4 th – charm monster (2x, DC 17), detect scrying, lesser geas (DC 17), shocking image 3 rd – blink, gentle repose (DC 16), hold person (DC 16), major image (DC 16), reckless infatuation (DC 16), suggestion (DC 16) 2 nd – adoration (DC 15), mirror image, misdirection, pilfering hand, touch of idiocy, unnatural lust (DC 15) 1 st – alarm, charm person (DC 14), disguise self, illusion of calm (DC 14), sleep (DC 14), youthful appearance 0 th – daze (DC 13), mage hand, open/close, read magic
🗎 Statistics				
Ability Scores	Str 7, Dex 11, Con 10, Int 14, Wis 10, Cha 18	Str 7, Dex 11, Con 10, Int 15, Wis 10, Cha 18	Str 7, Dex 11, Con 10, Int 16, Wis 10, Cha 18	Str 7, Dex 11, Con 10, Int 17, Wis 10, Cha 18
Core Attack	Base Atk +1; CMB -1; CMD 9	Base Atk +3; CMB +1; CMD 13	Base Atk +5; CMB +3; CMD 17	Base Atk +7; CMB +5; CMD 21
Feats	Deceitful, Eschew Materials, Persuasive, Scribe Scroll	Alertness, Deceitful, Eschew Materials, Improved Initiative, Persuasive, Scribe Scroll, Silent Spell	Alertness, Brew Potion, Deceitful, Eschew Materials, Improved Initiative, Lightning Reflexes, Persuasive, Scribe Scroll, Silent Spell, Uncanny Alertness	Alertness, Brew Potion, Dazing Spell, Deceitful, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Scribe Scroll, Silent Spell, Uncanny Alertness

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
Skills	Appraise +7, Bluff +6, Climb -2, Craft (Untrained) +2, Diplomacy +6, Disguise +7, Intimidate +6, Knowledge (Arcana) +6, Knowledge (Geography) +7, Knowledge (History) +7, Perform (Untrained) +4, Profession (Courtesan) +9, Sleight of Hand +1, Spellcraft +8, Swim -2	Appraise +9, Bluff +6, Climb -2, Craft (Untrained) +2, Diplomacy +6, Disguise +9, Intimidate +6, Knowledge (Arcana) +9, Knowledge (Geography) +10, Knowledge (History) +10, Perception +2, Perform (Untrained) +4, Profession (Courtesan) +14, Sense Motive +2, Sleight of Hand +3, Spellcraft +12, Swim -2	Appraise +14, Bluff +6, Climb -2, Craft (Untrained) +3, Diplomacy +6, Disguise +12, Intimidate +6, Knowledge (Arcana) +15, Knowledge (Geography) +15, Knowledge (History) +15, Knowledge (Nature) +11, Perception +3, Perform (Untrained) +4, Profession (Courtesan) +18, Sense Motive +3, Sleight of Hand +5, Spellcraft +17, Swim -2	Appraise +18, Bluff +6, Climb -2, Craft (Untrained) +3, Diplomacy +6, Disguise +18, Intimidate +6, Knowledge (Arcana) +15, Knowledge (Geography) +19, Knowledge (History) +19, Knowledge (Nature) +11, Perception +3, Perform (Untrained) +4, Profession (Courtesan) +22, Sense Motive +3, Sleight of Hand +9, Spellcraft +21, Swim -2		
Languages	Common, Gnome, Read Lips	Common, Gnome, Read Lips	Common, Gnome, Read Lips, Elven	Common, Gnome, Read Lips, Elven		
Special Qualities	Arcane Bond, Bonded Object, Bonus Feat, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Necromancy Opposition School, Skilled	Arcane Bond, Bonded Object, Bonus Feat, Bonus Feats, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Necromancy Opposition School, Skilled	Arcane Bond, Bonded Object, Bonus Feat, Bonus Feats, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Invisibility Field, Necromancy Opposition School, Skilled	Arcane Bond, Bonded Object, Bonus Feat, Bonus Feats, Cantrips, Evocation Opposition School, Extended Illusion, Humanoid Traits, Illusion School, Invisibility Field, Necromancy Opposition School, Skilled		
Treasure	dagger; masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit	masterwork dagger; amulet of deflection (+2 AC); masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit	+2 dagger; amulet of deflection (+2 AC); ring of insight (+2 AC); masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit	+3 spell storing dagger; amulet of deflection (+2 AC); ring of insight (+2 AC); +2 circlet of luck (+2 AC); masterwork ring; noble's outfit; light crossbow; crossbow bolts (10x); spellbook; artisan's outfit		
Nagic						
Spells per Day	Wizard (CL 3): 4+0/3+1/2+1/0/0/ 0/0/0/0 DC: 13 + spell level	Wizard (CL 7): 4+0/5+1/4+1/2+1/ 1+1/0/0/0/0 DC: 13 + spell level	Wizard (CL 11): 4+0 / 5+1 / 5+1 / 5+1 / 3+1 / 2+1 / 1+1 / 0 / 0 DC: 14 + spell level	Wizard (CL 15): 4+0/5+1/5+1/5+1/ 4+1/4+1/3+1/2+1/1 DC: 14 + spell level		
♥ Attitude Tracker						
Starting Attitude: 14 (Indifferent)						
1 2 3 4 5	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29					
Fostile	Unfriendly	J Indifferen	t Friendly	Kelpful		

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Conversation	Demonstrate obvious contempt for her profession	-5	-
Conversation	Demonstrate obvious approval of her profession	+1	-
Conversation	Inquire as to the nature of her clientele, and specific clients	-1	-
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Table 20: Attitude Modifiers for Elizavetta Burak

Dramatis Personae

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Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Blinding Ray (Sp) As a standard action you can fire a shimmering ray at any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more than 15 Hit Dice are dazzled for 1 round instead. This ability can be used 6 times per day.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Cantrips You can prepare a number of cantrips, or o-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Evocation Opposition School You have chosen evocation spells as an opposition school. Preparing an evocation spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an evocation spell as a prerequisite.

Extended Illusion (Su) Any illusion spell you cast with a duration of "Concentration" lasts an additional 7 rounds after you stop maintaining concentration.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Illusion School You have chosen to specialize in illusion spells.

Invisibility Field (Sp) You can make yourself invisible as a swift action for 15 rounds per day. These rounds do not need to be consecutive. This otherwise functions as Greater Invisibility.

Necromancy Opposition School You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you wake any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Dazing Spell You can daze creatures with the power of your spells. You can modify a spell to daze a creature damaged by the spell. When a creature takes damage from this spell, they become dazed for a number of rounds equal to the original level of the spell. If the spell allows a saving throw, a successful save negates the daze effect. If the spell does not allow a save, the target can make a Will save to negate the daze effect. If the spell effect also causes the creature to become dazed, the duration of this metamagic effect is added to the duration of the spell. A dazing spell uses up a spell slot three levels higher than the spell's actual level. Spells that do not inflict damage do not benefit from this feat.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Eschew Materials You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component

costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Silent Spell You can cast your spells without making any sound. A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

🛚 Known Spells

oth - Daze, Mage Hand, Open/Close, Read Magic, Prestidigitation, Arcane Mark, Resistance, Detect Poison, Ghost Sound, Mending, Acid Splash, Haunted Fey Aspect, Message, Detect Magic

1st - Alarm, Cause Fear, Charm Person, Comprehend Languages, Disguise Self, Enlarge Person, Grease, Illusion of Calm, Mount, Sleep, Ventriloquism, Vocal Alteration, Youthful Appearance

2nd - Adoration, Alter Self, Bestow Insight, Certain Grip, Continual Flame, Detect Thoughts, Disguise Other, Ghostly Disguise, Invisibility, Minor Image, Mirror Image, Misdirection, Pilfering Hand, Rope Trick, Silk to Steel, Spectral Hand, Touch of Idiocy, Unnatural Lust, Whispering Wind

3rd - Arcane Sight, Beast Shape I, Blink, Clairaudience/Clairvoyance, Cloak of Winds, Countless Eyes, Deep Slumber, Elemental Aura, Enter Image, Fly, Force Punch, Gaseous Form, Gentle Repose, Haste, Hold Person, Lover's Vengeance, Major Image, Nondetection, Reckless Infatuation, Seek Thoughts, Shrink Item, Slow, Suggestion, Tongues, Twilight Knife

4th - Arcane Eye, Charm Monster, Confusion, Daze, Mass, Detect Scrying, Fear, Geas (Lesser), Illusory Wall, Moonstruck, Scrying, Share Senses, Shocking Image, Simulacrum, Lesser

5th - Break Enchantment, Covetous Aura, Dominate Person, Dream, False Vision, Feeblemind, Hold Monster, Mind Fog, Mirage Arcana, Permanency, Persistent Image, Prying Eyes, Secret Chest, Sending, Smug Narcissism, Symbol of Sleep

6th - Age Resistance, Contingency, Dispel Magic (Greater), Envious Urge, Flesh to Stone, Forceful Hand, Fumble, Mass, Geas/Quest, Getaway, Mage's Lucubration, Mislead, Permanent Image, Repulsion, Serenity, Suggestion (Mass), True Seeing

7th - Age Resistance, Greater, Arcane Sight (Greater), Deflection, Hold Person (Mass), Joyful Rapture, Project Image, Scrying (Greater), Sequester, Simulacrum

8th - Antipathy, Binding, Clone, Demand, Iron Body, Irresistible Dance, Moment of Prescience

9th - Dominate Monster, Energy Drain, Overwhelming Presence, Shapechange

🛿 Habits and Logistics

During daylight hours, **Elizavetta** will be in her tent, though daytime is not her most popular time to offer services.

At night, she will also be in her tent, offering services; popular times are in the late evening hours.

Background

Born on a farm to farming parents, **Elizvetta** was bored of her childhood almost from the start. Her parents fought constantly, and broke up shortly after she arrived; though she never blamed herself, and her parents both treat her well, she learned from an early age that neither could quite be trusted, and she struck out on her own as early as she could manage. She has come by her training in a variety of locations, studying under illusionists and other wizards in various cities to gain more and more power. When she came to **Berinncorte** a few years ago, she was taken immediately with **Shakira Alam**, and formed a romantic relationship with the understanding halfling shortly thereafter.

9 In the Obelisk Attack

She's with a customer at the time; she compels him to lead her to safety, but en route, both her and her client are slain by **Forces of the Obelisk**.

Conversation

What do you think of Berinncorte?

"It's better than most towns I've been to. Safe, peaceful, and not boring; that's a difficult balance."

Do you know anything about the strife between Zugul and Sheergath?

So sad, that such impassioned people cannot set aside fabricated differences and come together... or to simply live and let live."

What do you think of the Mayor and the government?

She does as good a job as any I've seen in keeping the peace. And she lets me operate in a near-monopoly, so it's hard for me to complain."

Tell me about being a... prostitute? Courtesan? Which title do you prefer?

You can call me nearly anything you want, so long as you're a paying customer. Those who are simply conversing, however, may call me Elizavetta. And I don't mind my work. Most folk are appreciative of the service, and try to do as best they can by me, for what that's worth. I've heard of many in my trade, men and women, who are mistreated, taken advantage of, or worse... I'm my own mistress, owe no soul money or allegiance, and set my own hours. There are worse lives, to be sure."

Do you do any... other sorts of work on the side?

What, is my normal job not sufficiently interesting, that you imagine I do something else on the side? Like what? What would that be—slaying dragons? Not quite."

Esk (Innkeeper)

CR 1; **XP** 400

Description

As one of the only lizardfolk in **Berinncorte**, and as its only Summoner, **Esk** takes a little getting used to... but is generally as pleasant as can be. He knows he's an aberration in these parts, and goes the extra mile not just to fit in, but to avoid conflict.

He claims to have no opinion on any matters, but can always be relied upon to point you in the right direction to someone who *can* opine.

Appearance

To a humanoid observer, **Esk** seems both alien and quite human—he's quite strong and nimble, but most folk don't notice, particularly if they've never seen lizardfolk. He dresses conservatively and simply, and prefers dark blue and white colors. When outside, he prefers cloaks with hoods so as to minimize the impact of his uncommon appearance on those who might be prejudiced against strange races.

A Combat Tactics

Esk prefers to talk, and to strike a deal, even if it is unfavorable to his interests. He's painfully aware of his anomalous appearance, and wants to give the **Militia** as little reason as possible to investigate him or his doings. To this end, he will take great pains to avoid conflict, even if it seems certain. He will flee if overmatched, and will fight only if necessary.

Once engaged in combat, however, **Esk** shows his true colors as a Chaotic Evil summoner... he uses every spell and trick at his disposal to cause as much damage, as quickly as he can. If he gains the advantage, he shows no mercy, and will remorselessly slaughter everyone in the building if he feels it's necessary to avoid further conflict.

Factions

He has been involved with the **Wild Kingdom**, but left them when it became clear that he felt better suited to plots and schemes than outright warfare. He currently **tributes** to **Sheergath**.

and the	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite	
👤 General					
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 12; XP 19,200	CR 16; XP 76,800	
Sex / Race	Male Lizardfolk; CE Med	lium lizardfolk (reptilian)			
Class	Summoner 2	Summoner 6	Summoner 13	Summoner 17	
Initiative	+1	+1	+2	+2	
Senses	Perception -2	Perception +0	Perception +0	Perception +0	
Defense					
Armor Class	AC 17, touch 11, ff 16 (+1 Dex, +5 natural, +1 padded armor)	AC 19, touch 11, ff 18 (+1 Dex, +5 natural, +3 studded leather armor)	AC 24, touch 13, ff 122 (+2 Dex, +7 natural, +5 studded leather armor +1 (w/Deflection AC bonus +1))	AC 25, touch 12, ff 23 (+2 Dex, +7 natural, +6 studded leather armor +3 w/SR13)	
hp / HD	16 (2d8)+2	40 (6d8)+6	89 (13d8)+20	120 (17d8)+28	
Saves	Fort +1, Ref +3, Will +1	Fort +3, Ref +5, Will +5	Fort +7, Ref +8, Will +8	Fort +8, Ref +9, Will +10	
Defensive Abilities	-	-	-	Spell Resistance 13	
🖌 Offense					
Movement	Speed 30 ft.; Swim 15 ft	-			
Attacks	Melee sickle +4 (1d6+3) or Ranged dart +2 (1d4+3) or Melee claw +4 (1d4+3) or Melee bite +1 (1d4+3)	Ranged dart +5 (1d4+3) or Melee +1 sickle +8 (1d6+4) or Melee claw +7 (1d4+3) or Melee bite +4 (1d4+3)	Melee +1 sickle +14/+9 (1d6+5) or Melee +1 corrosive sickle +14 (1d6+3) or Melee claw +13 (1d4+4) or Melee bite +10 (1d4+4) or Ranged dart +11/+6 (1d4+4)	Melee claw +16 (1d4+4) or Melee +3 corrosive burst sickle +19/+14/+9 (1d6+7) or Melee +1 corrosive sickle +17 (1d6+3) or Melee bite +13 (1d4+4) or Ranged dart +14/+9/+4 (1d4+4)	
Space / Reach	Space 5 ft.; Reach 5 ft.				

	🗵 Low	🔀 Moderate	Advanced	× Elite
Prepared Spells	Known Summoner Spells (CL 2 nd): 1 st (3x/day) – identify, summon monster I, unseen servant o th (at will) – acid splash, arcane mark, detect magic, message, open/ close	Known Summoner Spells (CL 6 th): 2 nd (3x/day) – protection from law (communal), summon eidolon, summon monster II, summon swarm 1 st (5x/day) – daze monster, identify, summon monster I, unseen servant 0 th (at will) – acid splash, arcane mark, daze, detect magic, message, open/ close	Known Summoner Spells (CL 13 th): 5 th (1x/day) – creeping doom, summon monster VII 4 th (3x/day) – baleful polymorph, daze (mass), hold monster, teleport 3 rd (4x/day) – charm monster, dispel magic, fire shield, fly, summon monster IV 2nd (5x/day) – blur, protection from law (communal), summon eidolon, summon monster II, summon swarm 1 st (6x/day) – daze monster, identify, mage armor, protection from law, summon monster I, unseen servant 0 th (at will) – acid splash, arcane mark, daze, detect magic, message, open/ close	Known Summoner Spells (CL 17 th): 6 th (2x/day) – mass charm monster, maze, summon monster VIII 5 th (4x/day) – creeping doom, summon monster VII, greater teleport 4 th (4x/day) – baleful polymorph, daze (mass), hold monster, teleport 3 rd (5x/day) – charm monster, dispel magic, fire shield, fly, summon monster, dispel magic, fire shield, fly, summon monster IV 2nd (5x/day) – blur, protection from law (communal), summon eidolon, summon monster II, summon swarm 1 st (5x/day) – daze monster, identify, mage armor, protection from law, summon monster I, unseen servant o th (at will) – acid splash, arcane mark, daze, detect magic, message, open/ close
E Statistics				
Ability Scores	Str 17, Dex 13, Con 12, Int 9, Wis 6, Cha 12	Str 17, Dex 13, Con 12, Int 10, Wis 6, Cha 12	Str 18, Dex 14, Con 12, Int 10, Wis 6, Cha 12	Str 18, Dex 14, Con 12, Int 10, Wis 7, Cha 12
Core Attack	Base Atk +1; CMB +4; CMD 15	Base Atk +4; CMB +7; CMD 18	Base Atk +9; CMB +13; CMD 26	Base Atk +12; CMB +16; CMD 28
Feats	Lightning Reflexes	Improved Iron Will, Iron Will, Lightning Reflexes	Extra Summons, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Summoner's Call	Cleave, Extra Summons, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack, Summoner's Call
Skills	Acrobatics +5, Appraise -1, Artistry -1, Bluff +2, Climb +3, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal -2, Intimidate +1, Perception -2, Perform (Untrained) +1, Ride +1, Sense Motive -2, Spellcraft +4, Stealth +1, Survival -2, Swim +11, Use Magic Device +5	Acrobatics +4, Bluff +3, Climb +2, Diplomacy +1, Disguise +1, Heal -2, Intimidate +1, Knowledge (Local) +5, Perform (Untrained) +1, Profession (Innkeeper) +7, Sense Motive -2, Spellcraft +6, Survival -2, Swim +10, Use Magic Device +5	Acrobatics +6, Bluff +5, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal -2, Intimidate +1, Knowledge (Local) +5, Perform (Untrained) +1, Profession (Innkeeper) +9, Ride +2, Sense Motive -2, Spellcraft +11, Stealth +2, Survival -2, Swim +12, Use Magic Device +12	Acrobatics +6, Bluff +5, Climb +4, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal -2, Intimidate +1, Knowledge (Local) +5, Perform (Untrained) +1, Profession (Innkeeper) +9, Ride +2, Sense Motive -2, Spellcraft +15, Stealth +2, Survival -2, Swim +12, Use Magic Device +16
Languages	Common, Draconic			

Dramatis Personae

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		🔀 Low	🔀 Mode	erate	🔀 Advanced	🔀 Elite
Special Qu	ualities	Bond Senses, Cantrips, Eidolon, Hold Breath, Life Link, Summon Monster, Weapon and Armor Proficiency	Bond Senses, Eidolon, Hold Life Link, Mał Shield Ally, Su Monster, Wea Armor Proficio	Breath, xer's Call, mmon pon and	Aspect, Bond Senses, Cantrips, Eidolon, Greater Shield Ally, Hold Breath, Life Link, Maker's Call, Summon Monster, Transposition, Weapon and Armor Proficiency	Aspect, Bond Senses, Cantrips, Eidolon, Greater Shield Ally, Hold Breath, Life Bond, Life Link, Maker's Call, Merge Forms, Summon Monster, Transposition, Weapon and Armor Proficiency
Tı	reasure	sickle; dart (5x); padded armor 12 gp	+1 sickle; dart studded leath 39 gp		+1 corrosive sickle; +1 sickle; +1 studded leather armor (w/ deflection AC bonus +1); dart (5x) 61 gp	+3 corrosive burst sickle; +1 corrosive sickle; +3 studded leather armor (w/spell resistance 13); dart (5x) 12 pp; 81 gp
	Magic					
Spells I	per Day	Summoner (CL 2 nd): 0 / 3 / 0 / 0 / 0 / 0 / 0 / 0 / 0 (DC 12+spell level)	Summoner (C 0 / 5 / 3 / 0 / / 0 / 0 (DC 12+spell 1	0/0/0	Summoner (CL 13 th): 0 / 6 / 5 / 4 / 3 / 1 / 0 / 0 / 0 (DC 12+spell level)	Summoner (CL 17 th): 0 / 6 / 5 / 5 / 4 / 4 / 2 / 0 / 0 (DC 12+spell level)
Attitude Tracker						
Starting Attitud	e: 14 (In	different)				
			0 17 11 15	10 17		
1 2 3	4 5	6 7 8 9 10 11 1	2 13 14 15	16 17 1	8 19 20 21 22 23 24	4 25 26 27 28 29
Fiost	ile	Unfriendly	J Indiff	feren	t Friendly	helpful
Table 21: Attitud	le Modif	iers for Esk		100		
Name		Condition	Effect		Notes	
Commerce	Make a	purchase	+1 per full 50 gp spent	Maximun	n effect +5 for spending 2	250 gp
Conversation		in conversation outside text of a transaction	+2	-		
Action		ack without provocation	-15	Does not	stack with other attack-b	ased modifiers
Action		ack with provocation	-10	Does not	stack with other attack-b	ased modifiers
Conversation		eaten violence	-5	-	+h	
Action	crime	tnesses the PCs commit a	-5	other mo	the crime does not involv difiers that involve crime with other "witnesses cr	s against the NPC; does
Action	NPC wi murder	tnesses the PCs commit	-10	other mo	the crime does not involv difiers that involve crime with other "witnesses cr	s against the NPC; does
Action	-	tnesses the PCs commit in self-defense	-5	other mo	the crime does not involv difiers that involve crime with other "witnesses cr	s against the NPC; does
Action		tnesses the PCs defend nder or innocent against e	+10	Does not	stack with other "witnes	s" modifiers
Action	PCs def violenc	end this NPC against e	+15	Does not	stack with other "witnes	s" modifiers

State Street	A REAL PROPERTY OF A REAL PROPER	The state of the s	
Name	Condition	Effect	Notes
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Conversation	Demonstrate obvious contempt for her profession	-5	-
Conversation	Demonstrate obvious approval of her profession	+1	-
Conversation	Inquire as to the nature of her clientele, and specific clients	-1	-
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aspect (Su) You may divert up to 2 points from your eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that your eidolon could not possess, and you must be able to meet the requirements as well. You cannot select the ability increase evolution through this ability. Any points spent in this way are taken from your eidolon's evolution pool (reducing the total number available to your eidolon). You can change the evolutions you receives from these points any time you can change your eidolon's evolutions.

Aspect ~ 1 **point** Divert 1 point from your eidolon's evolution pool to add 1 evolution to yourself.

Bond Senses (Su) As a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability 17 rounds per day. There is no range to this effect, but your eidolon and you must be on the same plane. You can end this effect as a free action.

Cantrips You have learned a number of cantrips, or o-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Eidolon (Ex) You possess the ability to summon a powerful outsider called an eidolon. You always summon an aspect of the same creature. Your eidolon has your alignment and can speak all of your languages. Your eidolon is treated as a summoned creature, except that it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures. You can summon your

eidolon in a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Your eidolon remains until dismissed (a standard action). If your eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. Your eidolon cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally.

Greater Shield Ally (Su) Whenever an ally is within your eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. For you, the bonuses increase to +4. The bonuses do not apply if your eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Hold Breath (Ex) A lizardfolk can hold its breath for 48 rounds before it risks drowning.

Improved Natural Armor (Ex) The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.

Life Bond (Su) Your life becomes linked to your eidolon's. As long as your eidolon has 1 or more hit points, you are protected from harm. Damage in excess of that which would reduce you to fewer than o hit points is instead transferred to your eidolon. This damage is transferred 1 point at a time, meaning that as soon as your eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner.

Life Link (Su) A close bond is formed with your eidolon. Whenever your eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your eidolon. This can prevent your eidolon from being sent back to its home plane. In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does return to normal.

Maker's Call (Su) As a standard action, you can call your eidolon to your side. This functions as dimension door, using your caster level. When used, your eidolon appears adjacent to you (or as close as possible if all adjacent spaces are occupied). If your eidolon is out of range, the ability is wasted. (3/day)

Merge Forms (Su) As a full-round action, you can touch your eidolon to merge forms. This transformation includes all of your gear. While merged in this way, you are protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting you are suspended until you emerge from your eidolon (although durations continue to expire). You can cast spells while inside your eidolon by taking control of your eidolon for the duration of the casting. Any material components used for these spells are taken from your gear, even though they are otherwise inaccessible. You can direct all of your eidolon's actions while merged, can perceive through its senses, and can speak through its voice. You can use this ability for 17 rounds per day. You can end this effect at any time as a swift action. You emerge in a square adjacent to your eidolon if able. If your eidolon is returned to its home plane while you are merged with it, you are immediately ejected, taking 4d6 points of damage, and are stunned for 1 round.

Summon Monster (Sp) You can cast Summon Monster 9 as a spelllike ability 5 times per day as a standard action and the creatures remain for 17 minutes (instead of 17 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned.

Transposition (Su) You may use your maker's call ability to swap locations with eidolon. If it is larger than you, you can appear in any square occupied by your eidolon. Your eidolon must occupy the square that was occupied by you if able, or as close as possible if it is not able.

🖌 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Extra Summons

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8

bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Summoner's Call Whenever you summon your eidolon, it is more powerful for a brief period of time. Whenever you summon your eidolon, you may give it a +2 enhancement bonus to its Strength, Dexterity, or Constitution. This bonus lasts 10 minutes after the summoning ritual is complete.

🛿 Habits and Logistics

□ During daylight hours, **Esk** may (**≥** 35%) be at the **Town Square**, buying provisions or just meeting and greeting folk in case they are useful. He might (**≥** 45%) instead be in the **Inn**, staffing the front desk should guests arrive or have issues. The remainder of the time (**≥** 20%) he might be enjoying a sip and a snack at the **Tavern** next door.

At night, **Esk** will always be in the **Inn**, tending to the business of innkeeping or sleeping.

Background

Esk was secretly exiled from his clan far away. Although he was exiled because he murdered his father, it must be admitted that the main was evil and sadistic. Most of **Esk's** family, and some elders who knew what was what, send him a stipend by way of support and apology.

The GM is encouraged to take some steps to ensure that **Esk** remains alive; his family, the nobility, politics around the death, and so on might factor into a future adventure opportunity.

Finally, and perhaps most significantly, unbeknownst to **Esk**, his eidolon **D Cherissur** is secretly plotting a takeover of the surface world from the dark side of the realm. Such plots and their impact are beyond the scope of this adventure, however... **Cherissur** and her allies are playing the long game with their schemes, and will take no action in the timeframe of what occurs during the **Obelisk Eruption**.

9 In the Obelisk Attack

Esk is wounded, and loses two fingers from his right hand in the attack, but he shrugs it off and focuses on opening his rooms and common area to anyone who was wounded or needs to recover. Charges criminally low rates for those whose houses were destroyed in the attack, because he can afford to.

Note that much of this behavior is a sham, as Esk is indeed Chaotic Evil, and such philanthropy and goodwill seem quite counter to this alignment. He nevertheless knows what best to do so as to fit in, and he assumes that his seemingly good actions in this regard will simply offer him increased opportunity in the future.

Conversation

What do you think of Berinncorte?

Stable place, peaceful. Good for business. Not a great place to travel through on your way someplace else, though; business could be better."

Do you know anything about the strife between Zugul and Sheergath?

Worship any gods you like; you still need a place to rest your head. I go to Sheergath, myself, but only because there's enough law as it is around here. I think folk tend to worship what they wish there was *more* of in the world, no?"

What do you think of the Mayor and the government?

She keeps the peace, it must be said. Not a fan that the city and Zugul are so tight. There's nothing wrong; it's just that Zugul feels slighted, I think."

Tell me about being an innkeeper.

Cherissur (Esk's Eidolon)

CR as Esk; **XP** as Esk

Description

Esk believes **Cherissur** to be simply another eidolon. He is unaware that she is in fact an Outsider from the dark side of the realm, a region whose very nature is unknown to all in the context of this adventure. Her long-term plan is to leverage her relationship with the lizardman, and persuade him to become a part of her emergence into this world.

i Appearance

Cherissur appears as a serpent; her head has humanlike features and unsettlingly purple human eyes. She's not quite a You meet all manner of folk. Sometimes that's a good thing, other times, not so much. It's a stable job; there'll always be folk in need of a bed. Speaking of which, do you need a room or two for the night?"

Do you do any... other sorts of work on the side?

What do you mean?" *He sounds wary, but not defensive.*

Diplomacy check at DC 17, pressing on the question above:

Well, I dabble in the arcane arts. Summoning, mostly. Fascinating craft, that; do you have any background?"

He seems genuinely interested in sharing his knowledge, and will immediately become **Friendly** to any PC with at least one class level of Summoner.

A further **Diplomacy** check at DC 18 will get the party's rooms comped for up to four nights while they stay in town as a result of this interaction.

snake, not quite something else... the whole package is quite disconcerting to most.

🖧 Combat Tactics

As an eidolon, she will do her best to defend **Esk**, and nominally obey his directives in battle—the lizardman must survive if she is to make use of him.

However, should the lizardman perish, there are others who might be utilized for similar intent. She will preserve herself if possible.

Factions

None defined in the context of this adventure.

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- TELESTAL -	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
👤 General						
CR / XP	CR -; XP -	CR -; XP -	CR -; XP -	CR -; XP -		
Sex / Race	Female Eidolon; CE Med	ium eidolon				
Class	Eidolon 2	Eidolon 5	Eidolon 10	Eidolon 13		
Initiative	+3	+4	+5	+6		
Senses	Perception +5; Darkvision 60'	Perception +10; Darkvision 60'	Perception +17; Darkvision 60'; Aura Frightful Presence (30', DC 15)	Perception +20; Darkvision 60'; Aura Frightful Presence (30', DC 16)		
Defense						
Armor Class	AC 17, touch 13, ff 14 (+3 Dex, +4 natural)	AC 24, touch 14, ff 20 (+4 Dex, +10 natural)	AC 31, touch 15, ff 26 (+5 Dex, +16 natural)	AC 36, touch 16, ff 30 (+6 Dex, +20 natural)		
hp / HD	7 (2d10)+2	21 (5d10)+5	51 (10d10)+10	51 (13d10)+13		
Saves	Fort +1, Ref +6, Will +3	Fort +2, Ref +10, Will +4	Fort +4, Ref +14, Will +7	Fort +7, Ref +16, Will +10		
Defensive Abilities	Evasion	Evasion	Evasion	Improved Evasion		
S Offense	Offense					
Movement	Speed 20 ft.; Climb 20 ft	ft.				
and the second						

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	A DESCRIPTION OF TAXABLE PARTY.	a second s	and the second second	and the second second second
and a straight	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Attacks	Melee bite +4/+4/+4 (1d6+3) or Melee tail slap -1 (1d6+1)	Melee bite +9/+9/+9 (1d8+6) or Melee tail slap +4 (1d6+2)	Melee bite +15/+15/+15 (1d8+7) or Melee tail slap +10 (1d6+3)	Melee bite +22/+22/+22 (1d8+13) or Melee tail slap +17 (1d6+5
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	-	-	Breath Weapon: Cone of Cold (30' Cone of Cold 10d6 cold, DC 16, 1x/day)	Breath Weapon: Cone of Cold (30' Cone of Cold 10d6 cold, DC 17, 1x/day)
Statistics				
Ability Scores	Str 15, Dex 17, Con 13, Int 7, Wis 10, Cha 11	Str 18, Dex 18, Con 13, Int 7, Wis 10, Cha 11	Str 21, Dex 21, Con 13, Int 7, Wis 10, Cha 11	Str 28, Dex 23, Con 13, Int 7, Wis 10, Cha 11
Core Attack	Base Atk +2; CMB +4; CMD 17	Base Atk +5; CMB +9; CMD 23	Base Atk +10; CMB +15; CMD 30	Base Atk +13; CMB +22; CMD 38
Feats	Intimidating Prowess	Alertness, Intimidating Prowess, Lightning Reflexes	Alertness, Cleave, In- timidating Prowess, Lightning Reflexes, Power Attack	Alertness, Cleave, Great Fortitude, Intim- idating Prowess, Iron Will, Lightning Reflex- es, Power Attack
Skills	Acrobatics +5, Ap- praise -2, Artistry -2, Climb +10, Craft (Untrained) -2, Escape Artist +3, Fly +3, In- timidate +7, Percep- tion +5, Ride +3, Sense Motive +5, Stealth +8, Swim +2	Acrobatics +6, Ap- praise -2, Artistry -2, Climb +12, Craft (Untrained) -2, Es- cape Artist +4, Fly +4, Intimidate +12, Perception +10, Ride +4, Sense Motive +10, Stealth +12, Swim +4	Acrobatics +7, Ap- praise -2, Artistry -2, Climb +13, Craft (Untrained) -2, Es- cape Artist +5, Fly +5, Intimidate +18, Perception +17, Ride +5, Sense Motive +17, Stealth +18, Swim +5	Acrobatics +8, Ap- praise -2, Artistry -2, Climb +17, Craft (Untrained) -2, Es- cape Artist +6, Fly +6, Intimidate +25, Perception +20, Ride +6, Sense Motive +20, Stealth +22, Swim +9
Languages	Common, Draconic (as	Esk; p 614)		
Special Qualities	Darkvision, Link, Reach (Bite), Share Spells	Darkvision, Devotion, Link, Reach (Bite), Share Spells	Breath Weapon: Cone of Cold (30' Cone of Cold 10d6 cold, DC 16, 1/day), Darkvision, Devotion, Frightful Presence (30 ft., DC 15), Link, Multiattack, Reach (Bite), Share Spells	Breath Weapon ~ Cone of Cold (30' Cone of Cold 13d6 cold, DC 17, 1/day), Darkvision, De- votion, Frightful Pres- ence (30 ft., DC 16), Link, Magic Attacks, Multiattack, Poison (Str), Reach (Bite), Share Spells

Ability Increase ~ Strength (S-M) (3x) (Ex)

Bite (2x) (Ex) The eidolon's maw is full of razor-sharp teeth, giving it a bite attack.

Bite (1.5 x Str.) (Ex) If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Breath Weapon ~ Cone of Cold (Su) 30' Cone of Cold 13d6 cold, DC 17. Breath weapons allow a Reflex save for half damage. 1/day.

Climb (Ex) The eidolon becomes a skilled climber, gaining a climb speed equal to its base speed.

Strength (3x)

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 16). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mindaffecting fear effect.

Improved Damage (Bite) (Ex) One of the eidolon's natural attacks is particularly deadly.

Improved Evasion (Ex) You can avoid damage from many areaeffect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved

evasion.

Improved Natural Armor (2x) (Ex) The eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor.

Link (Ex) A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to utilize a magic item.

Magic Attacks (Su) All your natural attacks are treated as magic and your alignment for the purpose of overcoming damage reduction

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 2 natural attacks. You gain a second attack with one of your natural weapons at -5.

Poison (Str) (Ex) Injury; save Fort DC 17; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save.

Reach (Bite) (Ex) Reach increased 5 ft. with your Bite

Share Spells (Ex) The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Skills (Escape Artist, Intimidate, Sleight of Hand, Survival)

Tail (Ex) The eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface.

Tail Slap (Ex) The eidolon can use its tail to bash nearby foes, granting it a tail slap attack.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that

adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Farzith (Butcher's Apprentice)

CR 1/2; **XP** 200

Description

Apprenticing for a butcher is one of the most unsavory tasks a young gnome might undertake, but there's something in the brutal simplicity of it that seems to make sense to **Farzith**. He's somber and focused on his work, which he does seem to be quite good at.

i Appearance

Perpetually dirty, **Farzith** seems a gnome three times his age—an "old soul", trapped in the body of an adolescent.

Grimy black hair keeps falling on his face, and his choice of dress—drab and dark—doesn't help his appearance.

A Combat Tactics

Farzith is not a fighter, and will flee immediately if swords are even drawn in his presence. If confronted directly, he will run as fast as he can to the nearest **Militia Guard Post**, calling for help all the way.

Factions

None officially, though he does attend services on occasion at the **Sheergath Temple**. His **tribute** goes mostly unnoticed, and oscillates between the **city of Berinncorte** itself and **Sheergath**.

	🔀 Low		Advanced	X 71'	
and the second second		🞽 Moderate	Advanced	≚ Elite	
👤 General					
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 14; XP 38,400	
Sex / Race	Male Gnome; NE Small l		1		
Class	Warrior 1 / Commoner 1	Warrior 3 / Commoner 3	Warrior 7 / Commoner 5	Warrior 10 / Commoner 6	
Initiative	+1	+1	+2	+2	
Senses	Perception +5	Perception +9	Perception +10	Perception +14	
Defense	se				
Armor Class	AC 13, touch 12, ff 12 (+1 size, +1 Dex, +1 padded armor (small))	AC 16, touch 12, ff 15 (+1 size, +1 Dex, +4 hide armor (small))	AC 16, touch 13, ff 14 (+1 size, +2 Dex, +3 leather armor +1 (small))	AC 17, touch 13, ff 15 (+1 size, +2 Dex, +4 <i>leather armor +2</i> (small))	
hp / HD	17 (1d6)+(1d10)+6	51 (3d6)+(3d10)+18	92 (5d6)+(7d10)+36	131 (6d6)+(10d10)+51	
Saves	Fort +5, Ref +1, Will -1 +2 vs. illusion spells or effects	Fort +7, Ref +5, Will +4 +2 vs. illusion spells or effects	Fort +7, Ref +5, Will +4 +2 vs. illusion spells or effects	Fort +12, Ref +9, Will +7 +2 vs. illusion spells or effects	
🖌 Offense					
Movement	Speed 20 ft.	Speed 15 ft.	Speed 25 ft.	Speed 25 ft.	
Attacks	Melee dagger (small) +2 (1d3/19-20) or Ranged dagger (small/ thrown) +3 (1d3/19- 20) or Ranged sling (small) +3 (1d3)	Melee quarterstaff (small) +5 (1d4) or Melee dagger (small) +5 (1d3/19-20) or Ranged dagger (small/ thrown) +6 (1d3/19- 20) or Ranged sling (small) +6 (1d3)	Melee +2 dagger (small) +13/+8 (1d3+3/19-20) or Ranged +2 dagger (small/thrown) +14/+9 (1d3+3/19-20) or Ranged sling (small) +12 (1d3+1) or Melee dagger (small) +11/+6 (1d3+1/19-20) or Ranged dagger (small/ thrown) +12/+7 (1d3+1/19-20)	Melee +2 dagger (small) +17/+12/+7 (1d3+3/19-20) or Ranged +2 dagger (small/thrown) +18/+13/+8 (1d3+3/19-20) or Ranged +2 sling (small) +18 (1d3+3) or Melee dagger (small) +15/+10/+5 (1d3+1/19-20) or Ranged dagger (small/ thrown) +16/+11/+6 (1d3+1/19-20)	
Space / Reach	Space 5 ft.; Reach 5 ft.				
Statistics					
Ability Scores	Str 11, Dex 13, Con 16, Int 11, Wis 9, Cha 10	Str 11, Dex 13, Con 16, Int 11, Wis 10, Cha 10	Str 12, Dex 14, Con 16, Int 11, Wis 9, Cha 10	Str 13, Dex 14, Con 16, Int 11, Wis 9, Cha 10	
Core Attack	Base Atk +1; CMB +0; CMD 11	Base Atk +4; CMB +3; CMD 14	Base Atk +9; CMB +9; CMD 21	Base Atk +13; CMB +13; CMD 25	

Statement of the local division in the		the second s		
The state	🔀 Low	🔀 Moderate	🗵 Advanced	🔀 Elite
Feats	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Hatred, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Hatred, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Fleet, Great Hatred, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Run, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Fleet, Great Hatred, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Run, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency
Skills	Acrobatics +1, Escape Artist +1, Fly +3, Heal -1, Perception +5, Profession (Butcher) +6, Ride +1, Sense Motive -1, Stealth +7, Survival -1	Acrobatics -2, Climb -3, Escape Artist -2, Perception +9, Profession (Butcher) +9, Ride -2, Stealth +8, Swim -3	Acrobatics +2, Climb +1, Escape Artist +4, Fly +4, Perception +10, Profession (Butcher) +17, Ride +2, Stealth +22, Swim +1	Acrobatics +2, Climb +1, Escape Artist +4, Fly +4, Perception +14, Profession (Butcher) +19, Ride +2, Stealth +26, Swim +1
Languages	Common, Gnome, Sylvar	1		-
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity
Treasure	dagger (small; 4x); peasant's outfit (small); padded armor (small); sling bullets (40x); sling (small) 12 sp	<pre>quarterstaff (small); dagger (small; 4x); peasant's outfit (small); hide armor (small); sling bullets (40x); sling (small) 8 gp</pre>	+2 dagger (small); dagger (small; 4x); peasant's outfit (small); +1 leather armor (small); sling bullets (40x); sling (small) 18 gp	+2 dagger (small); dagger (small; 4x); peasant's outfit (small); +2 leather armor (small); +2 sling bullets (40x); sling (small) 34 gp

🛛 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 22: Attitude Modifiers for Farzith

	Name	Condition	Effect	Notes
C	ommerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
C	onversation	Engage in conversation outside the context of a transaction	+2	-
A	ction	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Α	ction	PCs attack with provocation	-10	Does not stack with other attack-based modifiers

Num		TICCOL	
Name Conversation	Condition PCs threaten violence	Effect	Notes
Action	NPC witnesses the PCs commit a crime	-5 -5	- Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +2 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is

next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

💈 Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are

proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Hatred Your rage burns with vast intensity. You gain an additional +1 bonus on melee and thrown weapon attacks against targets of your hatred racial trait.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with a total are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

📽 Habits and Logistics

During daylight hours, Farzith will almost always (85%) be at the Butcher's Shop, helping with the preparation and sale of product. The remainder of the time, he will find himself at the Town Square, purchasing supplies or selling foodstuff.

The largely friendless gnome will typically (75%) start his evening finishing his work. The remainder of the time, he will visit the **Tavern** for a bite to eat and (when he can afford it from his meager wages) an ale. The rest of his evening will be spent sleeping, either in the **Lower-Class Residential District** common area, or worst-case scenario, in an alley, though the latter scenario is discouraged by the **Militia**.

Background

Farzith is an orphan since an early age. He was raised on various farms in the region, bouncing from farmhouse to farmhouse, staying until goodwill or the need for helpers was exhausted. Although physically and mentally quite capable, the gnome has never truly found his place, nor friends or family willing to lend a more permanent assistance or a chance to better his life.

His current position is perhaps not the best match for his aptitudes, but nevertheless, he shows talent at butchery. He hopes to make a longer-term job of it eventually, either taking over a more significant role from **Ganyc**, or leaving **Berinncorte** for opportunities in another city, perhaps more in need of a meatsmith.

9 In the Obelisk Attack

Regrettably, Farzith is slain in the attack. He's working the Butcher Shop, hears the commotion, emerges from the shop, and on the threshold of the door itself, is run through by one of the chaotic undead creatures. Severely wounded, he manages to limp to the back of the shop for safety, but the building's proximity to the chaos means that nobody searches there for survivors... and thus the gnome apprentice dies of his wounds later that day.

Conversation

What do you think of Berinncorte?

"It's okay. Militia's not so bad. They tell me no sleeping on the streets, but don't beat me up. It's been worse."

Do you know anything about the strife between Zugul and Sheergath?

"No. I've been to Sheergath but didn't know there was a problem. Will it be okay?"

What do you think of the Mayor and the government?

"I don't know her. I think I saw her once, in the Square. Big sword, right?"

Tell me about being a butcher.

Ganyc would want me to make plain: I'm an apprentice. No butcher. He's the butcher. Meatsmith, he's said, sometimes, but I get the feel that's more of a group, maybe? I dunno. But it's okay. Steady job. Not everyone likes this work, but I don't mind it."

Do you do any... other sorts of work on the side?

"It's all I can do to get my work done here. My side job is keeping myself fed and finding a place to sleep."

Diplomacy check at DC 18, or giving him at least **5 gp** worth of a donation to his well-being:

"I've heard a thing or two around the way. Don't know if it's helpful, or even true." The succeeding PC may make a free roll on Error! Reference source not found.the **Rumors and Tales** table, but **Farzith** doesn't know whether the conveyed information is true.

Ganyc (Butcher)

CR 1/2; XP 200

Description

Ganyc is a solid butcher—he might be great at it, or merely competent, but there's nothing so complex in his profession that would allow you to tell the difference. Animals in the area are straightforward, simple, and not difficult to butcher and break down into sellable portions. He does his job well enough, but keeps to himself. This is partly his own preference and demeanor, but also brought about by his trade; not many want to hang out with a man elbows-deep in offal.

Appearance

The stereotypical image of a village butcher is an overweight, balding, sweating, and somewhat burly middle-aged man who swears a lot. Ganyc does not fail to deliver on this ideal, if ideal it might be called.

🖧 Combat Tactics

No idiot, **Ganyc** will defend himself and his shop, but past that, all bets are off. He's no wish to die, and although he would prefer not to lose the **Butcher's Shop**, he knows that there's nothing inside that's difficult to replace—the same can't be said of his person!

If confronted, he will try and flee to the **Town Square** or a Militia Guard Post for aid, yelling the whole time to arouse others. **Ganyc** is not beloved of the townsfolk, but many rely upon his shop for their food; 🛃 1d4+1 Townsfolk will come to his aid along the way, trying to trip and hold back the PCs if they pursue with militant intent.

Factions

Ganyc is a member of the Meatsmiths, though he knows nothing of the more nefarious purpose of the guild.

In his younger life, he was a proud member of Wild Kingdom, but it's been more than five years since he had anything to do with that group.

$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	TRACE	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Sex / RaceMale Human; CN Medium humanoid (human)Warrior 2Warrior 8Warrior 14Warrior 18ClassWarrior 2Warrior 8Warrior 14Warrior 18Initiative+1+1Perception +1Perception +1 <th co<="" th=""><th>👤 General</th><th></th><th></th><th></th><th></th></th>	<th>👤 General</th> <th></th> <th></th> <th></th> <th></th>	👤 General				
ClassWarrior 2Warrior 8Warrior 14Warrior 18Initiative+1+1+1+1SensesPerception +1Perception +1Perception +1Perception +1Perception +1Perception +1Perception +1DefenseAC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor)AC 15, touch 11, ff 14 (+1 Dex, +4 chain shirt)AC 18, touch 11, ff 17 (+1 Dex, +7 chainmail +1)AC 19, touch 11, ff 16 (+1 Dex, +8 chainma +2)hp / HD11 (2d10)44 (8d10)75 (14d10)87 (18d10)SavesFort +3, Ref +1, Will +1Fort +6, Ref +5, Will +5Fort +9, Ref +7, Will +5Fort +11, Ref +9, Will +7MovementSpeed 30 ft.Speed 30 ft.Speed 20 ft.Speed 20 ft.AttacksRanged light crossbow +3 (1d8/19-20) or Melee dager +3 (1d4+1/19-20) or Ranged dager (1d4+1/19-20) or Ranged dager (1d4+1/19-20) or Ranged dager (1d4+1/19-20) or Ranged dager (1d4+1/19-20) or Ranged dager (1d4+1/19-20) or Melee +1/+1 quarterstaff +11/+6 (1d4+3/19-20) or Melee e1/+1 quarterstaff +11/+6 (1d4+3/19-20) or Melee e1/+1 quarterstaff +11/+6 (1d4+3/19-20) or Melee e1/+1 quarterstaff +11/+6 (1d4+3/19-20) or Melee e1/+1 quarterstaff +13/+8 (1d4+5/19-20) or Melee e1/+1 quarterstaff +13/+8<	CR / XP	CR 1/2; XP 200	CR 6; XP 2,400	CR 12; XP 19,200	CR 16; XP 76,800	
Initiative Senses +1 +1 +1 +1 Perception +1 Perception +1 Perception +1 Perception +1 Perception +1 Defense AC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor) AC 15, touch 11, ff 14 (+1 Dex, +7 chainmail +1) AC 19, touch 11, ff 16 (+1 Dex, +8 chainmail +1) Mp / HD 11 (2d10) 44 (8d10) 75 (14d10) 87 (18d10) Saves Fort +3, Ref +1, Will +1 Fort +6, Ref +5, Will +5 Fort +9, Ref +7, Will +7 Fort +11, Ref +9, Will +9 Movement Speed 30 ft. Speed 30 ft. Speed 20 ft. Ranged 1ght crossbow +9/+4 (1d8/19-20) or Melee dagger +10/+5 (1d4+2/19-20) or Melee dagger +3 (1d4+1/19-20) or Ranged light crossbow +9/+4 (1d8/19-20) or Melee dagger (thrown) +9/+4 (1d4+2/19-20) or Melee dagger (thrown) +3 (1d4+1/19-20) Ranged dagger (thrown) +9/+4 (1d4+2/19-20) or Melee +1/+1 quarterstaff Ranged dagger (thrown) +15/+10/+5 (1d4+3/19-20) or Melee +1/+1 quarterstaff Melee corrosive +2 dagger +23/+18/+13/+8 (1d4+5/19-20) or	Sex / Race	Male Human; CN Mediu	m humanoid (human)			
SensesPerception +1Perception +1Perception +1Perception +1 \blacktriangleright DefenseArmor ClassAC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor)AC 15, touch 11, ff 14 (+1 Dex, +4 chain shirt)AC 18, touch 11, ff 17 (+1 Dex, +7 chainmail +1)AC 19, touch 11, ff 16 (+1 Dex, +7 chainmail +2)hp / HD11 (2d10)44 (8d10)75 (14d10)87 (18d10)SavesFort +3, Ref +1, will +1Fort +6, Ref +5, will +5Fort +9, Ref +7, will +7Fort +11, Ref +9, will +9 \checkmark OffenseSpeed 30 ft.Speed 30 ft.Speed 20 ft.Speed 20 ft.MovementSpeed 30 ft.Speed 30 ft.Speed 30 ft.Speed 20 ft.Speed 20 ft.AttacksRanged light crossbow +3 (1d8/19-20) or Melee dagger +3 (1d4+1/19-20) or (1d4+2/19-20) or Melee 43gerRanged dagger (thrown) +9/+4 (1d4+2/19-20) or Melee 43gerRanged dagger (thrown) +9/+4 (1d4+3/19-20) or Melee 41/+1 quarterstaff (1d4+3/19-20) or Melee 41/+1 quarterstaffMelee corrosive +2/h18/+13/+8 (1d4+5/19-20) or Melee corrosiveMelee corrosive +23/h18/+13/+8 (1d4+5/19-20) or Melee corrosiveMelee corrosive +23/h18/+13/+8 (1d4+5/19-20) or Melee corrosive	Class	Warrior 2	Warrior 8	Warrior 14	Warrior 18	
▶ Defense AC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor) AC 15, touch 11, ff 14 (+1 Dex, +4 chain shirt) AC 18, touch 11, ff 17 (+1 Dex, +7 chainmail +1) AC 19, touch 11, ff 16 (+1 Dex, +8 chainma +2) hp / HD 11 (2d10) 44 (8d10) 75 (14d10) 87 (18d10) Fort +3, Ref +1, Will +1 Fort +6, Ref +5, Will +5 Fort +9, Ref +7, Will +7 Fort +11, Ref +9, Will +9 Movement Speed 30 ft. Speed 30 ft. Speed 20 ft. Speed 20 ft. Attacks Ranged light crossbow Helee quarterstaff +3 (1d4+1/19-20) or Melee dagger +3 (1d4+1/19-20) Ranged laght crossbow Helee 1/+1 Ranged dagger (1d4+2/19-20) or Melee 4//+1 Melee dagger (1d4+2/19-20) or Melee 4//+1 Ranged dagger (1d4+3/19-20) or Melee 4//+1 Ranged dagger (1d4+3/19-20) or Melee 4//+1 Melee 4//+1 (1d4+1/19-20) Melee +1/+1 (1d4+3/19-20) or (1d4+3/19-20) or Ranged dagger (1d4+3/19-20) or Melee +1/+1 Ranged dagger (1d4+3/19-20) or Melee +1/+1 Melee corrosive +2 dagger +23/+18/+13/+8 (1d4+1/19-20) Hi 106+4) Hi 106+4 Ranged corrosive +2 dagger Ranged corrosive +2 dagger	Initiative	+1	+1	+1	+1	
Armor ClassAC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor)AC 15, touch 11, ff 14 (+1 Dex, +4 chain shirt)AC 18, touch 11, ff 17 (+1 Dex, +7 chainmail +1)AC 19, touch 11, ff 18 (+1 Dex, +8 chainmail +2)hp / HD11 (2d10)44 (8d10)75 (14d10)87 (18d10)SavesFort +3, Ref +1, Will +1Fort +6, Ref +5, Will +5Fort +9, Ref +7, Will +7Fort +11, Ref +9, Will +9 \mathcal{M} OffenseSpeed 30 ft.Speed 30 ft.Speed 20 ft.Speed 20 ft.MovementSpeed 30 ft. (148/19-20) or Melee dagger +3 (1d4+1/19-20) or Melee dagger +3 (1d4+1/19-20) or (thrown) +3 (1d4+1/19-20) or (thrown) +3 (1d4+1/19-20) or (thrown) +3 (1d4+1/19-20) or (H14+1/19-20) or Melee +1/+1 quarterstaff +11/+6 (2H: 1d6+4)Speed 20 ft.Speed 20 ft. (td4+3/19-20) or Melee dagger +16/+11/+6 (1d8+1/19- 20) or Melee dagger +17/+12/+7 (1d4+3/19-20) or Melee +1/+1 quarterstaff (td4+3/19-20) or Melee +1/+1 quarterstaff +12/+17/+12/+7 (2H (td4+3/19-20) or Melee corrosive +22/+17/+12/+7 (2H (td4+3/19-20) or Melee corrosive +23/+18/+13/+8 (td4+5/19-20) or Melee agger +18/+13/+8 (2H: Ranged corrosive	Senses	Perception +1	Perception +1	Perception +1	Perception +1	
$ \begin{array}{c c c c c c c c c c c c c c c c c c c $	Defense					
SavesFort +3, Ref +1, Will +1Fort +6, Ref +5, Will +5Fort +9, Ref +7, Will +7Fort +11, Ref +9, Will +9 \checkmark OffenseSpeed 30 ft.Speed 30 ft.Speed 20 ft.Speed 20 ft.Speed 20 ft.AttacksRanged light crossbow +3 (1d8/19-20) or Melee quarterstaff +3 (2H: 1d6+1) or Melee dagger +3 (1d4+1/19-20) or (1d4+2/19-20) or Melee 4aggerRanged light crossbow +9/+4 (1d8/19-20) or Melee dagger (1d4+2/19-20) or Melee 4agger (1d4+1/19-20) or Melee +1/+1 quarterstaff +11/+6 (2H: 1d6+4)Fort +9, Ref +7, Will +7Fort +11, Ref +9, Will +9Will +3Speed 30 ft.Speed 20 ft.Speed 20 ft.Speed 20 ft.Speed 20 ft.Ranged lagger (1d4+2/19-20) or (1d4+2/19-20) or (1d4+3/19-20) or Melee +1/+1 quarterstaff +11/+6 (2H: 1d6+4)Ranged dagger (1d4+3/19-20) or Melee +1/+1 (1d4+3/19-20) or Melee +1/+1 (1d4+5/19-20) or Melee +1/+1 (Armor Class	(+1 Dex, +3 studded	(+1 Dex, +4 chain	(+1 Dex, +7 chainmail	AC 19, touch 11, ff 18 (+1 Dex, +8 chainmail +2)	
Will +1Will +5Will +7Will +9 $\emph{Morement}$ Speed 30 ft.Speed 20 ft.Speed 20 ft.AttacksRanged light crossbow +3 (1d8/19-20) or Melee quarterstaff +3 (2H: 1d6+1) or Melee dagger +3 (1d4+1/19-20) or (1d4+1/19-20) or 	hp / HD	11 (2d10)	44 (8d10)	75 (14d10)	8 7 (18d10)	
MovementSpeed 30 ft.Speed 30 ft.Speed 20 ft.Speed 20 ft.AttacksRanged light crossbow $+3$ (1d8/19-20) or Melee quarterstaff +3 (2H: 1d6+1) or (1d4+1/19-20) or (1	Saves					
AttacksRanged light crossbow $+3 (1d8/19-20)$ or Melee quarterstaff $+3$ $(2H: 1d6+1)$ or Melee dagger $+3$ $(1d4+1/19-20)$ or Melee dagger $+3$ $(1d4+1/19-20)$ or $(1d4+1/19-20)$ or $(1d4+1$	Offense					
$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Movement	Speed 30 ft.	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.	
1d6+5) +2 dagger (thrown) +21/+16/+11/+6 (1d4+5/19-20)	Attacks	+3 (1d8/19-20) or Melee quarterstaff +3 (2H: 1d6+1) or Melee dagger +3 (1d4+1/19-20) or Ranged dagger (thrown) +3	+9/+4 (1 $\frac{108}{19-20}$) or Melee dagger +10/+5 (1 $\frac{1}{2}$ +2/19-20) or Ranged dagger (thrown) +9/+4 (1 $\frac{1}{2}$ +2/19-20) or Melee +1/+1 quarterstaff +11/+6	<i>light crossbow</i> +16/+11/+6 (1d8+1/19- 20) or Melee dagger +17/+12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+3/19-20) or Melee +1/+1 quarterstaff	light crossbow +22/+17/+12/+7 (1d8+3/19-20) or Melee +1/+1 quarterstaff +22/+17/+12/+7 (2H: 1d6+5) or Melee corrosive +2 dagger +23/+18/+13/+8 (1d4+5/19-20) or Ranged corrosive +2 dagger (thrown) +21/+16/+11/+6	

Statistics

			and the second second	
	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Ability Scores	Str 13, Dex 13, Con 10, Int 13, Wis 12, Cha 12	Str 15, Dex 13, Con 10, Int 13, Wis 12, Cha 12	Str 16, Dex 13, Con 10, Int 13, Wis 12, Cha 12	Str 17, Dex 13, Con 10, Int 13, Wis 12, Cha 12
Core Attack	Base Atk +2; CMB +3; CMD 14	Base Atk +8; CMB +9; CMD 21	Base Atk +14; CMB +15; CMD 28	Base Atk +18; CMB +19; CMD 32
Feats	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Cleave, Improved Iron Will, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Agile Maneuvers, Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Cleave, Improved Iron Will, Improved Lightning Reflexes, Intimidating Prowess, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency
Skills	Appraise +1, Artistry +1, Bluff +1, Climb +5, Craft (Untrained) +1, Diplomacy +1, Disable Device +2, Disguise +1, Heal +1, Intimidate +1, Perception +1, Perform (Untrained) +1, Profession (Butcher) +6, Sense Motive +3, Survival +3	Acrobatics -1, Appraise +1, Artistry +1, Bluff +1, Climb +9, Craft (Untrained) +1, Diplomacy +1, Disable Device +5, Disguise +1, Escape Artist -1, Fly -1, Heal +1, Intimidate +1, Knowledge (Geography) +3, Knowledge (Local) +9, Perception +1, Perform (Untrained) +1, Profession (Butcher) +12, Ride -1, Sense Motive +7, Stealth -1, Survival +7	Acrobatics -3, Appraise +1, Artistry +1, Bluff +1, Climb +14, Craft (Untrained) +1, Diplomacy +1, Disable Device +9, Disguise +1, Escape Artist -3, Fly -3, Heal +1, Intimidate +10, Knowledge (Geography) +5, Knowledge (Local) +11, Perception +1, Perform (Untrained) +1, Profession (Butcher) +18, Ride -3, Sense Motive +11, Stealth -3, Survival +11, Swim -1	Acrobatics -3, Appraise +1, Artistry +1, Bluff +1, Climb +17, Craft (Untrained) +1, Diplomacy +1, Disable Device +12, Disguise +1, Escape Artist -3, Fly -3, Heal +1, Intimidate +21, Knowledge (Geography) +5, Knowledge (Local) +13, Perception +1, Perform (Untrained) +1, Profession (Butcher) +22, Ride -3, Sense Motive +13, Stealth -3, Survival +13, Swim -1
Languages	Common, Gnome			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	studded leather armor; crossbow bolts (10x); quarterstaff; dagger; light crossbow 23 gp	chain shirt; crossbow bolts (10x); +1/+1 <i>quarterstaff</i> ; dagger; light crossbow 59 gp	+1 chainmail; crossbow bolts (10x); +1/+1 quarterstaff; dagger; +1 flaming light crossbow 91 gp	+2 chainmail; +2 crossbow bolts (10x); +1/+1 quarterstaff; corrosive +2 dagger; +3 flaming light crossbow 12 pp; 70 gp
				rr,/~ or

Starting Attitude: 14 (Indifferent)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 Fostile Unfriendly Indifferent Friendly Friendly Felpful

Table 23: Attitude Modifiers for Ganyc

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4

Name	Condition	Effect	Notes
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🗲 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

📽 Habits and Logistics

During daylight hours, there's a good chance (265%)
 Ganyc will be in the Town Square, shopping and selling and negotiating and making connections. Some of the time (215%), he will be out of the city proper, meeting with the farmers and shepherds who provide his stock. The remainder of the time (220%), he will be in his shop, going about the business of the day.

At night, **Ganyc** leaves his shop at sundown, hitting the **Tavern** for a few hours. He'll stroll past his shop on his way back to his private quarters in the **Lower-Class Residential District** to make sure all is well. He leaves the business of finishing up to his apprentice, **Farzith**, in whom he places a great deal of trust, though he would never show it to the young gnome.

Background

Ganyc was once a mercenary infantryman who traveled far and wide with the **Wild Kingdom**. After a few ales, a comrade once remarked to him how similar their trade was to that of a butcher. In the morning after, after a particularly brutal battle, **Ganyc** reflected on how true this comment had been, and sought the nearest village to see if he might ply the trade. Fortunately, he happened upon **Berinncorte**, which had no butcher formally. He sunk his entire life savings from mercenary work into the building he now occupies, and set up shop.

9 In the Obelisk Attack

Ganyc is out of town, visiting a farm that supplies him with meat, inspecting the animals, when the **Obelisk Eruption** occurs. He makes his way back into town, but arrives too late to do anything to save his apprentice Farzith.

Conversation

What do you think of Berinncorte?

Got nothing against it. I've seen nicer cities, but it seems to treat me well enough. Best thing I can say for it is, there's no other butcher!"

Do you know anything about the strife between Zugul and Sheergath?

Nope. Don't care, unless it affects me or the shop. If I don't know about it now, seems likely it won't affect me."

What do you think of the Mayor and the government?

✓ "Symms is fine. She's a good customer, actually; loves mutton, don't ya know. I stay away from politics, generally. Meat sells just as well if there's law and order, or if everyone's rioting in the streets. Folk's gotta eat, if they've the coin."

Tell me about being a butcher.

Well, you destroy animals and reshape them in order to satisfy the gullets of folk better off than you. So it's no glorious life, make no mistake. But it pays well enough, and I don't mind the blood and guts. Similar enough to the life of an infantryman, it is, though I've no wistfulness for doing that again."

Do you do any... other sorts of work on the side?

I give to charities. One charity, actually: the Leaky Cask. Old joke, and a bad one, but I love it."

Gorin Bakelight (Cribute Magister)

CR 2; **XP** 800

Description

Gorin is a greedy, selfish, jerk of a man with a knack for finances and accounting—and with just enough of an occasional ability to turn on the charm and press the flesh when the circumstances demand it. His skills and personality are tailor-made for his role as **Tribute Magister**: sociable enough to impress political allies and religious zealots, yet vehemently introverted and snooty enough to form no lasting friendships (and thus maintain his impartiality).

I Appearance

Gorin is a pale, nearly-middle-aged, balding man with a burgeoning paunch. That his underlying physical architecture and habits have doomed him to a life of eventual obesity seems nearly guaranteed; a somewhat early demise from heart disease or gout would appear to be a similarly foregone event. His eyes are somewhat sunken, and his chins doubled; his ears are tiny little things that still manage to stick out from his head sufficiently to give the subtextual impression of goblinoid appearance. Yet when he speaks, it's with the voice of a chorus of demanding angels—a deep bari-

tone, as though the human throat had been fashioned into a divine trumpet. He's far from perfect, but seems altogether balanced sufficiently to have it all work to his favor.

Å Combat Tactics

Tribute Magisters are, as a general rule, not warriors, and Gorin Bakelight is hardly an exception in this regard. A coward to his core, Gorin will flee combat wherever possible, and will summon help at the earliest convenience. The man will fight back if there seems to be literally no other option; as a nobleman, he has had training in the use of his sword cane and other equipment, and is actually quite competent in combat. He will attempt to use his position as Tribute Magister as an excuse to avoid fighting, even if toward noble purpose: the role, and his person, he will claim, are simply too valuable, too important, to Berinncorte, its citizens, and indeed the Realm entire, to risk harm in a brutish exercise.

🎦 Factions

Gorin owes allegiance to the gods themselves, as he would put it, and in his role as **Magister**, himself has no income and therefore pays no tribute. His formal devotion is to the Realm.

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Contraction of the	🔀 Low	🗡 Moderate	🔀 Advanced	imes Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Male Human; LN Mediu	m humanoid (human)		
Class	Aristocrat 4	Aristocrat 8	Aristocrat 12	Aristocrat 16
Initiative	+1	+1	+6	+6
Senses	Perception +8	Perception +12	Perception +16	Perception +20
Defense				
Armor Class	AC 15, touch 11, ff 14 (+1 Dex, +4 chain shirt)	AC 17, touch 11, ff 16 (+1 Dex, +6 chainmail)	AC 20, touch 12, ff 18 (+2 Dex, +8 chainmail +2)	AC 22, touch 13, ff 19 (+2 Dex, +1 dodge, +9 bolstering chainmail +3)
hp / HD	26 (4d8)-4	34 (8d8)-8	51 (12d8)-12	70 (16d8)-16
Saves	Fort -1, Ref +2, Will +5	Fort +0, Ref +3, Will +7	Fort +2, Ref +6, Will +9	Fort +3, Ref +7, Will +11
S Offense			~ 	•
Movement	Speed 20 ft.			
Attacks	Melee sword cane +3 (1d6) or Melee dagger +3 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20) or Ranged light crossbow +4 (1d8/19-20)	Melee dagger +6 (1d4/19-20) or Ranged dagger (thrown) +7/+2 (1d4/19-20) or Melee +2 sword cane +8/+3 (1d6+2) or Ranged light crossbow +7/+2 (1d8/19-20)	Melee +2 bleeding sword cane +11/+6 (1d6+2) or Melee +2 dagger +11 (1d4+2/19-20) or Ranged +2 dagger (thrown) +13/+8 (1d4+2/19-20) or Ranged +1 flaming light crossbow +12/+7 (1d8+1/19-20)	Melee +2 dagger +14 (1d4+2/19-20) or Ranged +2 dagger (thrown) +16/+11/+6 (1d4+2/19-20) or Melee +1 dancing sword cane +14/+9/+4 (1d6+1) or Ranged +2 flaming light crossbow +16/+11/+6 (1d8+2/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.		,	
E Statistics			1	

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Ability Scores	Str 10, Dex 12, Con 7, Int 16, Wis 13, Cha 14	Str 10, Dex 13, Con 7, Int 16, Wis 13, Cha 14	Str 10, Dex 14, Con 7, Int 16, Wis 13, Cha 14	Str 10, Dex 15, Con 7, Int 16, Wis 13, Cha 14
Core Attack	Base Atk +3; CMB +3; CMD 14	Base Atk +6; CMB +6; CMD 17	Base Atk +9; CMB +9; CMD 21	Base Atk +12; CMB +12; CMD 25
Feats	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tower Shield Proficiency	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Fleet, Improved Initiative, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tower Shield Proficiency	Antagonize, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Betrayer, Dodge, Fleet, Improved Initiative, Martial Weapon Proficiency, Persuasive, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Skill Focus (Diplomacy), Tower Shield Proficiency, Weapon Focus (Sword Cane)
Skills	Acrobatics -2, Appraise +10, Artistry +3, Bluff +9, Climb -3, Craft (Untrained) +3, Diplomacy +11, Disguise +2, Escape Artist -2, Fly -2, Heal +1, Intimidate +11, Knowledge (Geography) +10, Knowledge (Local) +10, Perception +8, Perform (Untrained) +2, Ride -2, Sense Motive +8, Stealth -2, Survival +1, Swim -3	Acrobatics -4, Appraise +14, Artistry +3, Bluff +13, Climb -5, Craft (Untrained) +3, Diplomacy +18, Disguise +2, Escape Artist -4, Fly -4, Heal +1, Intimidate +15, Knowledge (Geography) +14, Knowledge (Local) +14, Perception +12, Perform (Untrained) +2, Ride -4, Sense Motive +12, Stealth -4, Survival +1, Swim -5	Acrobatics -2, Appraise +18, Artistry +3, Bluff +17, Climb -4, Craft (Untrained) +3, Diplomacy +27, Disguise +2, Escape Artist -2, Fly -2, Heal +1, Intimidate +21, Knowledge (Geography) +18, Knowledge (Local) +18, Perception +16, Perform (Untrained) +2, Ride -2, Sense Motive +16, Stealth -2, Survival +1, Swim -4	Acrobatics -2, Appraise +22, Artistry +3, Bluff +21, Climb -4, Craft (Untrained) +3, Diplomacy +31, Disguise +2, Escape Artist -2, Fly -2, Heal +1, Intimidate +25, Knowledge (Geography) +22, Knowledge (Local) +22, Perception +20, Perform (Untrained) +2, Ride -2, Sense Motive +20, Stealth -2, Survival +1, Swim -4
Languages	Common, Dwarven, Gno	-		
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	sword cane; dagger; chain shirt; light crossbow; repeating crossbow bolts (10x) 125 gp	+2 sword cane; dagger; chainmail; light crossbow; repeating crossbow bolts (10x) 34 pp; 150 gp	+2 bleeding sword cane; +2 dagger; +2 chainmail; +1 flaming light crossbow; repeating crossbow bolts (10x) 90 pp; 380 gp	+1 dancing sword cane; +2 dagger; +3 bolstering chainmail; +2 flaming light crossbow; repeating crossbow bolts (10x) 131 pp; 412 gp
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💙 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 24: Attitude Modifiers for Gorin Bakelight

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" mod-ifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" mod-ifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" mod-ifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces re-sults (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Conversation	Ask about Tribute, and let him prattle on at length about its importance and the value of his role	+3	Stacks with iterations of itself—Gorin will gleefully talk your ear off, and like you the more for it
Conversation	Question whether the Tribute system makes sense, encourages corruption, or actually produces bene-fit	-5	-
Conversation	Outright accuse Gorin personally of corruption	-15	Does not stack with other Corruption-related conver- sation modifiers.
Conversation	Opine that the Tribute system is in fact corrupt	-10	Does not stack with other Corruption-related conver- sation modifiers.
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4

	Name	Condition	Effect	Notes
	Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
1				

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🖌 Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Diplomacy) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Sword Cane) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

During daylight hours, **Gorin** will usually be at the **May**or's House tending to business, or sometimes (25%) of the time) will be at either the **Zugul Chruch** or the **Sheergath Temple**, with equal chance.

At night, **Gorin** retires early to his chambers in the **Upper-Class Residential District**.

Background

Gorin was trained in one of the Realm's capital cities as a nobleman, and was actually doing quite well in pursuing his childhood dream of being a dashing knight. Then he discovered the mysteries of wine, and the luxuries of good food, and his gluttony dashed such dreams quite effectively. Everything seemed so **difficult**, compared to eating, drinking, and counting money; indeed, once he began down the path of becoming a **Tribute Magister**, he wondered in genuine amazement that anyone could possibly want anything else more in life.

9 In the Obelisk Attack

At the very first sign of trouble, **Gorin** scoops up all the wealth he can physically carry, and flees town immediately.

Conversation

What do you think of Berinncorte?

✓ "Tis a lovely burg. No drama, stable—if humble—wealth, strict rule of law... it's pretty much the ideal, as far as I'm concerned. Though a slightly larger, well-to-do town, one with better chefs, and access to the best spices... yes, well, *that* would be *ideal*, really, but Berinncorte... it's not bad, let's say that, yes?"

Do you know anything about the strife between Zugul and Sheergath?

Two sides of an absurdly conflicted coin. There's no cause for either to be up in arms; both can coexist peacefully. I've been to cities with quite literally ten times the churches, the factions, the chance for division... and yes, while there are spirited debates, and the occasional threat, it's all conducted in a much more civilized manner than here. I'm not quite sure what Cannock and Larissa are on about, but it's nearly as though they each *want* to incite disaster, sometimes. But what do I know? I just collect the coin from them both."

What do you think of the Mayor and the government?

"Symms runs a tight ship, it must be said. I have great respect for the lady, and the role she plays. Now, I do question whether the Tribute flowing out of Berinncorte is quite what it should be, but that's a discussion for other ears, I do believe."

Tell me about being a Tribute Magister.

✓ "It's the most important job in the Realm. No, seriously. Some folk laugh when they hear that, but consider: who serves the gods themselves? Priests? Confessors? Ministers? Bishops? Yes, those all serve a deity, that's true, and I'd wager all the Tribute in the Realm that any of those in such noble religious offices are likely much *closer* to their deity than I am to any. But again: who serves all gods? Only Magisters. Only Magisters ensure the flow of Tribute from every citizen, ensure that the proper percentage of every life's contributions are collected, counted, accounted, and then flowed through, escalated, to the proper channels, until eventually, the fruit of even the lowliest farmer ends up in the hands, the *mouths*, can you comprehend it, of the gods themselves. *All* the gods. Frankly, it boggles the mind, staggers the intellect, to conceive of the role that I and my colleagues play... and the role we *make it possible* for common folk to play in it all."

Do you do any... other sorts of work on the side?

▲ "I've no time for anything else whatsoever. Do you have any idea, any comprehension, how complex my task is? Truly? I think not."

Diplomacy check opposed by **Gorin's Bluff** check:

▲ "From time to time, I have been known to sample the occasional wine, the odd savory tidbit, the rarity of cuisine. I'm not made of stone, you understand. And I can appreciate the fruits of the labor of those skilled at foodcraft."

Gumbrew (Fishmaster)

CR 3; **XP** 800

Description

Trained as a barbarian, **Gumbrew** didn't take to it at all, all he wants to do is fish in peace. Although master of the fishery, he turns the public-facing aspects of things (sales, negotiations) to his apprentice **Stewy**.

One might wonder at the circumstances by which a burly, tall, and hardy half-orc such as **Gumbrew** came to be a simple fisherman. There are many theories the townsfolk whisper to one another, but the truth is far from sinister: he simply prefers this sort of life. Simple, peaceful, and quiet, where he can go about his business without owing allegiance or money to anyone.

It's an odd sight, a middle-aged, peaceful half-orc, whistling to himself as he fishes in the river.

Appearance

Gumbrew is large and sturdy, even by half-orc standards. He has slightly grayish skin, but the effect is one glimpsed most out of the corner of one's eye; he seems normal when viewed head-on. His teeth are thick and unsharp, his hair disheveled; his general appearance is unkempt and laid-back. He dresses casually and simply, and owns but three pairs of clothes as he can wash them in the river as often as he likes.

🆧 Combat Tactics

Those who see but a simple fishhand forget that the halforc was trained as a barbarian: when faced with conflict, **Gumbrew** will not back away from a fight, even one he is obviously outmatched in. He has no big stock in the fishery, and tends not to stand in between innocents and a threat; he's just stubborn and hard-headed, and his temper gets up quickly if he takes offense.

Gumbrew will slam into the nearest combatant when battle starts, chucking a throwing axe or two on the way. He will relentlessly attack this first adversary until it is defeated, and will proceed to the next closest enemy, and so on.

His orcish battle roar is a vestige of his former days as a barbarian, but is loud enough to rouse those nearby: each round of combat, there is a cumulative **210%** chance of **214+1 Berinncorte Militia** arriving on the scene (so a **10%** chance the first round, a **20%** chance the second round, and so on); once they arrive, they will side with the fisherman they know rather than the group of strangers the PCs are to them. Any PC may attempt a **Diplomacy** check at DC 18 to convince the **Militia** that it is instead **Gumbrew** who is at fault here; success does not convince the **Militia** outright, but will sow enough of a seed of doubt to cause them to not attack the party immediately.

🏲 Factions

Gumbrew pays **tribute** as required to the **City of Berinn-corte**, but otherwise owes allegiance to no group or order.

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and the	🗵 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 13; XP 25,600	CR 17; XP 102,400
Sex / Race	Male Half-Orc; CN Medi	um humanoid (orc, huma	n); middle-aged	
Class	Barbarian 2 / Expert 2	Barbarian 4 / Expert 4	Barbarian 8 / Expert 6	Barbarian 12 / Expert 6
Initiative	+1	+1	+1	+1
Senses	Perception +0; Darkvision 60'	Perception +0; Darkvision 60'	Perception +0; Darkvision 60'	Perception +0; Darkvision 60'
Defense				
Armor Class	AC 17, touch 11, ff 17 (+1 Dex, +6 breastplate)	AC 17, touch 11, ff 17 (+1 Dex, +6 breastplate)	AC 18, touch 11, ff 18 (+1 Dex, +7 breastplate +1)	AC 19, touch 11, ff 19 (+1 Dex, +8 <i>vigilant</i> <i>breastplate</i> +2)
hp / HD	38 (2d12)+(2d8)+10	71 (4d12)+(4d8)+18	123 (8d12)+(6d8)+30	154 (12d12)+(6d8)+38
Saves	Fort +5, Ref +1, Will +3	Fort +7, Ref +5, Will +7 +1 Reflex to avoid traps	Fort +12, Ref +7, Will +9 +2 Reflex to avoid traps	Fort +14, Ref +9, Will +11 +4 Reflex to avoid traps
efensive Abilities	Uncanny Dodge	Trap Sense +1, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge, Damage Reduction 1/-	Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge, Damage Reduction 2/-
Offense				

X Offense

Movement Speed 30 ft. ; Fast Movement

De

States on Francisco				
the states	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee orc double axe +6 (1d8+3/+1/x3/3) or Melee orc double axe (1 head) +6 (2H: 1d8+4/x3) or Melee throwing axe +6 (1d6+3) or Ranged throwing axe (thrown) +4 (1d6+3)	Melee +1/+1 orc double axe +11/+6 (1d8+4/+1/x3/3) or Melee +/+11 orc double axe (1 head) +11/+6 (2H: 1d8+5/ x3) or Melee +1 throwing axe +11/+6 (1d6+4) or Ranged +1 throwing axe (thrown) +9/+4 (1d6+4)	Melee +1/+1 flaming orc double axe +17/+12/+7 (1d8+5/+3/x3/3) or Melee +1/+1 flaming orc double axe (1 head only) +17/+12/+7 (2H: 1d8+7/x3) or Melee +1 throwing axe +17/+12/+7 (1d6+5) or Ranged +1 throwing axe (thrown) +14/+9/+4 (1d6+5)	Melee $+2/+2$ shocking orc double axe $+22/+17/+12/+7$ (1d8+6/+4/x3/3) or Melee $+2/+2$ shocking orc double axe (1 head only) $+22/+17/+12/+7$ (2H: 1d8+8/x3) or Melee $+2$ throwing axe $+22/+17/+12/+7$ (1d6+6) or Ranged $+2$ throwing axe (thrown) +19/+14/+9/+4 (1d6+6)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Intimidating Glare	Brawler, Intimidating Glare	Bestial Swimmer, Brawler, Greater Brawler, Intimidating Glare	Bestial Swimmer, Brawler, Greater Brawler, Intimidating Glare, Knockdown
Prepared Spells	-	-	-	Innate Spell-Like Abilities: righteous might (1x/day)
Statistics				
Ability Scores	Str 16, Dex 12, Con 14, Int 10, Wis 11, Cha 11	Str 17, Dex 12, Con 14, Int 10, Wis 11, Cha 11	Str 18, Dex 12, Con 14, Int 10, Wis 11, Cha 11	Str 18, Dex 13, Con 14, Int 10, Wis 11, Cha 11
Core Attack	Base Atk +3; CMB +6; CMD 17	Base Atk +7; CMB +10; CMD 21	Base Atk +12; CMB +16; CMD 27	Base Atk +12; CMB +12; CMD 27
Feats	Armor Proficiency, Light, Ironguts, Run, Simple Weapon Proficiency	Armor Proficiency, Light, Ironguts, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency	Armor Proficiency, Light, Great Fortitude, Improved Great Fortitude, Ironguts, Iron Will, Lightning Reflexes, Power Attack, Run, Simple Weapon Proficiency	Armor Proficiency, Light, Athletic, Cleave, Great Fortitude, Improved Great Fortitude, Ironguts, Iron Will, Lightning Reflexes, Power Attack, Run, Simple Weapon Proficiency
Skills	Acrobatics -3, Bluff +5, Climb +4, Escape Artist -3, Fly -3, Heal +5, Intimidate +9, Profession (Fisherman) +7, Ride -3, Sense Motive +2, Stealth +2, Survival +5, Swim -1	Acrobatics -3, Bluff +9, Climb +4, Escape Artist -3, Fly -3, Heal +6, Intimidate +13, Knowledge (Local) +2, Profession (Fisherman) +11, Ride -3, Sense Motive +4, Stealth +3, Survival +7, Swim -1	Acrobatics -2, Bluff +13, Climb +8, Escape Artist -2, Fly -2, Heal +7, Intimidate +19, Knowledge (Local) +6, Profession (Fisherman) +17, Ride -2, Sense Motive +4, Stealth +5, Survival +9, Swim +8	Acrobatics -2, Bluff +16, Climb +12, Escape Artist -2, Fly -2, Heal +9, Intimidate +21, Knowledge (Local) +6, Profession (Fisherman) +21, Ride -2, Sense Motive +6, Stealth +6, Survival +9, Swim +14
Languages	Common, Orc			
Special Qualities	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Guarded Stance, Intimidating, Negative Levels, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity

1000	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Treasure	orc double axe; breastplate; throwing axe (4x) 17 gp	+1/+1 orc double axe; breastplate; +1 throwing axe (x2) 34 gp	+1/+1 flaming orc double axe; breastplate +1; +1 throwing axe (x2) 67 gp	+2/+2 shocking orc double axe; vigilant breastplate +2; +2 throwing axe (x2) 119 gp
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💙 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 25: Attitude Modifiers for Gumbrew

Name	Condition	Effect	Notes	
Conversation	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp	
Commerce	Engage in conversation outside the context of a transaction	+2	-	
Commerce	PCs attack without provocation	-15	Does not stack with other attack-based modifiers	
Conversation	PCs attack with provocation	-10	Does not stack with other attack-based modifiers	
Action	PCs threaten violence	-5	-	
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Conversation	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers	
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers	
Action	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)	
Action	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4	
Conversation	One or more PCs have been arrested	-1	Per offense, no limit	
Conversation	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10	
Extant	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15	
Extant	PCs refuse to help when asked	-3	Per request; no maximum	
Action	PCs agree to help when asked	+4	Per request; maximum +12	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins party)	

Nan	ne	Condition	Effect	Notes
Action		PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Action		PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Action		PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Convers	ation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Convers	ation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Bestial Swimmer (Ex) While raging, the barbarian gains a natural swim speed equal to her normal land speed. A barbarian must have the raging swimmer rage power and be at least 6th level before selecting this rage power.

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Damage Reduction (Ex) You gain damage reduction. Subtract 2 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to o but not below o.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Guarded Stance (Ex) You gain a +3 dodge bonus to your Armor Class against melee attacks for 2 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Intimidating (Ex) Half-orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 28 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to

Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 54 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

💈 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Ironguts You have an especially strong stomach. You gain a +2 racial bonus on saving throws against any effect causing the nauseated or sickened conditions and against all ingested poisons (but not other poisons). In addition, you receive a +2 bonus on Survival skill checks to find food for yourself (and only yourself).

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a

+2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

🛿 Habits and Logistics

During daylight hours, **Gumbrew** is fishing in the **river** most (**85**%) of the time. He occasionally (**15**%) will visit the **Town Square** to buy supplies or sell fish.

At night, **Gumbrew** will be on the bank of the river (**60**%), either fishing more or simply relaxing, or tending to business inside the **Fishery** (**40**%).

Background

A few months ago, **Gumbrew** accidentally killed someone who had been sneaking into his property late at night. He struck the interloper on the head; they were knocked out, and fell into the river, drowning. He assumes they ended up downstream somewhere. The half-orc is less haunted by the death than he is worried that he'll be discovered and punished, but keeps the whole thing secret.

9 In the Obelisk Attack

Gumbrew is standing directly atop the point at which the **Obelisk** erupts, and is slain instantly.

Conversation

What do you think of Berinncorte?

"Peaceful place, no? Came here to make a life for myself, find some quiet. Seems I found that."

Do you know anything about the strife between Zugul and Sheergath?

"I notice things; sure, there's some conflict all right. But I doubt it will escalate much. Folks have too much to live for, here, to put that all at risk for—what? A holy war? Please."

What do you think of the Mayor and the government?

Militia keeps the peace, and the Mayor does a fine job running things. I've no complaints. But neither do I deal with the government all that much."

Sense Motive check opposed by **Gumbrew's Bluff** check:

You get the impression that the fisherman is being less than forthright about law and order in the city. "Seems

peaceful enough, 'tis true... but there are crimes around here that never get solved. Trust me. But I'll say no more on the subject."

Tell me about being a fisherman.

That stream there, that's everything I need. Plenty of fish, and I've no mean skill with hook or net. It's an endless supply of happiness for me, really."

Do you do any... other sorts of work on the side?

"Heh, not sure what you mean about that. I'm quite boring; I fish, I trade, and I nap. So yeah, on the side? I guess you could say I do a lot of napping. It's my hobby."

Gunnloda Balderk (Librarian)

CR 4; **XP** 1,200

Description

Jack of all trades, master of... well, many of them, actually; that's **Berinncorte's** librarian, **Gunnloda**. Spine a bit hunched, eyes a bit pinched, she is every of her few inches a book-mongering literate.

Appearance

Gunnloda is approaching middle-age, but has the bearing and demeanor of a dwarf twice her years; she actually paints her hair white so as to appear a bit more venerable (and thus, she believes, more respectable and wise).

Whether this technique is effective or necessary, it almost doesn't matter: as the woman in charge of the town's only source of terrestrial wisdom, **Gunnloda** is in a unique position and is taken seriously and respected regardless of any trickery.

🏝 Combat Tactics

This dwarf will fight for nothing except her books. If cornered, she will beg for mercy and offer anything she can that might be of interest, but in truth she has precious little wealth to offer and few skills outside of her knowledge. Similarly, if innocents are threatened in her presence, or her colleagues **Biggen Gurble** or **Tudra Coppereye**, she knows she has little to offer the proceedings, and will simply try and run and get help at the nearest **Militia Guard Post**.

If it is instead her library, or its contents, that are threatened, then... well. She will ferociously defend the building and its books, until death. **Gunnloda** does not know this about herself, and would only discover it to be true if placed in such a situation—where her own reaction would surprise her!

🏲 Factions

Gunnloda has dabbled in the **Antimagic Shell**, but is on the fence as to whether it is worthwhile committing to them. While she agrees with some of their principles, and certainly feels that society has become quite over-reliant upon magic as a means of "shortcutting" manual effort in many cases, abstaining entirely from magic's use seems an overreaction to her.

For the time being, at least, her **tribute** therefore goes to **Berinncorte City** proper.

Contraction of the local division	🗵 Low	🗵 Moderate	Advanced	× Elite	
👤 General			Muvuneeu		
CR / XP	1, , 1, ,		CR 12; XP 19,200 CR 16; XP 76,800		
Sex / Race	Female Dwarf; LN Medi				
Class	Expert 6	Expert 10	Expert 14	Expert 18	
Initiative	+0	+0	+0	+0	
Senses	Perception +3; Darkvision 60'	Perception +3; Darkvision 60'	Perception +3; Darkvision 60'	Perception +3; Darkvision 60'	
D Defense	Defense				
Armor Class	AC 10, touch 10, ff 10 (no mods)	AC 11, touch 10, ff 11 (+1 padded armor)	AC 12, touch 10, ff 12 (+2 leather armor)	AC 14, touch 10, ff 14 (+4 leather armor +2)	
hp / HD	21 (6d8)	34 (10d8)	62 (14d8)+4	83 (18d8)+8	
Saves	Fort +2, Ref +2, Will +8 +2 vs. poison, spells, and spell-like abilities	Fort +3, Ref +3, Will +10 +2 vs. poison, spells, and spell-like abilities	Fort +6, Ref +4, Will +14 +2 vs. poison, spells, and spell-like abilities	Fort +8, Ref +8, Will +16 +2 vs. poison, spells, and spell-like abilities	
🖌 Offense					
Movement	Speed 20 ft.	Speed 25 ft.	Speed 25 ft.	Speed 25 ft.	
Attacks	Melee dagger +3 (1d4- 1/19-20) or Ranged dagger (thrown) +4 (1d4- 1/19-20)	Melee dagger +6/+1 (1d4-1/19-20) or Ranged dagger (thrown) +7/+2 (1d4- 1/19-20) or Ranged dart +7 (1d4- 1)	Ranged dart +10 (1d4) or Melee +1 dagger +11/+6 (1d4+1/19-20) or Ranged +1 dagger (thrown) +11/+6 (1d4+1/19-20)	Ranged dart +13 (1d4) or Melee +2 dagger +16/+11/+6 (1d4+2/19-20) or Ranged +2 dagger (thrown) +16/+11/+6 (1d4+2/19-20)	
Space / Reach	Space 5 ft.; Reach 5 ft.				
E Statistics					
Ability Scores	Str 8, Dex 10, Con 10, Int 19, Wis 16, Cha 10	Str 9, Dex 10, Con 10, Int 19, Wis 16, Cha 10	Str 10, Dex 10, Con 10, Int 19, Wis 16, Cha 10	Str 10, Dex 10, Con 10, Int 20, Wis 16, Cha 10	

-	Low Moderate		Advanced × Elite	
Core Attack			Base Atk +10;	Elite Base Atk +13;
Core Attack	Base Atk +4; CMB +3; CMD 13 (17 vs. bullrush or trip)	Base Atk +7; CMB +6; CMD 16 (20 vs. bullrush or trip)	CMB +10; CMD 20 (24 vs. bullrush or trip)	CMB +13; CMD 23 (27 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local))	Armor Proficiency, Light, Fleet, Run, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local)	Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Run, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local))	Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Craft (Calligraphy), Knowledge (History), Knowledge (Local)), Weapon Focus (Dagger)
Skills	Appraise +4, Artistry +4, Climb -1, Craft (Calligraphy) +16, Craft (Untrained) +4, Heal +3, Knowledge (Arcana) +13, Knowledge (Geography) +13, Knowledge (History) +16, Knowledge (Local) +16, Knowledge (Nature) +13, Knowledge (Nobility) +13, Knowledge (Planes) +13, Knowledge (Religion) +13, Perception +3, Sense Motive +3, Survival +3, Swim -1, Use Magic Device +6	Appraise +4, Artistry +4, Climb -1, Craft (Calligraphy) +23, Craft (Untrained) +4, Heal +3, Knowledge (Arcana) +17, Knowledge (Engineering) +13, Knowledge (Geography) +17, Knowledge (History) +23, Knowledge (Local) +23, Knowledge (Nature) +17, Knowledge (Nobility) +17, Knowledge (Planes) +17, Knowledge (Religion) +17, Perception +3, Sense Motive +3, Survival +3, Swim -1, Use Magic Device +10	Appraise +4, Artistry +4, Craft (Calligraphy) +27, Craft (Untrained) +4, Heal +3, Knowledge (Arcana) +21, Knowledge (Engineering) +18, Knowledge (Geography) +21, Knowledge (History) +27, Knowledge (Local) +27, Knowledge (Nature) +21, Knowledge (Nobility) +17, Knowledge (Planes) +21, Knowledge (Religion) +21, Perception +3, Sense Motive +3, Survival +3, Use Magic Device +14	Appraise +5, Artistry +5, Craft (Books) +16, Craft (Calligraphy) +32, Craft (Untrained) +5, Heal +3, Knowledge (Arcana) +26, Knowledge (Dungeoneering) +8, Knowledge (Engineering) +23, Knowledge (Geography) +26, Knowledge (History) +32, Knowledge (Local) +32, Knowledge (Nature) +26, Knowledge (Nobility) +22, Knowledge (Planes) +26, Knowledge (Religion) +26, Perception +3, Sense Motive +3, Survival +3, Use Magic Device +18
Languages	Common, Dwarven, Gnome, Orc, Terran, Undercommon	Common, Dwarven, Gnome, Orc, Terran, Undercommon	Common, Dwarven, Gnome, Orc, Terran, Undercommon	Common, Dwarven, Gnome, Goblin, Orc, Terran, Undercommon
Special Qualities	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	dagger; scholar's outfit 34 cp	dagger; padded armor; dart (6x); scholar's outfit 12 sp; 61 cp	+ <i>1 dagger</i> ; leather armor; dart (6x); scholar's outfit 1 pp; 18 gp; 27 sp	+2 dagger; +2 leather armor; dart (6x); scholar's outfit 8 pp; 34 gp; 91 cp

🕈 Attitude Tracker

Starting Attitude: 14 (Indifferent)


Table 26: Attitude Modifiers for Gunnloda Balderk

Name	Condition	Effect	Notes
Action	Gunnloda is aware of the party attempting to steal a book from the Library	-5 per book	No maximum effect
Action	The party happens upon Gunnloda in the Sage's Hall (p 210)	-3	This impact can be negated by any PC succeeding in a Diplomacy check opposed by Gunnloda's Sense Motive check, trying to explain why they are there
Action	Party is involved in violence occurring inside the Library	-8	Counts regardless as to "who started it"
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6

Name	Condition	Effect	Notes
	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

💈 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Craft (Calligraphy), Knowledge (History),

Knowledge (Local)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Dagger) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛿 Habits and Logistics

During daylight hours, **Gunnloda** will be in the **Library**, usually (**2 85%**) reading. She tends to leave the work of dealing with the public to her Reader, **Biggen Gurble**, who effectively runs the operation as far as the public is concerned. **Gunnloda** is also the means of contacting **Tudra Coppereye**, with whom she speaks the remainder of her daylight hours (though much of that time (**2 75%**), **Gunnloda** and **Tudra** are meeting with at least one **Townsfolk** to address their question.

At night, **Gunnloda** keeps to herself, indulging in even more bookreading. Occasionally, she will be forced to discuss matters with her colleagues at the **Library**, and will either speak with them in the building (**40%**), or the three of them will visit the **Tavern** (**60%**) to converse, locking the building while they are gone.

Background

Gunnloda was always a bookworm, and a bit of a social outcast as a result. She's long preferred the company of books to people, and takes to herself most of the time.

She was appointed **Librarian** of **Berinncorte** many years ago by the then-Mayor, who created the building. The **Library** was stocked by donations from the Mayor and contributions from citizens and other cities... and, largely, from **Gunnloda's** personal collection, which still comprises some **55%** of the books in the building.

9 In the Obelisk Attack

Gunnloda is in the **Gardens** when the **Eruption** occurs; she immediately runs toward the **Library** to see if the books are okay, and runs afoul of a winged creature who mortally wounds her. She spends the last of her breath dragging herself toward the building she sought.

Conversation

What do you think of Berinncorte?

• "Lovely town, with an incomparable library. Did you know, much of what we have comes from my personal collection? It's true."

Do you know anything about the strife between Zugul and Sheergath?

▲ "Tale as old as time... or, at least, as old as those two faiths. Zugul and Sheergath have been at ideological odds with one another for eons untold; in a way, their strife is a theological incarnation of the broader interplay of chaos versus order, of law versus unrest. In the broader context of the pantheon, Zugul represents—ah, I ramble. I tend to get excited about some topics."

What do you think of the Mayor and the government?

Symms does a good enough job. She doesn't appreciate knowledge, though—I don't believe she's ever actually been in the Library."

Tell me about being a librarian.

✓ "My first job is to learn, to study, that I might help others more effectively. For those who require wisdom a bit beyond the capabilities of mere books, there's Tudra—and she's a bit of an odd sort; most folk prefer dealing with me, so I try and help the relationship as I can."

Do you do any... other sorts of work on the side?

"I'm not quite sure what you mean. I read quite a bit."

Diplomacy check at DC 18, or a donation of at least **15 gp** worth of a donation to the library:

■ "I come across much knowledge, in my world. Hopefully this is of assistance." The succeeding PC may make a free roll on the **Rumors and Lore** table; **Gunnloda** does in fact know and does convey whether it is accurate.

Gurth (Cryptkeeper)

CR 1/2; **XP** 200

Description

No way around it—**Gurth** is an unsavory gnome, but he likes it that way. He keeps to himself, even actively avoiding other people whenever possible.

If slain under any unnatural circumstances, **High Priest Cannock** will demand an investigation, and will work with **Mayor Symms** to exact severe justice if he knows the PCs perpetrated the crime. This is, however, less out of a sense of genuine emotion for the lost gnome, and more outrage that such a crime would be enacted against his church.

Appearance

He's a crusty, filthy, and altogether unpleasant-looking example of his race. Townsfolk joke that he's never taken a bath but soberly, some wonder whether how often he bathes. His clothes are tattered and soiled, and his hair is greasy with bits of twig inexplicably here and there.

🆧 Combat Tactics

Gurth is actually quite content with his life, despite his living conditions. He is motivated by greed and liquor, but will rarely attack anyone outright unless given significant incentive to do so.

If attacked, he will try to escape, seeking sanctuary in the **Zugul Church**. He is not aware of the secret door in the north of the church, so will attempt to make it to the main entrance in the west of the building. If cornered, he will fight, begging and pleading for mercy all the while.

🚰 Factions

Berinncorte City pays him a stipend, as does the **Zugul Church**.

He "forgets" his **tribute** duties every year, and most officials revolt at the concept of paying him a visit to remind him... but when pressed, or if he remembers, his **tribute** is split between the two factions that pay his wages.

the second s	CR 1/2; XP 200 Male Gnome; LN Small h	CR 4; XP 1,200		
the second s	, ,	CR 4; XP 1,200		
Sey / Race M	/Iale Gnome; LN Small h		CR 10; XP 9,600 CR 16; XP 76,800	
JEA / Race IVI		umanoid (gnome); middl	le-aged	
Class Ro	Rogue 1	Rogue 5	Rogue 11	Rogue 15
Initiative +2	-2	+2	+2	+2
	Perception +5; Low-Light Vision	Perception +9; Low-Light Vision	Perception +15; Low-Light Vision	Perception +19; Low-Light Vision
Defense				
(+	AC 14, touch 13, ff 12 +1 size, +2 Dex, +1 padded armor)	AC 15, touch 13, ff 15 (+1 size, +2 Dex, +2 leather armor)	AC 16, touch 13, ff 16 (+1 size, +2 Dex, +3 <i>leather armor +1</i>)	AC 17, touch 13, ff 17 (+1 size, +2 Dex, +4 <i>leather armor</i> +2)
hp / HD 11	1 (1d8)+3	50 (5d8)+15	96 (11d8)+33	130 (15d8)+45
W +2	Fort +2, Ref +4, Vill -1 •2 vs. illusion spells or ffects	Fort +3, Ref +6, Will +0 +2 vs. illusion spells or effects; +1 Reflex to avoid traps	Fort +7, Ref +9, Will +4 +2 vs. illusion spells or effects; +3 Reflex to avoid traps	Fort +9, Ref +13, Will +6 +2 vs. illusion spells or effects; +5 Reflex to avoid traps
Defensive Abilities -		Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge
🖌 Offense				
Movement Sp	speed 20 ft.	Speed 25 ft.	Speed 25 ft.	Speed 25 ft.
++ Ra th	Melee dagger (small) -0 (1d3-1/19-20) or Ranged dagger (small/ hrown) +3 (1d3-1/19- 20)	Melee dagger (small) +3 (1d3-1/19-20) or Ranged dagger (small/ thrown) +6 (1d3-1/19- 20)	Melee +2 dagger (small) +11/+6 (1d3+2/19-20) or Ranged +2 dagger (small/thrown) +13/+8 (1d3+2/19-20)	Melee +3 dagger (small) +15/+10/+5 (1d3+3/19-20) or Ranged +3 dagger (small/thrown) +17/+12/+7 (1d3+3/19-20)
Space / Reach Space	pace 5 ft.; Reach 5 ft.			
Special Attacks Sr	neak Attack 1d6	Befuddling Strike, Sneak Attack 3d6	Befuddling Strike, Distracting Attack, Sneak Attack 6d6	Befuddling Strike, Distracting Attack, Sneak Attack 8d6

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Statistics				
Ability Scores	Str 8, Dex 14, Con 15, Int 6, Wis 8, Cha 5	Str 9, Dex 14, Con 15, Int 6, Wis 8, Cha 5	Str 10, Dex 14, Con 15, Int 6, Wis 8, Cha 5	Str 10, Dex 15, Con 15, Int 6, Wis 8, Cha 5
Core Attack	Base Atk +0; CMB -2; CMD 10	Base Atk +3; CMB +1; CMD 13	Base Atk +8; CMB +7; CMD 19	Base Atk +12; CMB +12; CMD 27
Feats	Stealthy	Fleet, Run, Stealthy	Fleet, Great Fortitude, Improved Iron Will, Iron Will, Run, Stealthy	Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Run, Stealthy
Skills	Acrobatics +6, Appraise -2, Artistry -2, Bluff -3, Climb +3, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +8, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +2, Perception +5, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +12, Survival -1, Swim -1	Acrobatics +10, Appraise -2, Artistry -2, Bluff -3, Climb +7, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +12, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +6, Perception +9, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +16, Survival -1, Swim -1	Acrobatics +16, Appraise -2, Artistry -2, Bluff -3, Climb +14, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +20, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +12, Perception +15, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +24, Survival -1	Acrobatics +20, Appraise -2, Artistry -2, Bluff -3, Climb +18, Craft (Untrained) -2, Diplomacy -3, Disguise -3, Escape Artist +24, Fly +4, Heal -1, Intimidate -3, Knowledge (Local) +16, Perception +19, Perform (Untrained) -3, Ride +2, Sense Motive -1, Stealth +28, Survival -1
Languages	Common, Gnome, Sylvar	1		
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity	Defensive Training, Deft Palm, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity	Camouflage, Canny Observer, Defensive Training, Deft Palm, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Trapfinding, Weapon Familiarity	Camouflage, Canny Observer, Defensive Training, Deft Palm, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Slow Reactions, Stand Up, Trapfinding, Weapon Familiarity
Treasure	dagger (small); padded armor (small) 6 cp	dagger (small); leather armor (small) 24 cp	+2 dagger (small); +1 leather armor (small) 3 sp; 18 cp	+3 dagger (small); +2 leather armor (small) 1 gp; 13 sp; 24 cp
and the second second			Contraction Contract	No. of Concession, Name

💙 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 27: Attitude Modifiers for Gurth

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Befuddling Strike (Ex) When the rogue deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the rogue for 1d4 rounds.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Distracting Attack (Ex) A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Dramatis Personae

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 19.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Slow Reactions (Ex) Opponents damaged by your sneak attack can't make attacks of opportunity for 1 round.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

💈 Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

🛿 Habits and Logistics

During daylight hours, **Gurth** will be minding the **Grave**yard or the **Zugul Church Gardens**.

At night, **Gurth** will invariably (**85%**) be at the **Tavern**, drinking away his entire stipend more often than not. At closing time, he will stumble about the streets fearlessly, retiring to his **shack**. If he does not go to the **Tavern**, he will idle about the **Graveyard** for a bit, and then simply turn in early to sleep.

Background

Gurth is actually older than the church or the graveyard he keeps. A venerable gnome, he used to be a thief, until his relative lack of skill caught up with him and he lost everything he had. The guilds and factions in the area effectively banished him from that region of the realm, and after a few years wandering, he ended up drunk on the streets of **Berinncorte**, where a young **High Priest Cannock** took pity on the destitute gnome and gave him a job and some degree of purpose.

9 In the Obelisk Attack

The terrified gnome seeks shelter in his shack during the **Eruption**, and through sheer dumb luck, survives. He suffers no guilt whatsoever at not having come to the aid of his fellow townsfolk, and resumes his duties as best as he is able in the aftermath of the attack, as though nothing had happened.

Conversation

Note: The GM is encouraged to have fun roleplaying **Gurth** and his reactions. His responses should be terse, yet his expression should be flexible. Remember, this is an exceedingly low-Charisma, filthy, drunken gnome with a macabre profession; the party should have realistically low expectations as to how fruitful any conversation with him is likely to be!

What do you think of Berinncorte?

What do I think of what? This? The city? 's fine, I guess. Keeps me in ale."

Do you know anything about the strife between Zugul and Sheergath?

You don't go sayin'... don't sayin' yo..." The gnome visibly pulls himself together, as best he can. "Don't you go sayin' a word agains' Cannock, y'hear? Cannock's is all right. All right. Anyone 's a problem with him, they gotta go through me."

What do you think of the Mayor and the government?

Who? An' what? I dunno. He's a good horse, I reckon. Shod well."

Tell me about being a, um, cryptkeeper.

General "Best job in the world! Really? No! Hells, no. 's a 'orrible job. Truly rank. Foul, 't is. But someun's gotta do it, annit pays all right." *He grins at you with rotted teeth, their stench remarkable.* "Ya meet interesting people, so ya do. Heh, heh."

Do you do any... other sorts of work on the side?

• "Does ale count as work? No? Well 'en, nope, no side jobs, I suppose."

You must hear a lot of interesting stories and rumors in your line of work.

*Oh, aye? Ah, now you mention it, I did hear summin... that your mammy lay with elk! A hahaha!"

Diplomacy check at DC 13, pressing the matter as to rumors:

✓ "Ah, sure, why not; here's what I know." The succeeding PC may make a free roll on the Rumors and Lore table... however, keep rerolling until the result is a False statement.
 Gurth passes this falsehood off as true; a ▲ Sense Motive check at DC 16 will tell any PC of his ruse.

CR 4; **XP** 1,200

Description

This elven ranger is purpose-built to be of assistance in the aftermath of the **Obelisk Eruption**. His presence here is no coincidence, though it is beyond the scope of this adventure as to how, and by whose command, **Gyldor** and his wolverine companion have come to be in **Berinncorte**.

Appearance

Tall, mysterious, and quiet, this elf seems out of place in a good-natured, lawful town such as this. Although hardly ugly, and certainly noteworthy, his presence seems to slide off your mind unless you focus upon him intently. His straight dirty-blond hair is shoulder-length, and his ears less severely pointed than others of his kind; his shoulders are broad and support an athletic, lithe build.

🖧 Combat Tactics

Gyldor's true purpose here is to combat the **Obelisk** and the creatures it draws forth; he has little time or patience for any matters that threaten to distract him from that aim. While certainly capable in a fight, he will try to avoid conflict, as he does not wish to explain his presence to the

authorities. Ideally, he is here, but not noticed; present, but then forgotten.

Faced with unavoidable battle, he will fight smartly, using ranged attacks against magic-wielding opponents and backing away if possible so as to continue to use his primary weapon, his longbow. Forced into melee, he will use his falchion and attempt to free himself to return to the longbow.

Regardless of circumstances, he will not seek the authorities, and will run away rather than lose; he believes his presence in the city to be absolutely essential to the survival of its citizens, and that importance is far too great to risk on a tavern brawl or a routine mugging.

Factions

Gyldor belongs to a very important faction, but knowledge of its existence and its impact is beyond the scope of this adventure.

The GM is encouraged to try hard to keep **Gyldor** alive during this adventure, as he has a significant role to play in future components of this **Adventure Path**. If you are playing this adventure as a one-off, or if **Gyldor** dies unavoidably, it is still quite possible to continue the adventure path thereafter; details as to how to "replace" **Gyldor** in his plot role are described in subsequent adventures.

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Contraction of the Party of the	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 4; XP 1,200	CR 8; XP 6,400	CR 12; XP 19,200	CR 17; XP 102,400	
Sex / Race	Male Elf; LN Medium hu	manoid (elf)			
Class	Ranger 5	Ranger 9	Ranger 13	Ranger 18	
Initiative	+4	+5	+5	+6	
Senses	Perception +11; Low-Light Vision	Perception +16; Low-Light Vision	Perception +20; Low-Light Vision	Perception +25; Low-Light Vision	
🖸 Defense					
Armor Class	AC 16, touch 13, ff 13 (+3 Dex, +3 studded leather armor)	AC 18, touch 13, ff 15 (+3 Dex, +5 studded leather armor +2)	AC 18, touch 13, ff 15 (+3 Dex, +5 expeditious +2 studded leather armor)	AC 20, touch 13, ff 17 (+3 Dex, +7 vigilant +4 studded leather armor)	
hp / HD	40 (5d10)+5	65 (9d10)+9	91 (13d10)+13	112 (18d10)+18	
Saves	Fort +5, Ref +8, Will +3 +2 vs. enchantment spells and effects	Fort +7, Ref +11, Will +5 +2 vs. enchantment spells and effects	Fort +9, Ref +13, Will +6 +2 vs. enchantment spells and effects	Fort +12, Ref +17, Will +10 +2 vs. enchantment spells and effects	
Defensive Abilities	-	Evasion	Evasion	Improved Evasion	
🖌 Offense					
Movement	Speed 20 ft.	Speed 20 ft.; Woodland Stride	Speed 20 ft.; Woodland Stride	Speed 20 ft.; Woodland Stride	

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S. S. S. S.	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Attacks	Ranged +1 longbow +10 (1d8+1/x3), within 30 ft. +11 (1d8+2) or Melee dagger +5 (1d4/19-20) or Ranged dagger (thrown) +9 (1d4+1/19-20), within 30 ft. +10 (1d4+1) or Melee falchion +5 (2H: 2d4/18-20)	Ranged +3 longbow +17/+12 (1d8+3/x3), within 30 ft. +18/+13 (1d8+4) or Melee dagger +9/+4 (1d4/19-20) or Ranged dagger (thrown) +14/+9 (1d4+1/19-20), within 30 ft. +15/+10 (1d4+1) or Melee falchion +9/+4 (2H: 2d4/18-20)	Ranged +2 flaming burst longbow +20/+15/+10 (1d8+2/ x3), within 30 ft. +21/+16/+11 (1d8+3) or Melee dagger +13/+8/+3 (1d4/19- 20) or Ranged dagger (thrown) +18/+13/+8 (1d4+1/19-20), within 30 ft. +19/+14/+9 (1d4+1) or Melee falchion +13/+8/+3 (2H: 2d4/18-20)	Ranged +3 flaming burst longbow +28/+23/+18/+13 (1d8+3/x3), within 30 ft. +28/+23/+18/+13 (1d8+4) or Melee dagger +18/+13/+8/+3 (1d4/19-20) or Ranged dagger (thrown) +24/+19/+14/+9 (1d4+1/19-20), within 30 ft. +25/+20/+15/+10 (1d4+1) or Melee falchion +18/+13/+8/+3 (2H: 2d4/18-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Outsider (Chaotic) +4; Undead +2	Outsider (Chaotic) +4; Undead +2	Magical Beast +2, Outsider (Chaotic) +4; Undead +4	Aberration +2, Magical Beast +2, Outsider (Chaotic) +6; Undead +4; <i>righteous might</i> 1x/day
repared Spells	Ranger (CL 5 th): 1 st – abundant ammunition, bowstaff	Ranger (CL 5 th): 2 nd – arrow eruption, campfire wall 1 st – abundant ammunition, bowstaff	Ranger (CL 13 th): 3 rd – aspect of the stag 2 nd – arrow eruption, campfire wall, hold animal 1 st – abundant ammunition, bowstaff, charm animal (2x)	Ranger (CL 18 th): 4 th – bow spirit, find quarry 3 rd – aspect of the stag, nondetection 2 nd – arrow eruption, campfire wall, hold animal, hunter's eye 1 st – abundant ammunition, bowstaff, charm animal (2x), diagnose disease
Statistics				
Ability Scores	Str 10, Dex 19, Con 12, Int 11, Wis 14, Cha 13	Str 10, Dex 20, Con 12, Int 11, Wis 14, Cha 13	Str 10, Dex 21, Con 12, Int 11, Wis 14, Cha 13	Str 10, Dex 22, Con 12, Int 11, Wis 14, Cha 13
Core Attack	Base Atk +5; CMB +5; CMD 19	Base Atk +9; CMB +9; CMD 24	Base Atk +13; CMB +13; CMD 28	Base Atk +18; CMB +18; CMD 34
Feats	Endurance, Point- Blank Shot, Precise Shot, Rapid Shot, Stabbing Shot	Clustered Shots, Endurance, Impact Critical Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Stabbing Shot	Clustered Shots, Endurance, Far Shot, Impact Critical Shot, Improved Precise Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Stabbing Shot	Clustered Shots, Endurance, Far Shot, Impact Critical Shot, Improved Precise Shot, Iron Will, Manyshot, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Stabbing Shot, Weapon Focus (Longbow)

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	🗵 Low	🔀 Moderate	Advanced	× Elite
Skills Acrobatics +3, Bluff +1, Climb +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Handle Animal +6, Heal +10, Intimidate +5, Knowledge (Dungeoneering) +5, Knowledge (Geography) +6, Knowledge (History) +1, Knowledge (Local) +5, Knowledge (Nature) +7, Perception +11, Perform (Untrained) +1, Ride +1, Sense Motive +2, Stealth +1, Survival +2, Swim -3		Acrobatics +6, Bluff +1, Climb +9, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Handle Animal +9, Heal +13, Intimidate +6, Knowledge (Dungeoneering) +5, Knowledge (Geography) +7, Knowledge (History) +2, Knowledge (Local) +9, Knowledge (Local) +9, Knowledge (Nature) +11, Perception +16, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim -3	Acrobatics +8, Bluff +1, Climb +13, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Handle Animal +10, Heal +18, Intimidate +6, Knowledge (Dungeoneering) +5, Knowledge (Geography) +9, Knowledge (History) +3, Knowledge (Local) +13, Knowledge (Nature) +13, Perception +20, Perform (Untrained) +1, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim -3	Acrobatics +11, Bluff +1, Climb +18, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Handle Animal +12, Heal +23, Intimidate +8, Knowledge (Dungeoneering) +7, Knowledge (Geography) +11, Knowledge (History) +5, Knowledge (Local) +18, Knowledge (Nature) +15, Perception +25, Perform (Untrained) +1, Ride +3, Sense Motive +2, Stealth +3, Survival +2, Swim -3
Languages	Common, Elven			
Special Qualities	Special QualitiesAnimal Companion, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Keen Senses, Low- Light Vision, Track +2, Weapon Familiarity, Wild Empathy +6Animal Companion, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Urban) +4, Keen Senses, Low- Light Vision, Swift Tracker, Track +4, Weapon Familiarity, Wild Empathy +10, Woodland Stride		Animal Companion, Camouflage, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Mountain) +2, Favored Terrain (Urban) +6, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +6, Weapon Familiarity, Wild Empathy +14, Woodland Stride	Animal Companion, Camouflage, Combat Style Feat, Elven Immunities, Elven Magic, Favored Terrain (Forest) +4, Favored Terrain (Jungle) +2, Favored Terrain (Mountain) +2, Favored Terrain (Urban) +6, Hide in Plain Sight, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +9, Weapon Familiarity, Wild Empathy +19, Woodland Stride
Treasure	+1 longbow; studded leather armor; arrows +1 (20x); dagger; falchion; arrows (20x) 38 gp	+3 longbow; +2 studded leather armor; arrows +1 (20x); dagger; falchion; arrows (20x) 67 gp	+3 flaming burst longbow; +2 expeditious studded leather armor; arrows +2 (40x); dagger; falchion; arrows (20x) 23 pp; 101 gp	+3 flaming burst longbow; vigilant +4 studded leather armor; arrows +4 (40x); dagger; falchion 70 pp; 84 gp; 37 sp
Nagic				
Spells per Day	Ranger (CL 5th): 0 / 2 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 13+spell level	Ranger (CL 9th): 0 / 3 / 2 / 0 / 0 / 0 / 0 / 0 / 0 DC 13+spell level	Ranger (CL 13th): 0 / 4 / 3 / 1 / 0 / 0 / 0 / 0 / 0 DC 13+spell level	Ranger (CL 18th): 0 / 5 / 4 / 2 / 2 / 0 / 0 / 0 DC 13+spell level
Attitude Track	er			

Starting Attitude: 14 (Indifferent)



Table 28: Attitude Modifiers for Gyldor

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aberration (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Animal Companion (Ex)

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects twoweapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Jungle) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in jungle terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Urban) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Hide in Plain Sight (Ex) While in any of your favored terrains, you can use the Stealth skill even while being observed.

Improved Evasion (Ex) You can avoid damage from many areaeffect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are

so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Magical Beast (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against magical beasts. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Outsider (Chaotic) (Ex) You gain a +6 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against chaotic outsiders. Likewise, you get a +6 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +9 to Survival checks made to follow tracks.

Undead (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+19 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

🖌 Feats

Clustered Shots You take a moment to carefully aim your shots, causing them all to strike nearly the same spot. When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction. [Special]If the massive damage optional rule is being used (Core Rulebook 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move. Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity. [Normal] You must perform a bull rush combat maneuver to bull rush an opponent, and you must perform a trip combat maneuver to trip an opponent.

Improved Precise Shot Your ranged attacks ignore anything but total concealment and cover. Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Manyshot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Pinpoint Targeting You can target the weak points in your opponent's armor. As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Stabbing Shot You can clear the way to continue using your bow. When adjacent to an opponent and making a full-attack action with a longbow or shortbow (including composite bows), you may choose to make a melee attack against that opponent with a drawn arrow rather than firing it. If the attack hits-whether or not it does damage-your target is pushed back 5 feet away from you. You can then fire arrows from your bow normally, at the original target, or at another target within range. This melee attack replaces the extra attack from Rapid Shot, and all of your attack rolls for the round (the melee attack and the ranged attacks) take a -2 penalty. If your initial attack leaves you with no enemies threatening you, you can make the subsequent ranged attack or attacks without provoking attacks of opportunity.

Weapon Focus (Longbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make

using the selected weapon.

🛿 Habits and Logistics

During daylight hours, **Gyldor** will be out and about, either within the city limits, or nearby outside. His mission in **Berinncorte** takes him all over the village, so as the GM, you are free to "place" him anywhere, or nowhere, as suits your purpose.

At night, **Gyldor** retires to the solitude of the forest outside the city, sleeping in a tree with his wolverine animal companion.

Background

Gyldor belongs to one of the very few organizations in the realm who know anything about the **Obelisk**, its history, and its nature. His role here in **Berinncorte** is to act on information that faction has obtained, indicating that an event might occur soon in the city.

In the Obelisk Attack

To say **Gyldor** "saw this coming" is perhaps a bit of an overstatement, but not much of one; he has ever been on guard and on watch for an event such as this. As a result, he is ready when it occurs; he saves several **Townsfolk**, then escapes out of the city as rapidly as possible.

Conversation

What do you think of Berinncorte?

🚾 "It's a fine town. Lovely people. Peaceful."

Do you know anything about the strife between Zugul and Sheergath?

Silly and unnecessary. These faiths are two sides of the same coin. They should learn to benefit one another, to work together. They threaten to tear this town apart, and it's so avoidable it hurts to contemplate it."

What do you think of the Mayor and the government?

She does a good job. Things are orderly, peaceful, generally quiet. She may take things a bit far with the law and order approach to keeping the peace; that's a concern."

Tell me about being a... ranger?

"I'm more than that, but then, I wager you've figured that much out. I'm content in my station, and glad to be in Berinncorte. There are many worse places I could have ended up."

Do you do any... other sorts of work on the side?

"Needlepoint. Do you have any serious questions?"

Diplomacy or **Sense Motive** check opposed by **Gyldor's Knowledge (Local)** check, pressing the matter above:

"I'm here to help keep things peaceful and civilized. Hopefully I'm not necessary. And that's all I will say on the matter."

Glyff (Gyldor's Animal Companion)

CR as Gyldor; **XP** as Gyldor

Description

Rarely at his side while he is in the city, **Gyldor's** animal companion **Glyff** is nevertheless a constant ally. When his master is within the city walls, **Glyff** retires to the wilderness nearby, always ready to come when **Gyldor** returns.

l Appearance

Glyff appears to be a standard-issue wolverine.

Combat Tactics

Glyff obeys commands from **Gyldor** and will generally do anything to help defend him and keep him alive.

🟲 Factions

None. (He's a wolverine.)

	🔀 Low	🔀 Moderate	Advanced	🔀 Elite
👤 General				
CR / XP	CR -; XP -	CR -; XP -	CR -; XP -	CR -; XP -
Sex / Race	Male Companion Badger	; TN Small animal	·	
Class	Animal Companion 4	Animal Companion 7	Animal Companion 10	Animal Companion 13
Initiative	+3	+6	+7	+12
Senses	Perception +8; Scent; Low-Light Vision	Perception +9; Scent; Low-Light Vision	Perception +11; Scent; Low-Light Vision	Perception +13; Scent; Low-Light Vision
Defense				
Armor Class	AC 16, touch 14, ff 13 (+1 size, +3 Dex, +2 natural)	AC 23, touch 17, ff 17 (+1 size, +6 Dex, +6 natural)	AC 26, touch 18, ff 19 (+1 size, +7 Dex, +8 natural)	AC 31, touch 19, ff 23 (+1 size, +8 Dex, +12 natural)
hp / HD	29 (4d8)+12	55 (7d8)+28	58 (10d8)+40	61 (13d8)+52
Saves	Fort +6, Ref +7, Will +2	Fort +8, Ref +11, Will +5	Fort +10, Ref +14, Will +6	Fort +11, Ref +16, Will +7
🗹 Offense				
Movement	Speed 30 ft. ; Burrow 1	o ft.; Climb 10 ft.		
Attacks	Melee bite +4 (1d4) or Melee claw +4/+4 (1d3)	Melee bite +7 (1d4+1) or Melee claw +7/+7 (1d3+1)	Melee bite +9 (1d4+1) or Melee claw +9/+9 (1d3+1)	Melee bite +12 (1d4+2) or Melee claw +12/+12 (1d4+2)
Space / Reach	Space 5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 10	Str 12, Dex 22, Con 17, Int 2, Wis 12, Cha 10	Str 13, Dex 24, Con 17, Int 2, Wis 12, Cha 10	Str 15, Dex 27, Con 17, Int 2, Wis 12, Cha 10
Core Attack	Base Atk +3; CMB +2; CMD 15 (19 vs. trip)	Base Atk +5; CMB +10; CMD 21 (25 vs. trip)	Base Atk +7; CMB +13; CMD 24 (28 vs. trip)	Base Atk +9; CMB +16; CMD 28 (32 vs. trip)
Feats	Stealthy, Toughness	Agile Maneuvers, Iron Will, Stealthy, Tough- ness	Agile Maneuvers, Iron Will, Multiattack, Run, Stealthy, Toughness	Agile Maneuvers, Im- proved Initiative, Im- proved Natural Attack (Claw), Iron Will, Mul- tiattack, Run, Stealthy, Toughness
Skills	Acrobatics +3, Artistry -4, Climb +8, Escape Artist +5, Fly +5, Per- ception +8, Stealth +9, Survival +1	Acrobatics +6, Artistry -4, Climb +14, Escape Artist +8, Fly +8, Per- ception +9, Stealth +12, Survival +1, Swim +1	Acrobatics +7, Artistry -4, Climb +15, Escape Artist +9, Fly +9, Per- ception +11, Stealth +13, Survival +1, Swim +1	Acrobatics +8, Artistry -4, Climb +17, Escape Artist +10, Fly +10, Perception +13, Stealth +14, Survival +1, Swim +2
Languages	-	And the second se		

1. 1. 1. 1. I	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Special Qualities	Hunting, Bonus Tricks 1, Link, Low-Light Vision, Rage, Scent, Share Spells Animal Tricks: Hunting, Attack, De- tect, Down, Fetch, Heel, Seek, Track	Hunting, Bonus Tricks 3, Devotion, Evasion, Link, Low-Light Vision, Rage, Scent, Share Spells Animal Tricks: Hunting, Aid, Attack, Defend, Detect, Down, Fetch, Heel, Seek, Track	Hunting, Bonus Tricks 4, Devotion, Evasion, Link, Low-Light Vision, Multi- attack, Rage, Scent, Share Spells Animal Tricks: Hunting, Aid, Attack, Defend, Detect, Down, Fetch, Guard, Heel, Seek, Track	Hunting, Bonus Tricks 6, Devotion, Evasion, Link, Low-Light Vision, Multi- attack, Rage, Scent, Share Spells Animal Tricks: Hunting, Aid, Attack, Come, Defend, Detect, Down, Fetch, Guard, Heel, Hunt, Seek, Track
Treasure	-	-	-	-

Agile Maneuvers You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Improved Initiative You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw) Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You get a +2 bonus on all Will saving throws.

Link (Ex) A master can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The master gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multiattack An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. You have 3 natural attacks.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 6 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 26 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Run When running, you move five times your normal speed (if

wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Share Spells (Ex) The master may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A master may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Spell Resistance 20

Stealthy You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You gain +13 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Animal Tricks

Hunting An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes 6 weeks.

Aid The animal can use the aid another action to aid a specific ally in combat by attacking a specific foe the ally is fighting.

Attack The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come The animal comes to you, even if it normally would not do so.

Defend The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Detect The animal is trained to seek out the smells of explosives and poisons, unusual noises or echoes, air currents, and other common elements signifying

potential dangers or secret passages.

Down The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch The animal goes and gets something. If you do not point out a specific item, the animal fetches a random object.

Guard The animal stays in place and prevents others from approaching. **Heel** The animal follows you closely, even to places where it normally wouldn't go.

Hunt This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler.

Seek The animal moves into an area and looks around for anything that is obviously alive or animate.

Track The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

💈 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Multiattack This creature is particularly skilled at making attacks with its natural weapons. The creature's secondary attacks with natural weapons take only a -2 penalty. Normal: Without this feat, the creature's secondary attacks with natural weapons take a -5 penalty.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +13 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

🛯 Habits and Logistics

During daylight hours, **Glyff** will sleep against a rock outside the city walls.

At night, **Glyff** hunts with **Gyldor**, then sleeps against the base of the tree his master scales to fall asleep.

Fueykins (Jester)

CR 2; **XP** 600

Description

In a regal, court setting, this bard would be a fool, a jester—but hanging out by the city gates, his lively manner and good-natured cavorting antics take more the form of a greeter, an unofficial "welcomer" into the city. He's good with faces and names, as most bards must be, and quick to identify strangers. When he spots someone he doesn't yet know, he will swoop in with an impromptu performance to catch their attention, then welcome them to the city.

Appearance

Hueykins is a bizarre, nimble little man. His clothes are garish colors, but the nature of his armor remains easy to spot. He has flowing, straight, shoulder-length brown hair, a moustache, and grimy fingernails.

& Combat Tactics

Although he seems a fool, **Hueykins** is a trained fighter and will not shy away from a fight if it seems unavoidable. As he hangs out in the **City Gates** area, he does not intentionally call for assistance from the **Militia**, trusting that if strangers (such as the party) assault him, they will come to his defense as a known quantity if nothing else.

Factions

Everything about his demeanor and speech would suggest him to be a devotee of the **City of Berinncorte** itself.

However, in truth, he is a secret member of The **Scarlet Path**, placed here in the city by them so as to keep an eye on things as their representative.



and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 9; XP 6,400	CR 14; XP 38,400
Sex / Race	Male Human; LE Mediur	n humanoid (human)		
Class	Bard 3	Bard 6	Bard 10	Bard 15
Initiative	+1	+2	+6	+7
Senses	Perception +6	Perception +9	Perception +13	Perception +18
Defense				
Armor Class	AC 13, touch 11, ff 12 (+1 Dex, +2 leather armor)	AC 16, touch 13, ff 13 (+2 Dex, +1 dodge, +3 leather armor)	AC 18, touch 13, ff 15 (+2 Dex, +1 dodge, +5 studded leather armor +2)	AC 19, touch 14, ff 15 (+3 Dex, +1 dodge, +5 expeditious studded leather armor +2)
hp / HD	14 (3d8)+3	31 (6d8)+6	49 (10d8)+10	76 (15d8)+15
Saves	Fort +1, Ref +4, Will +3; +4 vs. Bardic Performance, sonic, and language- dependent effects	Fort +2, Ref +7, Will +5; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +5, Ref +9, Will +7; +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +7, Ref +14, Will +11; +4 vs. Bardic Performance, sonic, and language-dependent effects
S Offense				
Movement	Speed 20 ft.			

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	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Attacks	Melee longsword +1 (1d8-1/19-20) or Melee dagger +1 (1d4- 1/19-20) or Ranged dagger (thrown) +3 (1d4-1/19- 20) or Ranged light crossbow +3 (1d8/19-20)	Melee longsword +3 (1d8-1/19-20) or Melee dagger +3 (1d4- 1/19-20) or Ranged dagger (thrown) +6 (1d4-1/19- 20) or Ranged crossbow (light) +6 (1d8/19-20)	Melee dagger +6 (1d4- 1/19-20) or Ranged dagger (thrown) +9/+4 (1d4- 1/19-20) or Melee +1 longsword +7/+2 (1d8/19-20) or Ranged crossbow (light) +9/+4 (1d8/19- 20)	Melee dagger +10 (1d4-1/19-20) or Ranged dagger (thrown) +14/+9/+4 (1d4-1/19-20) or Melee +2 longsword +12/+7/+2 (1d8+1/19- 20) or Ranged crossbow (light) +14/+9/+4 (1d8/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.	1		
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Distraction, Fascinate, Suggestion, Dirge of Doom	Distraction, Fascinate, Suggestion, Dirge of Doom, Frightening Tune
Prepared Spells	Bard Spells (CL 3 rd): 1st (4x/day) – alarm, cause fear (DC 14), charm person (DC 14), comprehend languages 0 th (at will) – daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand	Bard Spells (CL 6 th): 2 nd (4x/day) – daze monster (DC 15), detect thoughts (DC 15), enthrall (DC 15), invisibility (DC 15) 1st (5x/day) – alarm, cause fear (DC 14), charm person (DC 14), comprehend languages 0 th (at will) – daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand	Bard Spells (CL 10 th): 4 th (1x/day) – mass daze (DC 17), hold monster (DC 17) 3 rd (4x/day) – charm monster (DC 16), deep slumber (DC 16), dispel magic, fear (DC 16) 2 nd (5x/day) – daze monster (DC 15), detect thoughts (DC 15), enthrall (DC 15), invisibility (DC 15) 1st (6x/day) – alarm, cause fear (DC 14), charm person (DC 14), comprehend languages, see alignment o th (at will) – daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand	Bard Spells (CL 15 th): 5^{th} (3x/day) - bard's escape, greater dispel magic, dream, false vision 4^{th} (4x/day) - mass daze (DC 17), detect scrying, dimension door, hold monster (DC 17) 3^{rd} (6x/day) - blink, charm monster (DC 16), deep slumber (DC 16), dispel magic, fear (DC 16) 2^{nd} (6x/day) - acute senses (DC 15), daze monster (DC 15), detect thoughts (DC 15), enthrall (DC 15), invisibility (DC 15) 1st (6x/day) - alarm, cause fear (DC 14), charm person (DC 14), comprehend languages, lesser confusion (DC 14), see alignment o th (at will) - daze (DC 13), detect magic, ghost sound (DC 13), know direction, light, mage hand
E Statistics				
Ability Scores	Str 8, Dex 13, Con 10, Int 12, Wis 10, Cha 16	Str 8, Dex 14, Con 10, Int 12, Wis 10, Cha 16	Str 8, Dex 15, Con 10, Int 12, Wis 10, Cha 16	Str 8, Dex 16, Con 10, Int 12, Wis 10, Cha 16
Core Attack	Base Atk +2; CMB +1; CMD 12	Base Atk +4; CMB +3; CMD 16	Base Atk +7; CMB +6; CMD 19	Base Atk +11; CMB +10; CMD 24
Feats	Lingering Performance, Performance Weapon Mastery, Persuasive	Dodge, Lingering Performance, Performance Weapon Mastery, Persuasive	Dodge, Great Fortitude, Improved Initiative, Lingering Performance, Performance Weapon Mastery, Persuasive	Dodge, Extra Performance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Lingering Performance, Performance Weapon Mastery, Persuasive

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Skills	Acrobatics +4, Appraise +1, Bluff +9, Climb -4, Craft (Untrained) +1, Diplomacy (Perform (Oratory)) +9, Disguise +9, Escape Artist +4, Fly -2, Intimidate +5, Perception +6, Perform (Oratory) +9, Perform (Untrained) +3, Ride -2, Sense Motive (Perform (Oratory)) +9, Sleight of Hand +4, Stealth -2, Swim -4	Acrobatics +8, Appraise +1, Bluff +12, Bluff (Perform (Sing)) +3, Climb -4, Craft (Untrained) +1, Diplomacy (Perform (Oratory)) +12, Disguise +12, Escape Artist +8, Fly -1, Intimidate +5, Perception +9, Perform (Oratory) +12, Perform (Untrained) +3, Ride -1, Sense Motive (Perform (Oratory)) +12, Sense Motive (Perform (Sing)) +3, Sleight of Hand +8, Stealth -1, Swim -4	Acrobatics +12, Appraise +1, Bluff +16, Bluff (Perform (Act)) +3, Bluff (Perform (Sing)) +3, Climb -4, Craft (Untrained) +1, Diplomacy +20, Diplomacy (Perform (Oratory)) +16, Disguise +16, Disguise (Perform (Act)) +3, Escape Artist +12, Fly -1, Intimidate +5, Perception +13, Perform (Oratory) +16, Perform (Untrained) +3, Ride -1, Sense Motive (Perform (Oratory)) +16, Sense Motive (Perform (Sing)) +3, Sleight of Hand +12, Stealth -1, Swim -4	Acrobatics +18, Appraise +1, Bluff +21, Bluff (Perform (Act)) +3, Bluff (Perform (Comedy)) +3, Bluff (Perform (Sing)) +3, Climb -4, Craft (Untrained) +1, Diplomacy (Perform (Oratory)) +25, Diplomacy (Perform (Oratory)) +21, Disguise +21, Disguise (Perform (Act)) +3, Escape Artist +18, Intimidate +5, Intimidate (Perform (Comedy)) +3, Perception +18, Perform (Oratory) +21, Perform (Untrained) +3, Sense Motive (Perform (Oratory)) +21, Sense Motive (Perform (Sing)) +3, Sleight of Hand +18, Swim -4
Languages	Common, Elven			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (Oratory), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Courage, Lore Master, Skilled, Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Greatness, Jack of All Trades, Lore Master, Skilled, Versatile Performance (Act), Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Humanoid Traits, Inspire Competence, Inspire Greatness, Inspire Greatness, Inspire Heroics, Jack of All Trades, Lore Master, Skilled, Soothing Performance, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Oratory), Versatile Performance (Sing), Well-Versed
Treasure	longsword; dagger (2x); leather armor; light crossbow; crossbow bolts (20x) 17 gp	longsword; dagger (2x); studded leather armor; light crossbow; crossbow bolts (20x) 61 gp	longsword +1; dagger (2x); studded leather armor +2; light crossbow; crossbow bolts (20x) 94 gp	longsword +2; dagger (2x); expeditious studded leather armor +2; light crossbow; crossbow bolts (20x) 12 pp; 119 gp
Nagic		l		FF7 5 8F
Spells per Day	Bard (CL 3rd): 0 / 4 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 14 + spell level	Bard (CL 6th): 0 / 5 / 4 / 0 / 0 / 0 / 0 / 0 / 0 DC 14 + spell level	Bard (CL 10th): 0 / 6 / 5 / 4 / 1 / 0 / 0 / 0 / 0 DC 14 + spell level	Bard (CL 15th): 0 / 6 / 6 / 6 / 4 / 3 / 0 / 0 / 0 DC 14 + spell level
titude Track	er			

Attitude Tracker
Starting Attitude: 14 (Indifferent)

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Table 29: Attitude Modifiers for Hueykins

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Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +7 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 41 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Feat Humans select one extra feat at 1st level.

Cantrips You have learned a number of cantrips, or o-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 5 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 20) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks.

Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 20) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +5 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 3 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Inspire Heroics (Su) You can inspire tremendous heroism in yourself or up to 1 allies within 30 feet. To inspire heroics, all of the targets must be able to see and hear you. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness your performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 15). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 20) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Comedy) (Ex) You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Oratory) (Ex) You can use your bonus in the Perform (Oratory) skill in place of your bonus in the Diplomacy or Sense Motive skills. When substituting in this way, you use your total Perform (Oratory) skill bonus, including class skill bonus, in place of your Diplomacy or Sense Motive skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

🖌 Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Extra Performance You can use your bardic performance ability more often than normal You can use bardic performance for 6 additional rounds per day.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Performance Weapon Mastery You wield all your weapons with the flair of a performer. You treat all weapons you are proficient in as if they had the performance weapon quality (page 144).

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

🛿 Habits and Logistics

During daylight hours, **Hueykins** will cavort about the **City Gates**, greeting strangers and acting as the city's unofficial welcomer.

At night, nobody knows where **Hueykins** goes. In reality, he slips away outside the city to rest, either among his **Scar**-

let Path brethren to deliver a report, or in a field or forest.

Background

Hueykins was raised in a troupe of performers. One day, the
Scarlet Path became aware of their political leanings, and concluded that they were acting against the Path's agenda.
Path mercenaries slaughtered many, and of those saved, they convinced most to join the Path. The 12-year-old human bard was one of these survivors.

9 In the Obelisk Attack

When the **Obelisk** Erupts, **Hueykins** realizes that something of monumentous import is taking place. Although he yearns to stick around and see what transpires, he knows that his first duty is to make sure the **Scarlet Path** is informed of the event; he flees the city immediately and thus survives.

Conversation

What do you think of Berinncorte?

"Ah, 'tis a wondrous place! A place of peace! A city of splendors! A village of good, hearty folk! Yes, truly a wondrous and magical place to call home!"

Do you know anything about the strife between Zugul and Sheergath?

What a wonderful thing it is, that Berinncorte is so large and important and impressive that it sports two churches of significance enough that there is a conflict at all? I'm sure whatever it is they are fighting about, it seems all very important to the folk involved... but ultimately, they'll realize that they can both prosper in a city such as this. *All* may prosper here!"

What do you think of the Mayor and the government?

Ah, Symms does a fine job, a fine job, indeed, keeping the peace! The Militia as well. Blessed, we all are, in Berinncorte, that such leadership acts so effectively on our behalf."

Tell me about being a... greeter? Jester? Fool?

What does it look like? It's the greatest thing in the world, to sing the praises of one fo the best places on earth. Some folk say they get to meet interesting people... well, *I* get to meet *all* the people in the city! Coming in or out!"

Do you do any... other sorts of work on the side?

For a brief moment, you think you see the jester's façade fall away, and a glint of suspicion haze his eyes. Then, his usual bonhomie resurfaces. "You see, this is my full-time job, so it is. Not quite profitable, but it suits my needs just fine."

▲ **Sense Motive** check opposed by **Hueykins' Bluff** check, continuing the above line of inquiry:

"It's a great deal more than it seems, greeting folk. You get to meet all of the new people, know who they are, often before anyone else in town knows they're even here. You also get to understand, to know, to feel the patterns of the citizens, their comings and goings. There's knowledge in power, so they say."

Hear anything interesting?

"I do, I do, of course I do! But you see, friends, this is my only job, my only trade, my only profession, such as it is. I'd be a starving gutter rat if I didn't see some profit off it. The map's at-cost, you see; it's rumors and lore that put food in my tummy, most nights." Any PC may pay **5 gp** for a roll on the **Rumors and Lore** table, and for another **5 gp**, **Hueykins** will tell you if it's true or not. The party may spend up to **60 gp** in total via this approach, or up to another limit that the GM determines is appropriate.

Ines Borque (Merchant / Beast Raiser)

CR 1; **XP** 400

• Description

Ines Borque is a half-orcish female farmer and paladin, with a special talent for animal husbandry. She's well aware that a combination of any two of those elements would typically be greeted with quixotic looks at best, and torches and pitchforks at worst. She's learned to live with it, and not to spend too much time trying to convince others of the merits of what is ultimately just who she is.

Appearance

A hardened, stoic woman, **Ines** is strong, capable, and is possessed of an undeniable presence. Her cheekbones are high and mighty, and though it's impossible to escape the definite genetic influence of her orcish heritage, her face and gait seem graceful, as though they have combined the most

confident and pleasing aspects of both races.

🖧 Combat Tactics

Ines will fight to defend any innocent, herself, her business, or the town itself, and will not hesitate to do so. She's used to handling and managing many creatures simultaneously, whose combined mass outweighs her by an order of magnitude, and in her early life, was a cave-diving adventurer... and so a squabble in the city is not going to faze her in the slightest. She won't turn away help from the **Militia** if they get involved, but it simply won't even occur to her to yell for their help, herself.

🚰 Factions

Ines owes allegiance to no faction or religion, though she can occasionally be seen in the **Zugul Church**.

Her **Tribute** goes to **Berinncorte City** itself.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,200	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Half-Orc; LG Me	dium humanoid (human,	orc)	
Class	Paladin 2	Paladin 6	Paladin 10	Paladin 14
Initiative	-1	-1	-1	-1
Senses	Perception +0; Darkvision 60 ft.; Aura of Good	Perception +0; Darkvision 60 ft.; Aura of Good	Perception +0; Darkvision 60 ft.; Aura of Good	Perception +0; Darkvision 60 ft.; Aura of Good
🖸 Defense				
Armor Class	AC 16, touch 9, ff 16 (-1 Dex, +5 scale mail, +2 heavy wooden shield)	AC 17, touch 9, ff 17 (-1 Dex, +6 chainmail, +2 heavy wooden shield)	AC 19, touch 9, ff 19 (-1 Dex, +8 bolstering chainmail +1, +3 heavy wooden shield +1)	AC 22, touch 9, ff 22 (-1 Dex, +9 balanced chainmail +3, +4 heavy wooden shield +2)
hp / HD	11 (2d10)	32 (6d10)	57 (10d10)	76 (14d10)
Saves			Fort +10, Ref +5, Will +10	Fort +12, Ref +8, Will +12
🖌 Offense				
Movement	Speed 20 ft.			
Attacks			Melee shortsword +13/+8 (1d6+3/19-20) or Melee +1 heavy wooden shield +13 (1d4+1) or Melee +3 flaming spear +15/+10 (2H: 1d8+6/x3) or Ranged +3 flaming spear (thrown) +11/+6 (1d8+5/x3) or Melee masterwork spear +14 (2H: 1d8+4/ x3) or Ranged masterwork spear (thrown) +10/+5 (1d8+3/x3)	Melee +2 heavy wooden shield +17 $(1d_{+1})$ or Melee shortsword +17/+12/+7 $(1d_{+3}/19-20)$ or Melee +3 frost spear +20/+15/+10 (2H: 1d_{+7}/x_3) or Ranged +3 frost spear (thrown) +16/+11/+6 $(1d_{+6}/x_3)$ or Melee +3 flaming spear +20/+15/+10 $(2H: 1d_{+7}/x_3)$ or Ranged +3 flaming spear (thrown) +16/+11/+6 (1d_{+6}/x_3)

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Smite Evil	Smite Evil, Channel Positive Energy (3d6, DC 15)	Smite Evil, Channel Positive Energy (5d6, DC 18)	Smite Evil, Channel Positive Energy (7d6, DC 20)
Prepared Spells	Paladin (CL 2 nd): At Will – <i>detect evil</i>	Paladin (CL 6 th): 1 st – cure light wounds, unbreakable heart (DC 13) At Will – detect evil	Paladin (CL 10 th): 3 rd – dispel magic 2 nd – effortless armor, righteous vigor (DC 15) 1 st – bless, cure light wounds, unbreakable heart (DC 14) At Will – detect evil	Paladin (CL 14 th): 4 th – dispel chaos (DC 17) 3 rd – dispel magic, heal mount (DC 16) 2 nd – effortless armor, holy shield, righteous vigor (DC 15) 1 st – bless, cure light wounds, protection from chaos (DC 14), unbreakable heart (DC 14) At Will – detect evil
Statistics				
Ability Scores	Str 16, Dex 8, Con 10, Int 11, Wis 10, Cha 14	Str 16, Dex 8, Con 10, Int 11, Wis 10, Cha 15	Str 16, Dex 8, Con 10, Int 11, Wis 10, Cha 16	Str 16, Dex 8, Con 10, Int 11, Wis 10, Cha 17
Core Attack	Base Atk +2; CMB +5; CMD 14	Base Atk +6; CMB +9; CMD 18	Base Atk +10; CMB +13; CMD 22	Base Atk +14; CMB +17; CMD 26
Feats	Animal Affinity	Animal Affinity, Mounted Combat, Ride-By Attack	Animal Affinity, Mounted Combat, Ride-By Attack, Spirited Charge, Trample	Animal Affinity, Lightning Reflexes, Mounted Combat, Power Attack, Ride- By Attack, Spirited Charge, Trample
Skills	Acrobatics -7, Bluff +2, Climb -3, Diplomacy +2, Disguise +2, Escape Artist -7, Fly -7, Handle Animal +9, Heal +5, Intimidate +4, Perform (Untrained) +2, Stealth -7, Swim -3	Acrobatics -8, Bluff +2, Climb -4, Diplomacy +2, Disguise +2, Escape Artist -8, Fly -8, Handle Animal +19, Heal +7, Intimidate +4, Perform (Untrained) +2, Ride +1, Stealth -8, Swim -4	Acrobatics -6, Bluff +3, Climb -2, Diplomacy +3, Disguise +3, Escape Artist -6, Fly -6, Handle Animal +24, Heal +11, Intimidate +5, Perform (Untrained) +3, Ride +7, Stealth -6, Swim -2	Acrobatics -6, Bluff +3, Climb -2, Diplomacy +3, Disguise +3, Escape Artist -6, Fly -6, Handle Animal +28, Heal +15, Intimidate +5, Perform (Untrained) +3, Ride +13, Stealth -6, Swim -2
Languages	Common, Orc			
Special Qualities	Aura of Good, Darkvision, Detect Evil, Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Weapon Familiarity	Aura of Courage, Aura of Good, Celestial Spirit, Darkvision, Mercy (Dazed), Detect Evil, Divine Health, Mercy (Fatigued), Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Weapon Familiarity	Aura of Courage, Aura of Good, Aura of Resolve, Celestial Spirit, Darkvision, Mercy (Dazed), Detect Evil, Divine Health, Mercy (Fatigued), Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Mercy (Poisoned), Weapon Familiarity	Aura of Courage, Aura of Faith, Aura of Good, Aura of Justice, Aura of Resolve, Celestial Spirit, Mercy (Cursed), Darkvision, Mercy (Dazed), Detect Evil, Divine Health, Mercy (Fatigued), Humanoid Traits, Intimidating, Lay on Hands, Orc Blood, Orc Ferocity, Mercy (Poisoned), Weapon Familiarity
Treasure	spear (x2); shortsword; heavy wooden shield; scale mail 19 gp	masterwork spear (x2); shortsword; heavy wooden shield; chainmail 42 gp	+3 flaming spear; masterwork spear; shortsword; +1 heavy wooden shield; +1 bolstering chainmail	+3 flaming spear; +3 frost spear; shortsword; +2 heavy wooden shield; +3 balanced chainmail
The second second			72 gp	132 gp; 61 sp
Nagic				



Table 30: Attitude Modifiers for Ines Borque

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative

Name	Condition	Effect	Notes
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Faith (Su) Your weapons are treated as good-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of you is treated as good-aligned for the purposes of overcoming damage reduction. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smile Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Celestial Spirit (Sp) Your divine bond allows you to enhance your weapon as a standard action by calling upon the aid of a celestial spirit for 14 minutes. When called, the spirit causes the weapon to shed light as a torch. This spirit grants the weapon a +4 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or it can be used to add any of the following weapon properties: defending, flaming, keen, merciful (+1), axiomatic, disruption, flaming burst, holy (+2), speed (+3), and brilliant energy (+4). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 3 times per day. If a weapon bonded with a celestial spirit is destroyed, you lose the use of this ability for 30 days, or until you gain a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 7d6 (DC 20 for half) /day. You can unleash a wave of positive energy. You must choose to deal 7d6 points of positive energy damage to undead creatures or to heal living creatures of 7d6 points of damage. Creatures that take damage from channeled energy receive a DC 20 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Mercy (Cursed) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Curse with a caster level of 14.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible,

and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Mercy (Dazed) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer dazed.

Detect Evil (Sp) At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Divine Health (Ex) You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 10 times per day. With one use of this ability, you can heal 7d6 hit points of damage. Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 7d6 points of damage. Using Lay in Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead to not receive a saving throw against this damage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Mercy (Poisoned) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 14.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 5 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +14 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +28. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

🗲 Feats

Animal Affinity You are skilled at working with animals and mounts. You get

a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

🛿 Habits and Logistics

During daylight hours, **Ines** will often (**60%** of the time) be in her stall in the **Town Square**, tending to sales and negotiations. The remainder of the time, she will be on various farmland outside the city, completing sales and managing her animals.

2 At night, **Ines** will return to her farmland to sleep.

Background

Ines never knew her orcish father, and her human mother never spoke of him, acting for all the world as though he had never even existed. From an early age, her mother counseled **Ines** that the world would always view her as different, which is not the worst thing to be. So long as others would assume her to be different—whatever that meant—she might as well be as different as her heart truly wished to be. And so an adolescent **Ines** set out to become an adventurer, and paladin, and along the way, helped farmers in various capacities... and soon learned that she had a knack for raising and controlling animals.

9 In the Obelisk Attack

Ines realizes something bad is happening as soon as the rumbling starts. She gathers some supplies, and escapes the town, fleeing to the relative safety of her farmland.

Conversation

What do you think of Berinncorte?

"It's a town of small size, but not of small mind. It's progressive, and while not accepting, really, nobody is, and so I've found a home here. I still feel more at home among the animals than I do among the people, though."

Do you know anything about the strife between Zugul and Sheergath?

• People seem to be quite creative in fabricating ways of going at each others' throats. There are so few legitimate reasons, but that never stops folk. It's sad."

What do you think of the Mayor and the government?

Symms is a good lass. She tries hard, and it's hard to criticize the results. Berinncorte is as peaceful and safe a place as I've ever been, apart from the farm."

Tell me about being a beast raiser.

"I've found many things that bring me pleasure, but few that bring me joy. Raising beasts does both. It's hard, challenging work, but I'm born for it, and enjoy it immensely."

Do you do any... other sorts of work on the side?

Well, I've been known to accompany an adventuring party or two, from time to time. No availability for such endeavors at the moment, however. Though I must admit seeing you all together, ready to go out and make your name... I'm jealous, I don't mind saying!"

Jozan (Bartender)

CR 1/2; **XP** 200

• Description

Jozan is a charismatic half-orc, used to unfair prejudice and used to shrugging it off. He suspects he's capable of much more in life—either as an adventurer, a mercenary, or as a merchant of more than just a simple bar... but he likes it this way. The word that best describes him is comfortable.

i Appearance

There's a notch in one of his ears; not even **Jozan** himself recalls how it got to be that way, but the tale he tells is that his mother thought it would be cute. His smile is broad and welcoming, and he has a knack for including each and every patron in his gaze as he works. None feel as though they wait for a drink, even when they are in fact waiting.

🖧 Combat Tactics

Jozan loves his bar, but will not fight to the death to defend it. His myriad talents add up to the equivalent of one class level of Rogue, and he's certainly no coward, but given the choice between surviving for another day and playing the hero, his choice is clear: he'll see you tomorrow.

► Factions

None. Jozan gives his **tribute** directly to the **City of Berin**ncorte.



and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 6; XP 2,400	CR 11; XP 12,800	CR 16; XP 76,800
Sex / Race	Male Half-Orc; TN Medi	um humanoid (orc, huma	n)	
Class	Rogue 1	Rogue 7	Rogue 12	Rogue 17
Initiative	+2	+2	+2	+3
Senses	Perception +4; Darkvision 60'	Perception +10; Darkvision 60'	Perception +15; Darkvision 60'	Perception +20; Darkvision 60'
Defense				
Armor Class	AC 13, touch 12, ff 11 (+2 Dex, +1 padded armor)	AC 14, touch 12, ff 12 (+2 Dex, +2 leather armor)	AC 16, touch 12, ff 16 (+2 Dex, +4 brawling leather armor +2)	AC 19, touch 14, ff 19 (+3 Dex, +1 dodge, +5 balanced leather armor +3)
hp / HD	11 (1d8)+3	52 (7d8)+21	92 (12d8)+36	127 (17d8)+51
Saves	Fort +3, Ref +4, Will +0	Fort +5, Ref +7, Will +2 +2 Reflex to avoid traps	Fort +7, Ref +10, Will +4 +4 Reflex to avoid traps	Fort +8, Ref +13, Will +7 +5 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +2, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +4, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge
Offense				

Movement Speed 30 ft.

Adding to Property of				
the states	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee shortsword +1 (1d6+1/19-20) or Melee dagger +1 (1d4/19-20) or Ranged dagger (thrown) +2 (1d4+1/19-20) or Ranged shortbow +2 (1d6/x3)	Melee dagger +6 (1d4/19-20) or Ranged dagger (thrown) +7 (1d4+1/19-20) or Melee +1 short sword +7 (1d6+2/19-20) or Ranged shortbow +7 (1d6/x3)	Melee dagger +10 (1d4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+1/19-20) or Melee +2 short sword +13/+8 (1d6+3/19-20) or Ranged shortbow +11/+6 (1d6/x3)	Melee dagger +15 (1d4/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+1/19-20) or Melee +3 icy burst short sword +19/+14/+9 (1d6+4/19-20) or Ranged shortbow +15/+10/+5 (1d6/x3)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 4d6	Sneak Attack 6d6	Distracting Attack, Sneak Attack 9d6
🗎 Statistics				
Ability Scores	Str 12, Dex 14, Con 17, Int 8, Wis 11, Cha 14	Str 12, Dex 14, Con 17, Int 8, Wis 11, Cha 15	Str 12, Dex 15, Con 17, Int 8, Wis 11, Cha 16	Str 12, Dex 16, Con 17, Int 8, Wis 11, Cha 16
Core Attack	Base Atk +0; CMB +1; CMD 13	Base Atk +5; CMB +6; CMD 18	Base Atk +9; CMB +10 (+12 vs. grapple); CMD 22	Base Atk +12; CMB +13; CMD 27
Feats	Persuasive	Antagonize, Betrayer, Persuasive, Quick Draw	Antagonize, Betrayer, Bullying Blow, Persuasive, Quick Draw, Throw Anything, Weapon Focus (Sword (Short))	Antagonize, Betrayer, Bullying Blow, Dodge, Iron Will, Persuasive, Quick Draw, Throw Anything, Weapon Finesse, Weapon Focus (Sword (Short)
Skills	Acrobatics +2, Appraise +3, Artistry -1, Bluff +6, Climb +1, Craft (Untrained) -1, Diplomacy +8, Disable Device +7, Disguise +2, Escape Artist +2, Fly +2, Intimidate +10, Knowledge (Local) +3, Perception +4, Perform (Untrained) +2, Ride +2, Stealth +2, Swim +1	Acrobatics +2, Appraise +9, Artistry -1, Bluff +12, Climb +1, Craft (Untrained) -1, Diplomacy +14, Disable Device +15, Disguise +2, Escape Artist +2, Fly +2, Intimidate +16, Knowledge (Local) +9, Perception +10, Perform (Untrained) +2, Ride +2, Stealth +2, Swim +1	Acrobatics +2, Appraise +14, Artistry -1, Bluff +18, Climb +1, Craft (Untrained) -1, Diplomacy +22, Disable Device +23, Disguise +3, Escape Artist +2, Fly +2, Intimidate +24, Knowledge (Local) +14, Perception +15, Perform (Untrained) +3, Profession (Cook) +8, Ride +2, Stealth +2, Swim +1	Acrobatics +3, Appraise +19, Artistry -1, Bluff +23, Climb +1, Craft (Untrained) -1, Diplomacy +27, Disable Device +31, Disguise +3, Escape Artist +3, Fly +3, Intimidate +29, Knowledge (Local) +19, Perception +20, Perform (Untrained) +3, Profession (Cook) +14, Ride +3, Stealth +3, Swim +1
Languages	Common, Orc			
Special Qualities	Bonus Rogue Talent, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity	Bonus Rogue Talent, Canny Observer, Charmer, Convincing Lie, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Trapfinding, Weapon Familiarity	Another Day, Bonus Rogue Talent, Canny Observer, Charmer, Convincing Lie, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Stand Up, Trapfinding, Weapon Familiarity	Another Day, Bonus Rogue Talent, Canny Observer, Charmer, Convincing Lie, Darkvision, Follow Clues, Intimidating, Orc Blood, Orc Ferocity, Stand Up, Trapfinding, Weapon Familiarity
Treasure	shortsword; dagger; padded armor; traveler's outfit; shortbow; arrows (20x) 12 gp	+1 shortsword; dagger; leather armor; traveler's outfit; shortbow; arrows (20x) 62 gp	+2 shortsword; dagger; +2 brawling leather armor; traveler's outfit; shortbow; arrows (20x) 18 pp; 81 gp	+3 icy burst shortsword; dagger; +3 balanced leather armor; traveler's outfit; shortbow; arrows (20x) 51 pp; 87 gp

Starting Attitude: 18 (Indifferent)



Table 31: Attitude Modifiers for Jozan

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Another Day (Ex) Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The rogue is staggered for 1 round on her next turn.

Bonus Rogue Talent The human gains +1/6 of a new rogue talent.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Charmer (Ex) 4/day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Convincing Lie (Ex) When a rogue with this talent lies, she creates fabrications so convincing that others treat them as truth. When a rogue with this talent successfully uses the Bluff skill to convince someone that what she is saying is true, if that individual is questioned later about the statement or story, that person uses the rogue's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the rogue's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for a number of days equal to 1/2 the rogue's level + the rogue's Charisma modifier.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Distracting Attack (Ex) A rogue with this talent can make sneak attacks with subtle flourishes that disorient and distract her enemy. When she hits a creature with a melee attack that deals sneak attack damage, she can forgo the additional damage to cause the creature to become flat-footed against one target of her choosing until the beginning of her next turn. The rogue cannot designate herself as the creature gaining the benefit of this talent. Creatures with uncanny dodge are immune to distracting attack.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Follow Clues (Ex) A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 21.

Intimidating (Ex) Half-orcs receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital

spot for extra damage. Your attack deals 9d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trapfinding (Ex) You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

🖌 Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Bullying Blow With a simple hit, you more easily intimidate an opponent. As a standard action, you may make a melee attack with a -2 penalty on the attack roll. If the attack damages your opponent, you may make an Intimidate check to demoralize that opponent as a free action.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw

a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

During daylight hours, **Jozan** will typically (**80**%) sleep, clean the bar, or otherwise prepare for the day at the **1 Tavern**. The remainder of his daytime is spent shopping for supplies at the **1 Town Square**.

At night, **Jozan** of course runs the bar until close. If he is not engaged in after-hours servies (see below), he will clean up and then turn in to bed.

Background

In his position as barkeep, he's had ample opportunity to engage in a side profession as well: gigolo. He's not quite retired, as such, but he's comfortable enough with his situation that he's much more discriminating in his customers.

Attractive PCs who show even a passing interest in **Jozan** will find themselves hit on, and eventually propositioned for a fee; it's left to the GM's discretion as to whether this is appropriate for the gaming group. Typical gigolo fees for "standard services" are **80 gp** per evening... minus 10 per point of **Charisma** above 12.

9 In the Obelisk Attack

Jozan survives; he is asleep when the **Eruption** takes place. He throws on some clothes and leaps to the door, and then helps others run to safety.

Conversation

What do you think of Berinncorte?

""Tis a fine place, you ask me. Good people with a hearty appetite and a sense of humor, more often than not."

Do you know anything about the strife between Zugul and Sheergath?

• Doesn't concern me much, really. I mean, you hear talk, you can't *not*, tending bar... but I've no particular love for either church, and most folk who come here don't do so to get involved in a theological debate."

What do you think of the Mayor and the government?

Symms does a good job. Running the *Leaky Cask* is tough enough; I can't imagine how she manages the entire city."

Tell me about being a bartender.

🗹 "It's a great job. Pay won't make me wealthy, but it's

comfortable work, and suits me. Get to know a lot of people, that's true enough—I can't think of anyone in town who doesn't pop in from time to time. No matter your religion, stature, wealth, or profession, everyone can appreciate a hearty meal and a good mug of ale. I like to think it brings folk together, you know?"

Do you do any... other sorts of work on the side?

"Well, sure; 'twould be rare to not have a little hobby on the side, now wouldn't it?" If the party asking him these questions includes at least one female PC with a Charisma greater than 11, Jozan will now launch into the event RTE-7:
 Well, Hello There. If not, he leaves his vague comment as-is without further clarification.

Diplomacy check, pressing the matter above:

"I've certain skills in the bedroom, don't you know. 'Tis a gift, I suppose, and while some make sport of the talent, I'm an entrepreneur when it comes down to it. Most folk'd be surprised to learn how many comely lasses enjoy a bit of noquestions-asked hobby in the sheets."

Kayzark (Vendor)

CR 1; XP 400

Description

Kayzark is a tall, lithe half-elf vendor with a knack for finding the obscure. In his ideal scenario, folk would commission him to locate unique or rare items, and he would do so for at most a handful of elite, wealthy collectors, whose requests would send him far and wide across the realm with an expense account as his ally.

In reality, right now, he has to settle for peddling bizarre knickknacks and tools of esoteric use.

i Appearance

A handsome fellow, **Kayzark** seems to have acquired the most petlike of aspects from his ancestor races: decidedly pointed elven ears not unlike a cat's, and dimpled cheeks with masculine, ruggedly human facial lines. He usually wears a dark green velvet cloak which he keeps wrapped about his torso; he affixes many of his wares to the inside lining so he can showcase them dramatically when ap-

proached for a sale.

🖧 Combat Tactics

His searches for the obscure do indeed take **Kayzark** across the realm, and so he is no stranger to necessary conflict. That said, he will avoid it where possible, particularly if he seems overmatched; he views battle's main utility to be hunting for food or escaping from ruffians and highwaymen.

If he is faced with conflict, he will attempt to talk or trade his way out of it; if battle seems inevitable, he will prefer ranged combat with his shortbow, closing with his rapier only when it is down to one-on-one action. A loner unused to the security offered by most cities, he will not seek assistance from authorities, as this possibility simply doesn't even occur to him, particularly in the throes of combat.

Factions

His allegiance, and his tribute, go to the **Emerald Garden**. The half-elf hawker will plant trees and other plants in his journeys, and will forage and hunt in a manner that does not impair sustainability.

NAMES OF TAXABLE PARTY.	Design Provide a Contraction of the second					
and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
👤 General						
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 11; XP 12,800	CR 15; XP 51,200		
Sex / Race	Male Half-Elf; NG Medium humanoid (elf, human)					
Class	Ranger 2	Ranger 6	Ranger 12	Ranger 16		
Initiative	+2	+2	+3	+3		
Senses	Perception +3; Low-Light Vision	Perception +10; Low-Light Vision	Perception +18; Low-Light Vision	Perception +22; Low-Light Vision		
Defense						
Armor Class	AC 14, touch 12, ff 12 (+2 Dex, +2 leather armor)	AC 16, touch 12, ff 14 (+2 Dex, +4 chain shirt)	AC 20, touch 14, ff 16 (+3 Dex, +1 dodge, +6 <i>chain shirt</i> +2)	AC 22, touch 14, ff 18 (+3 Dex, +1 dodge, +8 breastplate +2)		
hp / HD	20 (2d10)	38 (6d10)+2	73 (12d10)+8	97 (16d10)+12		
Saves	Fort +2, Ref +5, Will +1 +2 vs. enchantment spells and effects	Fort +5, Ref +7, Will +3 +2 vs. enchantment spells and effects	Fort +8, Ref +11, Will +5 +2 vs. enchantment spells and effects	Fort +10, Ref +15, Will +8 +2 vs. enchantment spells and effects		
Defensive Abilities	-	-	Evasion	Improved Evasion		
✓ Offense						
Movement	Speed 20 ft.	Speed 20 ft.	Speed 20 ft.; Woodland Stride	Speed 20 ft.; Woodland Stride		

the second s							
and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite			
Attacks	Ranged shortbow +4 (1d6-2/x3), within 30 ft. +5 (1d6-1) or Melee rapier +0 (1d6- 2/18-20) or Melee dagger +0 (1d4- 2/19-20) or Ranged dagger (thrown) +4 (1d4- 1/19-20), within 30 ft. +5 (1d4-1)	Ranged +1 shortbow +9/+4 (1d6-1/x3), within 30 ft. +10/+5 (1d6) or Melee rapier +8/+3 (1d6-2/18-20) or Melee dagger +8/+3 (1d4-2/19-20) or Ranged dagger (thrown) +8/+3 (1d4- 1/19-20), within 30 ft. +9/+4 (1d4-1)	Ranged +2 corrosive shortbow +18/+13/+8 (1d6/x3), within 30 ft. +19/+14/+9 (1d6+1) or Melee rapier +15/+10/+5 (1d6-2/18- 20) or Melee dagger +15/+10/+5 (1d4-2/19- 20) or Ranged dagger (thrown) +15/+10/+5 (1d4-1/19-20), within 30 ft. +16/+11/+6 (1d4-1)	Ranged +2 corrosive shortbow +22/+17/+12/+7 (1d6/x3), within 30 ft. +23/+18/+13/+8 (1d6+1) or Melee rapier +19/+14/+9/+4 (1d6- 2/18-20) or Melee dagger +19/+14/+9/+4 (1d4- 2/19-20) or Ranged dagger (thrown) +19/+14/+9/+4 (1d4- 1/19-20), within 30 ft. +20/+15/+10/+5 (1d4-1)			
Space / Reach	Space 5 ft.; Reach 5 ft.						
Special Attacks	Animal +2	Animal +4, Undead +2	Animal +4, Humanoid (Reptilian) +2, Undead +4	Aberration +2, Animal +4, Humanoid (Reptilian) +2, Undead +6			
repared Spells	-	Ranger (CL 6th): 1 st – entangle, keen senses	Ranger (CL 12 th): 3 rd – burst of speed 2 nd – hide campsite, perceive cues 1 st – entangle, keen senses, urban grace	Ranger (CL 16 th): 3 rd – burst of speed, nondetection 2 nd – hide campsite, hold animal, perceive cues 1 st – charm animal, entangle, keen senses, urban grace			
E Statistics							
Ability Scores	Str 7, Dex 14, Con 9, Int 9, Wis 13, Cha 15	Str 7, Dex 14, Con 10, Int 9, Wis 13, Cha 15	Str 7, Dex 16, Con 10, Int 9, Wis 13, Cha 15	Str 7, Dex 16, Con 10, Int 10, Wis 13, Cha 15			
Core Attack	Base Atk +2; CMB +0; CMD 12	Base Atk +6; CMB +4; CMD 16	Base Atk +12; CMB +10; CMD 24	Base Atk +16; CMB +14; CMD 28			
Feats	Fleet, Point-Blank Shot, Skill Focus (Appraise)	Endurance, Fleet, Persuasive, Point- Blank Shot, Rapid Shot, Skill Focus (Appraise), Weapon Finesse	Dodge, Endurance, Far Shot, Fleet, Persuasive, Point- Blank Shot, Rapid Shot, Run, Skill Focus (Appraise), Weapon Finesse, Weapon Focus (Shortbow)	Dodge, Endurance, Far Shot, Fleet, Iron Will, Lightning Reflexes, Persuasive, Point Blank Master (Weapon Focus (Shortbow)), Point- Blank Shot, Rapid Shot, Run, Skill Focus (Appraise), Weapon Finesse, Weapon Focus (Shortbow)			

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and the second	🗵 Low	🔀 Moderate	🔀 Advanced	≚ Elite			
Skills	Acrobatics -1, Appraise +4, Artistry -1, Bluff +4, Climb -5, Craft (Untrained) -1, Diplomacy +2, Disguise +4, Escape Artist -1, Fly -1, Heal +1, Intimidate +6, Knowledge (Local) +1, Knowledge (Nature) +3, Perception +3, Perform (Untrained) +2, Ride -1, Sense Motive +1, Stealth -1, Survival +1, Swim -5	Acrobatics -1, Appraise +7, Artistry -1, Bluff +8, Climb -5, Craft (Untrained) -1, Diplomacy +4, Disguise +7, Escape Artist -1, Fly -1, Heal +1, Intimidate +11, Knowledge (Geography) +4, Knowledge (Local) +1, Knowledge (Nature) +8, Perception +10, Perform (Untrained) +2, Ride -1, Sense Motive +1, Stealth -1, Survival +1, Swim -5	Appraise +8, Artistry -1, Bluff +12, Climb -5, Craft (Untrained) -1, Diplomacy +4, Disguise +8, Heal +1, Intimidate +15, Knowledge (Geography) +10, Knowledge (Local) +1, Knowledge (Nature) +14, Perception +18, Perform (Untrained) +2, Sense Motive +1, Survival +1, Swim -5	Appraise +9, Bluff +18, Climb -5, Diplomacy +4, Disguise +8, Heal +1, Intimidate +25, Knowledge (Geography) +15, Knowledge (Local) +2, Knowledge (Nature) +19, Perception +22, Perform (Untrained) +2, Sense Motive +1, Survival +14, Swim -5			
Languages	Common, Elven						
Special Qualities	Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Track +1, Wild Empathy +4	Adaptability, Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Track +3, Wild Empathy +8	Adaptability, Camouflage, Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Mountain) +2, Favored Terrain (Urban) +4, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Quarry, Swift Tracker, Track +6, Wild Empathy +14, Woodland Stride	Adaptability, Camouflage, Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Mountain) +2, Favored Terrain (Swamp) +2, Favored Terrain (Urban) +6, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Quarry, Swift Tracker, Track +8, Wild Empathy +18, Woodland Stride			
Treasure	leather armor; arrows (40x); rapier; dagger; Shortbow 23 gp	chain shirt; arrows (40x); rapier; dagger; +1 shortbow 57 gp	+2 chain shirt; arrows (40x); rapier; dagger; +2 corrosive shortbow 29 pp; 69 gp	+2 breastplate; +2 arrows (40x); rapier; dagger; +2 corrosive shortbow 40 pp; 191 gp			
Nagic				- 11, 5 01			
Spells per Day	Ranger (CL 2nd): 0/0/0/0/0/0/0/0 DC 12 + spell level	Ranger (CL 6th): 0/2/0/0/0/0/0/0 DC 12 + spell level	Ranger (CL 12th): 0/3/2/1/0/0/0/0/0 DC 12 + spell level	Ranger (CL 16th): 0/4/3/2/1/0/0/0/0 DC 12 + spell level			
	Attitude Tracker						
1 2 3 4 5	6 7 8 9 10 11	12 13 14 15 16 17 1	8 19 20 21 22 23 24	+ 25 26 27 28 29			
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Table 32: Attitude Modifiers for Kayzark

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp

Name	Condition	Effect	Notes
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aberration (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Animal (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures. **Camouflage (Ex)** You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects twoweapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Swamp) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in swamp terrain. Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Urban) (Ex) You gain a +6 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +6 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Humanoid (Reptilian) (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against reptilian humanoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 1 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Improved Evasion (Ex) You can avoid damage from many areaeffect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +8 to Survival checks made to follow tracks.

Undead (Ex) You gain a +6 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +6 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+18 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Point Blank Master (Weapon Focus (Shortbow)) You are adept at firing ranged weapons in close quarters. Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot You can make an additional ranged attack. When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying

no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Appraise) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Shortbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

During daylight hours, **Kayzark** will be out and about, searching for new items of interest and trading existing ones where he can. As the GM, feel free to "place" him anywhere (or nowhere) during the day; doing so should invoke the event **BRE-7: Take a Look**.

At night, the half-elf will likely (65%) be in the Tavern, enjoying a meal and possibly a transaction should he find a prospective buyer who seems suitable. The rest of the time, he will be outside Berinncorte, on a mission to buy, sell, or find.

Background

Kayzark is a loner, and a bit of a recluse, even, vastly preferring the company of nature to anyone he might find in-city. His interest in the exotic and bizarre, however, forces his participation in society to a certain extent: few vendors venture into the wilderness in search of a sale, and fewer still who have unique items.

He floats in and out of cities, lingering until he feels he has exhausted the region's available stock of intriguing commerce; he will then uproot and travel across the realm to another city to use as his base of operations for a time.

Typically, these cycles are in the neighborhood of six months to two years; he has been in the **Berinncorte** area for about nine months thus far.

9 In the Obelisk Attack

Kayzark survives; he's taking a stroll in the **Gardens** when the **Obelisk** Erupts. Although he has no idea what it is, or what might have caused it, he is terrified that it might be one aspect of a larger phenomenon, and so he flees the city, traveling north to warn Druids with whom he is friendly. This journey, the Druids, and their role in the larger scheme of the plot will be addressed in a future component of the **Adventure Path**.

Conversation

What do you think of Berinncorte?

"It's got its share of interesting inhabitants, and their things."

Do you know anything about the strife between Zugul and Sheergath?

"It's sad, really. Chaos is natural, and law is man-made,

and it's foolish to think you can have any sort of civilization without both. These two churches should cherish each other, rather than trying to prove that one is more valuable or the other is more worthy. Foolish, I say."

What do you think of the Mayor and the government?

"Things seem fairly peaceful in these parts, so I'm inclined not to judge her too badly. But the truth is, I don't know her, and I never have dealings with the authorities, so I couldn't say."

Tell me about being a... vendor? Trader? What do you do, exactly?

▲ "This and that, is the short answer. The longer answer involves making a purchase from my assortment of bizarre and unusual. Care to do so?" Kayzark will then show his wares, inviting the PCs to make a purchase (see event BRE-7: Take a Look). Doing so doesn't get him to open up further at all, but will please him.

Do you do any... other sorts of work on the side?

What a strange question. To most folk, such peddling of the inane *is* a side business. I guess you could say that, on the side, I stay alive and keep myself busy. Nothing more."

Kerem Dogan (Vendor)

CR 1/2; **XP** 200

Description

Kerem is an opportunist, a sly and conniving merchant with an inability to take sides on anything contentious, lest he rule out doing business with one side or the other. He has set up shop in **Berinncorte** more and more often of late, hoping to capitalize on the growing tensions and sect-ism between the followers of **Zugul** and those of **Sheergath**.

Appearance

A rail-thin human, **Kerem** has a swarthy and clean complexion, with a long and pointed beard. He's fond of running his hand underneath his beard so that the top of his facial hair scrapes gently across the top of his hand. The merchant dresses in conservative and neutral robes, and is careful to match the color scheme against the city he does business in such that the colors he wears are clearly not aligned with any of that town's favored deities.

🖧 Combat Tactics

Kerem is not quite a coward, but he loathes fighting, and knows that he is hardly skilled at it to begin with. If faced with violence, he will try to summon help not only from the **Militia**, but also from the **Zugul Church** nearby the **Town Square**. If either of these other groups intercedes, **Kerem** himself will attempt to withdraw from the fighting, and will flee if given the opportunity to do so.

🖀 Factions

Kerem has previously been aligned with the **Adamantium Trail**, but has no interest in such formality. He secretly despises and is jealous of magic-uers of all walks, and so is looking to join the **Antimagic Shell**, but has not yet officially done so.

For the time being, then, **Kerem's Tribute** flows directly to **Berinncorte City** itself.

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👤 General				
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200
Sex / Race	Male Human; NE Mediu	m humanoid (human)		
Class	Expert 2	Expert 6	Expert 10	Expert 14
Initiative	+1	+1	+5	+5
Senses	Perception +5	Perception +11	Perception +17	Perception +21
Defense			_	
Armor Class	AC 13, touch 12, ff 11 (+1 Dex, +1 Dodge, +1 padded armor)	AC 15, touch 12, ff 13 (+1 Dex, +1 Dodge, +3 studded leather ar- mor)	AC 16, touch 12, ff 14 (+1 Dex, +1 Dodge, +4 masterwork chain shirt)	AC 18, touch 12, ff 16 (+1 Dex, +1 Dodge, +6 chain shirt +2)
hp / HD	11 (2d8)-2	21 (6d8)-6	33 (10d8)-10	45 (14d8)-14
Saves	Fort -1, Ref +1, Will +3	Fort +1, Ref +3, Will +5	Fort +2, Ref +4, Will +7	Fort +3, Ref +5, Will +9
🖌 Offense				
Movement	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.	Speed 20 ft.
Attacks	Melee spear +0 (2H: 1d8-1/x3) or Ranged spear (thrown) +2 (1d8-1/ x3) or Ranged light crossbow +2 (1d8/19-20) or Melee dagger +0 (1d4- 1/19-20) or Ranged dagger (thrown) +2 (1d4-1/19- 20)	Ranged light crossbow +5 (1d8/19-20) or Melee masterwork spear +4 (2H: 1d8-1/ x3) or Ranged masterwork spear (thrown) +6 (1d8-1/x3) or Melee dagger +3 (1d4- 1/19-20) or Ranged dagger (thrown) +5 (1d4-1/19- 20)	Ranged light crossbow +8 (1d8/19-20) or Melee +1 keen spear +7/+2 (2H: 1d8/19-20/ x3) or Ranged +1 keen spear (thrown) +9/+4 (1d8/19-20/x3) or Melee dagger +6/+1 (1d4-1/19-20) or Ranged dagger (thrown) +8/+3 (1d4- 1/19-20)	Ranged light crossbow +11 (1d8/19-20) or Melee +3 courageous spear +12/+7 (2H: 1d8+2/x3) or Ranged +3 courageous spear (thrown) +14/+9 (1d8+2/x3) or Melee dagger +9/+4 (1d4-1/19-20) or Ranged dagger (thrown) +11/+6 (1d4- 1/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 8, Dex 13, Con 9, Int 14, Wis 10, Cha 14	Str 8, Dex 13, Con 9, Int 14, Wis 10, Cha 15	Str 8, Dex 13, Con 9, Int 14, Wis 10, Cha 16	Str 8, Dex 13, Con 9, Int 14, Wis 10, Cha 17

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Core Attack	Base Atk +1; CMB +0; CMD 12	Base Atk +4; CMB +5; CMD 15	Base Atk +7; CMB +8; CMD 18	Base Atk +10; CMB +11; CMD 21
Feats	Armor Proficiency, Light, Dodge, Persua- sive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Armor Pro- ficiency, Light, Dodge, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Armor Pro- ficiency, Light, Dodge, Improved Initiative, Persuasive, Quick Draw, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Armor Pro- ficiency, Light, Betray- er, Dodge, Improved Initiative, Persuasive, Quick Draw, Simple Weapon Proficiency, Throw Anything
Skills	Acrobatics +6, Ap- praise +7, Bluff +7, Climb -1, Craft (Un- trained) +2, Diplomacy +9, Disguise +2, Es- cape Artist +1, Fly +1, Intimidate +9, Knowl- edge (History) +7, Knowledge (Religion) +7, Perception +5, Per- form (Untrained) +2, Profession (Merchant) +5, Ride +1, Sense Motive +5, Stealth +1, Swim -1	Acrobatics +7, Ap- praise +11, Bluff +11, Climb -4, Craft (Un- trained) +2, Diploma- cy +13, Disguise +2, Escape Artist -2, Fly -2, Intimidate +13, Knowledge (History) +11, Knowledge (Reli- gion) +11, Perception +11, Perform (Un- trained) +2, Profession (Merchant) +9, Ride -2, Sense Motive +11, Stealth -2, Swim -4	Acrobatics +11, Ap- praise +15, Bluff +16, Climb -4, Craft (Un- trained) +2, Diploma- cy +20, Disguise +3, Escape Artist -2, Fly -2, Intimidate +20, Knowledge (History) +15, Knowledge (Reli- gion) +15, Perception +17, Perform (Un- trained) +3, Profession (Merchant) +13, Ride -2, Sense Motive +17, Stealth -2, Swim -4	Acrobatics +15, Ap- praise +19, Bluff +20, Climb -4, Craft (Un- trained) +2, Diploma- cy +24, Disguise +3, Escape Artist -2, Fly -2, Intimidate +24, Knowledge (History) +19, Knowledge (Reli- gion) +19, Perception +21, Perform (Un- trained) +3, Profession (Merchant) +17, Ride -2, Sense Motive +21, Stealth -2, Swim -4
Languages	Common, Dwarven, Elve	en		
Special Qualities	Bonus Feat, Humanoid Traits, Skilled	Bonus Feat, Humanoid Traits, Skilled	Bonus Feat, Humanoid Traits, Skilled	Bonus Feat, Humanoid Traits, Skilled
Treasure	padded armor; light crossbow; crossbow bolts (10x); dagger; spear	studded leather armor; light crossbow; cross- bow bolts (10x); dag- ger; masterwork spear	masterwork chain shirt; light crossbow; crossbow bolts (10x); dagger; +1 keen spear	+2 chain shirt; light crossbow; crossbow bolts (10x); dagger; +3 courageous spear
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💟 Attitude Tracker

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Starting Attitude: 14 (Indifferent)



Table 33: Attitude Modifiers for Kerem Dogan

	Name	Condition	Effect	Notes
	Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
	Conversation	Engage in conversation outside the context of a transaction	+2	-
	Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
	Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
	Conversation	PCs threaten violence	-5	-
and a state of the	Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

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Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (max- imum effect +5 no matter how many times NPC joins par-ty)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the par- ty's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Bonus Feat Humans select one extra feat at 1st level.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🗲 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Dodge Your training and reflexes allow you to react swiftly to avoid an

opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🕺 Habits and Logistics

During daylight hours, **Kerem** will be in his stall in the **Town Square**, hawking religious wares.

2 At night, **Kerem** spends his evenings in the warm glow of

the Shanty Town area of Town Square.

Background

The product of a caravan liaison, **Kerem** has never had much of an aptitude for anything too complex; even sports eluded him from an early age. In his teenage years, he joined various religions and cults in his travels, and immediately took to the concept—not as an adherent, but as one who sees the power such factions wield over the minds and souls (and purses!) of their fellow man.

As he could not stomach devoting his life to any established sect, his first thought was to form his own religion. This proved to be quite a bit more challenging than he had anticipated, however. He found, though, that he can be fairly influential, particularly to those whose hearts were already open to a religion.

One day, a street vendor offered to sell him a religious icon—a shabby thing, wooden and worn, discarded or lost from someone's pocket. The idea struck him that although he may not be suited for the life of priests, he could still take advantage of their followers, and so he established his traveling store for religious paraphernalia.

9 In the Obelisk Attack

One has to admire the tenacity: **Kerem** continues to hawk his inventory during the events of the **Eruption**, seeing it foremost as an opportunity for those truly shaken by the catastrophe to redouble their devotion, and in so doing, spend money. Unfortunately, this lust for sales drives him to ignore his own safety, and he is quickly slain by **Forces of the Obelisk**.

Conversation

What do you think of Berinncorte?

"It's a marvelous town, to have two such well-established, well-populated religions. Folk on both sides are strong in their faith, and I respect that in equal measure."

Do you know anything about the strife between Zugul and Sheergath?

✓ "It's never a good thing—for people as well as for business!—when religion drives one man to assault another, and fortunately, though, that's not quite how things are here. Yet. Some amount of strife, some friction between sects is not a bad thing, though, wouldn't you agree? Keeps the blood up. High tempers mean good attendance at church!"

What do you think of the Mayor and the government?

"I guess they're okay? I've not had much interaction with either the Mayor or her government, I must admit."

Tell me about being a merchant of religious items.

They say priests, elders, bishops—all those formal religious folk, they speak directly to their god, or that their god speaks through them; I suppose it varies, from sect to sect, and even from town to town sometimes. But if a priest speaks for her god, I can help folk speak directly to any god. I myself am not a **religious** man, you understand—but that doesn't mean I'm not a deeply, committed, **spiritual** man. I talk to the gods all the time. And while they may not talk back, I'm confident that they approve of the work I do, in their name, in the mortal realm, to help give them a little edge on their neighbors, up there."

Do you do any... other sorts of work on the side?

No time for anything else! If I find myself with time on my hands, it usually means I've slackened my commitment to sales. I either bear down and try harder, or pack up and try harder in another town."

Diplomacy check opposed by **Kerem's Bluff check**, pursuing the above matter, or asking if he's taking advantage of people:

" "I'll admit, some folk aren't too keen on people like me profiting from religion. I've even had the odd person accuse me of taking advantage of followers of religion. I ask you, though: how am I any different from a priest, in that regard? I charge money, and provide a product, a tangible good that can be used by anyone to get closer to their god, their spiritual connection. What's the difference between what I provide, and what the High Priest provides in the church over yonder? He'll say he doesn't charge for his services, but I know better—that collection basket, those donation boxes, they're no different than my fees. Not really, when it comes down to it. At least with me, you get a physical product, and these shields, they're useful no matter of what you believe, or what god might be listening to you."

Larissa (Elder of Sheergath)

CR 3; **XP** 800

Description

Her powerful voice, her command of language, and her intimidating glare seem custom-made for her role as an elder of a Chaotic Neutral deity. She cherishes her duties and role in society, and sees her religion as a necessity, a balancing force to those (such as the **Mayor**) who would wish to control things unduly.

i Appearance

A tall, slim stick-figure of a woman, **Larissa** is an imposing presence in any room. Slightly built, she has grown out her blonde hair to waist-height, and uses black dye to streak alternating strands to create a startling vertical pattern golden and black. Her face evokes her elven ancestry far more than her human, but her ears lack the graceful pointedness her race typically has.

She's well aware of the sexist perspective that many of her flock might normally have, and aware too of her un-imposing frame. Though her stentorian oration immediately nullifies any who would view her as unimportant, she nevertheless tends to arrive at the pulpit in full battle gear, wearing her entire array of weaponry.

Rumors say that once, she actually fired her crossbow in the middle of a speech, aiming it mere feet above the head of a congregant who dared to fall asleep during her preaching. Needless to say, all who attend the Temple of Sheergath now remain conscious the entire time.

🖧 Combat Tactics

Larissa is an adept tactician, and can quickly "read" a scene. She will take every advantage she can, if faced with combat; she enjoys the adrenaline rush and will view it as an opportunity to get closer to the will of her God by being a direct agent of chaos.

If in the **Temple**, she will call for **Denzys** and/or **Unglar**; if the GM has not determined their whereabouts when combat begins, there is an **280**% chance for each that they are already in the building and will come to their **Elder's** defense within **144** rounds.

Faced outside the **Temple**, or if confronted alone, **Larissa** will engage the highest-level PC first; if there is a tie, she will attempt to disable spellcasters first if she can.



In any scenario, she will not run or request assistance from the authorities, but if reduced to fewer than **10** hit points, she will attempt to surrender, offering anything her attackers wish if they stop their attack and help her heal. Given her lust for the extraordinary and relative lack of monetary wealth, the GM is encouraged to be creative in helping the PCs interpret what is meant by "anything"; she is after all quite closely connected with several key townsfolk, and is privy to a great many secrets.

🏲 Factions

Sheergath, God of Resigned Fate, to which an enormous **15%** of her wealth is **tributed** annually.

and the state of the lot	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 3; XP 800	CR 8; XP 4,800	CR 13; XP 25,600	CR 16; XP 76,800	
Sex / Race	Female Half-Elf; CN Medium humanoid (elf, human)				
Class	Ranger 1 / Cleric 3	Ranger 3 / Cleric 6	Ranger 5 / Cleric 9	Ranger 6 / Cleric 11	
Initiative	-2	-2	-1	-1	
Senses	Perception +9; Low-Light Vision	Perception +9; Low-Light Vision; Aura of Chaos	Perception +9; Low-Light Vision; Aura of Chaos	Perception +12; Low-Light Vision; Aura of Chaos	

Defense

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	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Armor Class	AC 8, touch 8, ff 8 (-2 Dex)	AC 11, touch 8, ff 11 (-2 Dex, +3 studded leather armor)	AC 14, touch 9, ff 14 (-1 Dex, +5 expeditious studded leather armor +2)	AC 16, touch 9, ff 16 (-1 Dex, +7 deathless studded leather armor +4)
hp / HD	21 (1d10)+(3d8)	48 (3d10)+(6d8)	61 (5d10)+(9d8)	73 (6d10)+(11d8)
Saves	Fort +5, Ref +1, Will +5 +2 vs. enchantment spells and effects	Fort +8, Ref +3, Will +8 +2 vs. enchantment spells and effects	Fort +10, Ref +6, Will +9 +2 vs. enchantment spells and effects	Fort +12, Ref +9, Will +11 +2 vs. enchantment spells and effects
Defensive Abilities	Bit of Luck (5x/day)	Bit of Luck (5x/day); Good Fortune (1x/day)	Bit of Luck (5x/day); Good Fortune (1x/day)	Bit of Luck (5x/day); Good Fortune (1x/day)
Offense				
Movement	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.	Speed 20 ft.
Attacks	Ranged light crossbow +1 (1d8/19-20) or Melee rapier +2 (1d6- 1/18-20) or Melee masterwork silver dagger +3 (1d4- 2/19-20) or Ranged masterwork silver dagger (thrown) +2 (1d4-2/19-20) or Melee shortsword +2 (1d6-1/19-20)	Ranged +1 light crossbow +6 (1d8+1/19-20) or Melee shortsword +6 (1d6-1/19-20) or Melee masterwork silver dagger +7 (1d4- 2/19-20) or Ranged masterwork silver dagger (thrown) +6/+1 (1d4-2/19-20) or Melee rapier +6/+1 (1d6-1/18-20)	Melee rapier +10/+5/+0 (1d6-1/18- 20) or Melee masterwork silver dagger +11 (1d4- 2/19-20) or Ranged masterwork silver dagger (thrown) +11/+6/+1 (1d4-2/19- 20) or Melee shortsword +10/+5/+0 (1d6-1/19- 20) or Ranged +1 anarchic light crossbow +11/+6/+1 (1d8+1/19- 20)	Ranged +3 corrosive burst light crossbow + $16/+11/+6$ ($1d8+3/19-20$), within 30 ft. + $17/+12/+7$ ($1d8+4$) or Melee shortsword + 14 ($1d6/19-20$) or Melee masterwork silver dagger + $15/+10/+5$ ($1d4-1/19-20$) or Ranged masterwork silver dagger (thrown) + $14/+9/+4$ ($1d4/19-20$), within 30 ft. + $15/+10/+5$ ($1d4$) or Melee rapier + $14/+9/+4$ ($1d6/18-20$)
	Space 5 ft.; Reach 5 ft.			
Special Attacks	Fey +2, Touch of Chaos (5/day)	Fey +2, Touch of Chaos (5/day)	Fey +4, Touch of Chaos (5/day), Undead +2	Fey +4, Touch of Chaos (5/day), Undead +2
Prepared Spells	Ranger (CL 1 st): none Cleric (CL 3 rd): 2 nd – darkness, instant armor 1 st – cause fear, detect law, detect undead 0 th – detect magic, light, read magic, resistance	Ranger (CL 1 st): none Cleric (CL 6 th): 3 rd – blindness/deafness, invisibility purge, magic circle against law 2 nd – align weapon (chaos), darkness, hold person, instant armor, protection from law (communal) 1 st – cause fear, detect law, detect undead, doom, protection from law O th – detect magic, light, read magic, resistance	Ranger (CL 5 th): 1 st – entangle, longshot Cleric (CL 9 th): 5 th – command (greater), dispel law 4 th – chaos hammer, inflict critical wounds, magic weapon (greater) 3 rd – blindness/deafness, cure serious wounds, invisibility purge, magic circle against law 2 nd – align weapon (chaos), darkness, hold person, instant armor, protection from law (communal) 1 st – cause fear, detect law, detect undead, doom, hide from undead, protection from law O th – detect magic, light, read magic, resistance	Ranger (CL 6 th): 1 st – entangle, longshot Cleric (CL 9 th): 5 th – command (greater), dispel law, inflict light wounds (mass) 4 th – chaos hammer, inflict critical wounds, magic weapon (greater), summon monster IV 3 rd – blindness/deafness, cure serious wounds, invisibility purge, magic circle against law 2 nd – align weapon (chaos), darkness, hold person, instant armor, protection from law (communal) 1 st – cause fear, detect law, detect undead, protection from law 0 th – detect magic, light, read magic, resistance

Statistics

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Carlos Print	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Ability Scores	Str 9, Dex 7, Con 11, Int 12, Wis 15, Cha 19	Str 9, Dex 7, Con 11, Int 12, Wis 15, Cha 20	Str 9, Dex 8, Con 11, Int 12, Wis 15, Cha 19	Str 10, Dex 8, Con 11, Int 12, Wis 15, Cha 19
Core Attack	Base Atk +3; CMB +2; CMD 10	Base Atk +7; CMB +6; CMD 14	Base Atk +11; CMB +10; CMD 19	Base Atk +14; CMB +14; CMD 23
Feats	Skill Focus (Bluff), Sociable, Stealthy	Betrayer, Endurance, Persuasive, Quick Draw, Rapid Reload (Crossbow (Light)), Skill Focus (Bluff), Sociable, Stealthy	Betrayer, Endurance, Persuasive, Quick Draw, Rapid Reload (Crossbow (Light)), Rhetorical Flourish, Skill Focus (Bluff, Diplomacy), Sociable, Stealthy	Betrayer, Crossbow Mastery, Endurance, Lightning Reflexes, Persuasive, Point- Blank Shot, Quick Draw, Rapid Reload (Crossbow (Light)), Rhetorical Flourish, Skill Focus (Bluff, Diplomacy), Sociable, Stealthy
Skills	Acrobatics -1, Appraise +1, Artistry +1, Bluff +7, Climb +3, Craft (Untrained) +1, Diplomacy +4, Disable Device +2, Disguise +6, Fly -2, Handle Animal +8, Heal +7, Intimidate +9, Perception +9, Perform (Untrained) +4, Ride +2, Sense Motive +8, Survival +2, Swim -1	Acrobatics -4, Appraise +1, Artistry +1, Bluff +8, Craft (Untrained) +1, Diplomacy +19, Disguise +7, Escape Artist -3, Fly -5, Handle Animal +9, Heal +7, Intimidate +19, Perception +9, Perform (Untrained) +5, Ride -1, Sense Motive +14, Stealth -3, Survival +2, Swim -4	Acrobatics -3, Appraise +1, Artistry +1, Bluff +8, Craft (Untrained) +1, Diplomacy +32, Disable Device +1, Disguise +7, Escape Artist -2, Fly -4, Handle Animal +9, Heal +7, Intimidate +26, Knowledge (Religion) +15, Perception +9, Perform (Untrained) +5, Sense Motive +19, Stealth -2, Survival +2, Swim -4	Acrobatics -3, Appraise +1, Artistry +1, Bluff +8, Climb +1, Craft (Untrained) +1, Diplomacy +35, Disable Device +2, Disguise +7, Escape Artist -2, Fly -4, Handle Animal +9, Heal +7, Intimidate +29, Knowledge (Religion) +18, Perception +12, Perform (Untrained) +5, Sense Motive +22, Stealth -2, Survival +2, Swim -3
Languages	Common, Elven, Goblin			
Special Qualities	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 12, 7/day), Elf Blood, Elven Immunities, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +1, Wild Empathy +5	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 13, 8/day), Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +1, Wild Empathy +8	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 13, 8/day), Chaos Blade (4 rounds, 1/ day), Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +2, Wild Empathy +10	Adaptability, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 13, 8/day), Chaos Blade (5 rounds, 1/ day), Combat Style Feat, Elf Blood, Elven Immunities, Favored Terrain (Urban) +2, Hunting Companions, Keen Senses, Low-Light Vision, Multitalented, Orisons, Spontaneous Casting, Track +3, Wild Empathy +11
Treasure	rapier; masterwork silver dagger; shortsword; cleric's vestments; light crossbow; crossbow bolts (10x) 9 gp	rapier; masterwork silver dagger; shortsword; cleric's vestments; studded leather armor; + <i>1 light</i> <i>crossbow</i> ; crossbow bolts (10x) 34 gp; onyx pendant (61 gp)	rapier; masterwork silver dagger; shortsword; cleric's vestments; +2 expeditious studded leather armor; +1 anarchic light crossbow; crossbow bolts (10x) 12 pp; 41 gp; garnet medallion (121 gp)	rapier; masterwork silver dagger; shortsword; cleric's vestments; +4 deathless studded leather armor; +3 corrosive burst light crossbow; +2 crossbow bolts (10x) 39 pp; 29 gp; set of silver rings (212 gp)
Nagic _				

Dramatis Personae

and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
1	Ranger (CL 1st):	Ranger (CL 1st):	Ranger (CL 5th):	Ranger (CL 6th):
	o / o / o / o / o / o / o /	o / o / o / o / o / o / o /	o / 2 / o / o / o / o / o /	o / 2 / o / o / o / o / o /
	o / o	o / o	o / o	o / o
	DC 13 + spell level			
	Cleric (CL 3rd):	Cleric (CL 3rd):	Cleric (CL 9th):	Cleric (CL 11th):
	4 / 3+1 / 2+1 / 0 / 0 / 0 /	4 / 4+1 / 4+1 / 2+1 / 0 / 0	4 / 5+1 / 5+1 / 3+1 / 2+1	4 / 5+1 / 5+1 / 4+1 / 3+1
	0 / 0 / 0	/ 0 / 0 / 0	/ 1+1 / 0 / 0 / 0	/ 2+1 / 1 / 0 / 0
	DC 13 + spell level			

Attitude Tracker

Starting Attitude: 14 (Indifferent)

1 2 3 4 5	6 7 8 9 10 11 12	13 14 15 16 17 18	19 20 21 22 23 24	25 26 27 28 29
Fostile	Unfriendly	Indifferent	Friendly	Kelpful

Table 34: Attitude Modifiers for Larissa

Name	Condition	Effect	Notes
Conversation	Inquire about Ginswyn.	-5	Stacks with all other Ginswyn modifiers. Since Ginswyn's holiness is a fabrication of Larissa's, she is understandably defensive about the concept.
			See Quest "Ginswyn, But Not Forgotten", p 200
Conversation	Discover the truth about Ginswyn's story.	-5	Stacks with all other Ginswyn modifiers.
Conversation	Promise to keep the truth about Ginswyn to yourselves.	+15	Stacks with all other Ginswyn modifiers.
Conversation	Mention the "Yelling to Yes" book (p 209) found at the Library	+2	-
Commerce	Try to give the "Yelling to Yes" book to Larissa	+5	Larissa does not suspect that, and does not care if, the book comes from the Library, and will accept it as a gift, freely given.
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers

Name	Condition	Effect	Notes
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Chaos (Ex) You project an overwhelming chaotic aura.

Bit of Luck (Sp) You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability 5 times per day.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 13 Will save to halve the damage. You can use this ability 8 times per day.

Chaos Blade (Su) You can give a weapon touched the Anarchic special weapon quality for 5 rounds. You can use this ability 1 times per day.

Combat Style Feat (Ex) At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects twoweapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of

his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fey (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against fey. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Good Fortune (Ex) As an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability 1 times per day.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Touch of Chaos (Sp) You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability 5 times per day.

Track (Ex) You gain +3 to Survival checks made to follow tracks.

Undead (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+11 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

🖌 Feats

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an

weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Crossbow Mastery You can load crossbows with blinding speed and even fire them in melee with little fear of reprisal. The time required for you to reload any type of crossbow is reduced to a free action, regardless of the type of crossbow used. You can fire a crossbow as many times in a full attack action as you could attack if you were using a bow. Reloading a crossbow for the type of crossbow you chose when you took Rapid Reload no longer provokes attacks of opportunity.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Rapid Reload (Crossbow (Light)) You can reload your chosen type of crossbow quickly. Choose a type of crossbow (hand, light, heavy) or a single type of one-handed or two-handed firearm that you are proficient with. You can reload such a weapon quickly. (revised to include firearms in Ultimate Combat p.115) You can reload your chosen type of weapon quickly. The time required for you to reload your chosen type of crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow). Reloading a crossbow still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for heavy crossbow or onehanded firearm), or a standard action (two-handed firearm). Reloading a crossbow or firearm still provokes attacks of opportunity. If you have selected this feat for a hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow. [Normal] A character without this feat needs a move action to reload a hand or light crossbow, a standard action to reload a one-handed firearm, or a full-round action to load a heavy crossbow or a two-handed firearm. [Special] You can gain Rapid Reload multiple times. Each time you take the feat, it applies to a new type of crossbow or a new type of firearm. The time required for you to reload your chosen type of weapon is reduced to a free action (for a hand or light crossbow), a move action (for a heavy crossbow or one-handed firearm), or a standard action (for a two-handed firearm). Reloading a crossbow or firearm still provokes an attack of opportunity. If you have selected this feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full-attack action as you could attack if you were using a bow.

Rhetorical Flourish You rapidly change topics and employ confusing rhetoric to distract people from your true intent. When using the Diplomacy skill to make a request or change a creature's attitude, you can use verbal misdirection. To do so, make a Bluff check against that creature. If you succeed, you gain a +4 bonus on your next Diplomacy check against that creature if the check is made within the next minute. If you fail by 5 or more, you instead take a -2 penalty on your next Diplomacy check against that creature. Alternatively, you can use this feat to retry a single failed Diplomacy check against a creature. You take a -4 penalty on your Bluff check when using Rhetorical Flourish in this way. If you succeed, rather than gaining this feat's normal bonus, you can retry your last Diplomacy check against the creature if that check was made in the past minute.

Skill Focus (Bluff, Diplomacy) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Sociable You have a way of helping others to get along. As a move action, you grant all friendly creatures within 30 feet who can see or hear you (including yourself) a +2 bonus on Diplomacy checks for a number of rounds equal to your Charisma modifier (minimum 1 round).

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

🛿 Habits and Logistics

During daylight hours, **Larissa** will usually (**70%**) be in the **Sheergath Temple**, tending to the business of the church, delivering sermons, and so on. The remainder of the time, she will be in the **Town Square**, purchasing supplies or personal items, meeting people, casually proselytizing, and being among the people, as it were.

At night, there is a variety of places **Larissa** could be. **40%** of the time, she'll be in the **Tavern**; **15%** of those times, she will end up in bed with **Jozan**, who comps her his typical rate. Neither enjoys the other for anything more than

Dramatis Personae

the physical act in which they partake, and **Larissa** leaves the **Inn** shortly afterward.

Instead of the **Tavern**, **30%** of the time, she'll be in the **Temple**, still, either delivering an after-hours sermon, meeting with congregants in small groups, or meeting with her colleagues of the faith to plan future events.

The remainder of the time (**2 30**%), the GM is encouraged to place her anywhere at all. Between her exploits, her chaotic nature, and her self-styled role of a clerical leader who embraces the opportunity to walk among her flock, she has reason and motive to be anywhere at all in **Berinncorte** on a given night.

Background

Larissa never knew her parents; she was raised first by clerics in a temple. At age 8, she ran away from what she at the time called their "clutches", and tried to make her way as a beggar, and then a mercenary, then an entertainer... and then, when it became apparent she was too young for anyone to take her seriously in those capacities, she simply foraged for wildlife and flitted in and out of cities until she grew older.

In her teenage years, she returned to city life, drawn to the hum and bustle of people and their business. One day, as thunderstorms grew near, she sought shelter in the nearest building... which happened to be a temple of **Sheergath**.

Transfixed, she spent the next hour listening to the sermon and feeling as though she had finally stumbled upon a place of true knowledge, of true wisdom. **Larissa** spent more and more time at the temple, joining their ranks officially a year later, and rising through the clerical ranks as they taught and fed and clothed her.

When the faction had assembled sufficient capital to construct a new temple in **Berinncorte**, the elders promoted **Larissa** and tasked her with guiding the new flock. She has flourished ever since, in the position of authority and guidance and chaos she feels she was born to fulfill.

9 In the Obelisk Attack

At first, **Larissa** believes the **Eruption** to be a sign of **Sheergath** herself, entering the mortal realm. As she walks from the **Temple** to the **Town Square**, however, she is attacked by one of the monstrosities that the eruption has called forth; stunned and bleeding, she draws her crossbow and fights back with a vicious zeal.

Conversation

What do you think of Berinncorte?

Good people who work hard, that's what comprises most of the city. A few elites, snobs, at the top of the food chain look down on us common folk, but we've a message for them: your time will come, and right soon."

Do you know anything about the strife between Zugul and Sheergath?

▲ "Are you being serious? Yes. Yes, I'm more than a bit aware that right across town, there's a church of a god whose beliefs and false preachings run counter to everything we hold dear and know to be true. Yes, I'm aware that church is linked so closely to the Mayor and her government that they might as well be one and the same. And yes, I'm painfully aware that the Militia runs rampant across the alreadydowntrodden citizens of Berinncorte in the name of nebulous and unchasable concepts like 'peace' and 'order'."

What do you think of the Mayor and the government?

She's little more than a tool of Cannock and those law-followers." She spits the phrase through her teeth as though it were rotten. "They're so in league, I can't believe they have the gall to claim they're independent from one another. Those who claim Symms has done anything about maintaining law are full of pigslop—there's crime, all the time. Oppression is worse than the occasional mugging!"

Tell me about being an Elder of the faith.

"It's what I was born to do." She smiles so broadly and so genuinely that you feel a bit stunned, for a moment. "Standing in front of a bunch of people who come to me to gain a better understanding of their lives? And the lives of others? And I get to tell them what I feel? There's no glory better than that. It helps that it's true, and I'm preaching what really is, and that Sheergath is a vehicle of mankind's true form, chaos, that we're all just here to flail away as best we can, and any imposition of order or law or rule beyond that is simply a travesty, a façade, built by those in power to keep it... that's all just a bonus."

Do you do any... other sorts of work on the side?

"Is that a proposition?" She asks with a wicked grin, not unkindly. (Note that she gives this response regardless of the race, gender, or Charisma of the PC who is inquiring.)

Diplomacy check opposed by **Larissa's Bluff** check, continuing any of the above questions:

"I'm not one to wish woe upon my fellow man. Not unless he's earned it, you understand. But chaos is the nature of life; there's no way to see things otherwise. If you choose to try to constrain people into law, into order, into your own personal, deluded sense of what is right... well, they're going to fight you for it, make no mistake. It's people's nature. It's in their souls, not to be controlled. Wouldn't you agree?"

Who was Ginswyn? (see "Urn" on the rooftop of the Sheergath Temple)

Given that name? I've not used it in some time, in my sermons, and it's hardly commonplace. Ginswyn was a follower of Sheergath, who died in defense of her beliefs, years ago. The only place you'd be able to see her name is... have you been prying about the rooftops of the Temple, now?"

Diplomacy or **Sense Motive** check opposed by **Larissa's Bluff** check, pressing the matter of **Ginswyn**:

▲ "In truth, Ginswyn was a friend of mine. A childhood friend. She... she died. Senselessly, stupidly. We were playing, running along fields and climbing rocks, and she fell, hit her head. She was dead on the spot. I cried for an hour before I took up the courage to run back home and tell my parents. Tragic... and eventually, inspirational; in my grief thereafter, I learned that whatever the gods may claim, the pantheon that looks down from on high is, as a collective, truly chaotic. So why waste time worshipping gods who claim they represent otherwise?" *The faraway look in her eyes subsides.* "Now you know. And although it's a falsehood, it's a truthful one—she did exist, she did die, and she is a defender, a champion, of Sheergath. For all I know, Sheergath Herself took her, as means of helping me find my faith. So it's not too much of a subterfuge. I'd ask that you keep my secret, so she may continue to inspire others of my flock."

Lingona (Bard)

CR 2; XP 600

Description

Lingona is a vibrant, free soul, born to bard. She lives for excitement, experience, and interacting with interesting people. Her lover, **Phadian Gess**, is of similar perspective, though of more criminal bent. It was he who talked her into their current coordinated racket of distraction and robbery.

i Appearance

She dresses in comfortable, loose-fitting tops that tend to show plenty of cleavage, and men's trousers a size or two too large. **Lingona** is an entertainer, but also an opportunist; she dresses for comfort and flow, but also because it's easier to conceal weapons and stolen items. She's somewhat short in stature, but her personality fills the room when she turns on the charm.

A Combat Tactics

Lingona is no militant, but fortunately, her skills as bard and her position as entertainer in the **Leaky Cask Tavern** provide her with tools to escape should battle come a-calling. Her first priority is fleeing safely; second far behind that is ensuring that **Phadian** also escapes. Tied for second is holding onto whatever illicitly-acquired goods likely were cause for the combat to have started.

🏲 Factions

She's a proud member of **Katkalls**, to which a full **5%** of her wealth is **tributed** each year.

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	🔀 Low	🞽 Moderate	🔀 Advanced	≚ Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 11; XP 19,200	CR 15; XP 51,200
Sex / Race	Female Human; CN Med	ium humanoid (human)		
Class	Bard 3	Bard 7	Bard 12	Bard 16
Initiative	+2	+2	+2	+2
Senses	Perception +1	Perception +1	Perception +20	Perception +22
Defense				
Armor Class	AC 14, touch 13, ff 11 (+2 Dex, +1 dodge, +1 padded armor)	AC 16, touch 13, ff 13 (+2 Dex, +1 dodge, +3 studded leather armor)	AC 19, touch 13, ff 16 (+2 Dex, +1 dodge, +6 studded leather armor +3)	AC 20, touch 13, ff 17 (+2 Dex, +1 dodge, +7 brawling studded leather armor +4)
hp / HD	12 (3d8)-3	31 (7d8)	48 (12d8)	59 (16d8)
Saves	Fort +0, Ref +5, Will +4 +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +2, Ref +7, Will +6 +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +4, Ref +10, Will +9 +4 vs. Bardic Performance, sonic, and language-dependent effects	Fort +7, Ref +12, Will +11 +4 vs. Bardic Performance, sonic, and language-dependent effects
Service Strengthered Strengther				
Movement	Speed 35 ft.			
Attacks	Melee rapier +3 (1d6+1/18-20) or Melee dagger +3 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4+1/19-20)	Melee dagger +6 (1d4/19-20) or Ranged dagger (thrown) +7 (1d4+1/19-20) or Melee +1 rapier +7 (1d6+2/18-20)	Melee dagger +10 (1d4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+1/19-20) or Melee +2 shocking rapier +12/+7 (1d6+3+1d6 electricity/18-20)	Melee dagger +13 (1d4/19-20) or Ranged dagger (thrown) +14/+9/+4 (1d4+1/19-20) or Melee +3 shocking burst rapier +16/+11/+6 (1d6+4+1d6 electricity/18-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Frightening Tune, Suggestion

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Prepared Spells	Bard (CL 3 rd): 1 st (4x/day)– adoration, cause fear, charm person, dancing lantern 0 th (at will)– detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument	Bard (CL 7 th): 3 rd (2x/day) – blink, confusion 2 nd (4x/day) – calm emotions, daze monster, distracting cacophony, distressing note 1 st (5x/day) – adoration, cause fear, charm person, confusion (lesser), dancing lantern 0 th (at will) – detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument	Bard (CL 12 th): 4 th (4x/day) – daze (mass), hallucinatory terrain, rainbow pattern, shocking image 3 rd (5x/day) – blink, confusion, invisibility sphere, major image 2 nd (6x/day) – calm emotions, daze monster, distracting cacophony, distressing note, fumble 1 st (7x/day) – adoration, cause fear, charm person, confusion (lesser), dancing lantern, magic mouth 0 th (at will) – detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument	Bard (CL 16 th): 6 th (1x/day) – getaway, irresistible dance 5 th (4x/day) – mind fog, resonating word, stunning finale, suggestion (mass) 4 th (5x/day) – daze (mass), freedom of movement, hallucinatory terrain, rainbow pattern, shocking image 3 rd (6x/day) – blink, charm monster, confusion, invisibility sphere, major image 2 nd (6x/day) – cacophonous call, calm emotions, daze monster, distracting cacophony, distressing note, fumble 1 st (7x/day) – adoration, cause fear, charm person, confusion (lesser), dancing lantern, magic mouth 0 th (at will) – detect magic, flare, ghost sound, mage hand, prestidigitation, summon instrument
Statistics				
Ability Scores	Str 12, Dex 14, Con 9, Int 10, Wis 13, Cha 18	Str 12, Dex 14, Con 10, Int 10, Wis 13, Cha 18	Str 12, Dex 14, Con 10, Int 10, Wis 13, Cha 20	Str 12, Dex 14, Con 10, Int 10, Wis 13, Cha 21
Core Attack	Base Atk +2; CMB +3; CMD 16	Base Atk +5; CMB +6; CMD 19	Base Atk +9; CMB +11; CMD 23	Base Atk +12; CMB +14 (+16 vs. grapple); CMD 26
Feats	Deceitful, Dodge, Fleet	Deceitful, Dodge, Fleet, Lingering Performance, Persuasive	Agile Maneuvers, Alertness, Deceitful, Dodge, Fleet, Lingering Performance, Persuasive	Agile Maneuvers, Alertness, Deceitful, Dodge, Fleet, Great Fortitude, Lingering Performance, Persuasive, Run

the second second		X Madavata	Advanced	X Elito
Skills	LowAcrobatics +8,Bluff +12, Bluff(Perform (StringInstruments)) +14,Climb +1, Diplomacy+10, Diplomacy(Perform (StringInstruments)) +14,Disguise +12, EscapeArtist +2, Fly +2, Heal+1, Intimidate +4,Knowledge (History)+7, Knowledge (Local)+7, Knowledge (Local)	Acrobatics +8, Acrobatics (Perform (Dance)) +6, Bluff +14, Bluff (Perform (String Instruments)) +18, Diplomacy +14, Diplomacy (Perform (String Instruments)) +18, Disguise +14, Escape Artist +1, Fly +1, Fly (Perform (Dance)) +6, Heal +1, Intimidate +14, Knowledge (Uliateary) +12	Acrobatics +9, Acrobatics (Perform (Dance)) +7, Bluff +19, Bluff (Perform (Comedy)) +7, Bluff (Perform (String Instruments)) +24, Climb +1, Diplomacy +19, Diplomacy (Perform (String Instruments)) +24, Disguise +15, Escape Artist +2, Fly +2, Fly (Perform (Dance)) +7, Utable 14, Intimidate	EliteAcrobatics +11,Acrobatics (Perform(Dance)) +7, Bluff+26, Bluff (Perform(Act)) +7, Bluff(Perform (Comedy))+7, Bluff (Perform(String Instruments))+28, Climb +1,Diplomacy +26,Diplomacy (Perform(String Instruments))+28, Disguise +16,Disguise (Perform(Act) +7
	(Untrained) +1, Perception +1, Perform (String Instruments) +14, Perform (Untrained) +6, Ride +2, Sense Motive +1, Stealth +2, Survival +1, Swim +1	(History) +13, Knowledge (Local) +13, Knowledge (Untrained) +3, Perception +1, Perform (String Instruments) +18, Perform (Untrained) +6, Ride +1, Sense Motive +11, Stealth +1, Survival +1	Heal +1, Intimidate +18, Intimidate (Perform (Comedy)) +7, Knowledge (History) +19, Knowledge (Local) +19, Knowledge (Untrained) +6, Perception +20, Perform (String Instruments) +24, Perform (Untrained) +7, Ride +2, Sense Motive +20, Stealth +2, Survival +1, Swim +1	(Act)) +7, Escape Artist +2, Fly +2, Fly (Perform (Dance)) +7, Heal +1, Intimidate +23, Intimidate (Perform (Comedy)) +7, Knowledge (History) +24, Knowledge (Local) +24, Knowledge (Untrained) +8, Perception +22, Perform (String Instruments) +28, Perform (Untrained) +7, Ride +2, Sense Motive +24, Stealth +2, Survival +1, Swim +1
Languages	Common			
Special Qualities	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Skilled, Versatile Performance (String Instruments), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Lore Master, Skilled, Versatile Performance (Dance), Versatile Performance (String Instruments), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Lore Master, Skilled, Soothing Performance, Versatile Performance (Comedy), Versatile Performance (Dance), Versatile Performance (String Instruments), Well-Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Feat, Cantrips, Countersong, Inspire Competence, Inspire Courage, Inspire Greatness, Inspire Heroics, Jack of All Trades, Lore Master, Skilled, Soothing Performance, Versatile Performance (Act), Versatile Performance (Comedy), Versatile Performance (Dance), Versatile Performance (String Instruments), Well-Versed
Treasure	rapier; dagger; padded armor; entertainer's outfit; masterwork mandolin 34 sp; 18 cp	+1 rapier; dagger; studded leather armor; entertainer's outfit; masterwork mandolin 8 gp; 60 sp; 100 cp	+2 shocking rapier; dagger; +3 studded leather armor; entertainer's outfit; masterwork mandolin 4 pp; 17 gp	+3 shocking burst rapier; dagger; +4 brawling studded leather armor; entertainer's outfit; masterwork mandolin 11 pp; 61 gp

	Low	Moderate	Advanced	× Elite
Spells per Day	Bard (CL 3rd): 0/4/0/0/0/0/0/0 DC 15+spell level	Bard (CL 7th): 0/5/4/2/0/0/0/0/0 DC 15+spell level	Bard (CL 12th): 0/7/6/5/4/0/0/0/0 DC 16+spell level	Bard (CL 16th): 0/7/6/6/5/4/1/0/0 DC 16+spell level
Attitude Track	er			
Starting Attitude: 14 (In	different)			



Table 35: Attitude Modifiers for Lingona

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or ef-fect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maxi- mum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +8 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 39 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a swift action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a swift action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You cannot have more than one bardic performance in effect at one time.

Bonus Feat Humans select one extra feat at 1st level.

Cantrips You have learned a number of cantrips, or o-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 6

creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 23) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Frightening Tune (Sp) You can use your performance to cause fear in your enemies. To be affected, an enemy must be able to hear you perform and be within 30 feet. Each enemy within range receives a Will save (DC 23) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. Frightening Tune relies on audible components.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +5 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 3 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Inspire Heroics (Su) You can inspire tremendous heroism in yourself or up to 1 allies within 30 feet. To inspire heroics, all of the targets must be able to see and hear you. Inspired creatures gain a +4 morale bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness your performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained. You considers all skills to be

class skills.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 16). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 23) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Act) (Ex) You can use your bonus in the Perform (Act) skill in place of your bonus in the Bluff or Disguise skills. When substituting in this way, you use your total Perform (Act) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Comedy) (Ex) You can use your bonus in the Perform (Comedy) skill in place of your bonus in the Bluff or Intimidate skills. When substituting in this way, you use your total Perform (Comedy) skill bonus, including class skill bonus, in place of your Bluff or Intimidate skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (String Instruments) (Ex) You can use your bonus in the Perform (String Instruments) skill in place of your bonus in the Bluff or Diplomacy skills. When substituting in this way, you use your total Perform (String Instruments) skill bonus, including class skill bonus, in place of your Bluff or Diplomacy skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

Known Spells

Bard:

oth - *Detect Magic, Flare, Ghost Sound, Mage Hand, Prestidigitation, Summon Instrument*

1st - Adoration, Cause Fear, Charm Person, Confusion (Lesser), Dancing Lantern, Magic Mouth

2nd - Cacophonous Call, Calm Emotions, Daze Monster, Distracting Cacophony, Distressing Tone, Fumble

3rd - Blink, Charm Monster, Confusion, Invisibility Sphere, Major Image

4th - Daze, Mass, Freedom of Movement, Hallucinatory Terrain, Rainbow Pattern, Shocking Image 5th - Mind Fog, Resonating Word, Stunning Finale, Suggestion (Mass)
6th - Getaway, Irresistible Dance

🗲 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lingering Performance The effects of your bardic performance carry on, even after you have stopped performing. The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Habits and Logistics

During daylight hours, **Lingona** will typically be sleeping in her tent in the **Town Square**, or outside the city proper.

At night, she will be either performing for an audience in the **Town Square** (**35%**), at an event or party outside the city (**25%**), or more than likely (**45%**), in the **Leaky Cask Tavern**, where on any given evening, she may (**25%**) team up with **Phadian Gess** to perform and steal (see event **RTE-9: Impromptu Performance**).

Background

Lingona was the child of a bard in a caravan and a one-time tryst with a caravan guard. Her mother raised her in the caravan, training her in her craft and introducing her to the realm. Her mother travels still, and will stop by **Berinncorte** to visit her daughter when trade takes her close by.

In the Obelisk Attack

The bard is performing at the **Leaky Cask Tavern** for a very slim audience, trying out new material against the low-risk small batch of clientele. When the disaster strikes, she runs away quickly; her lover **Phadian Gess** attempts to follow, but monsters pick him apart as **Lingona** is forced to watch from afar. She does what she can to fight back, but it's rapidly clear that she is outmatched, and she must flee the scene, tears in her eyes.

Conversation

What do you think of Berinncorte?

"Lovely town. I've seen bigger, nicer, more cultured, sure. But Berinncorte's a nice balance of it all."

Do you know anything about the strife between Zugul and Sheergath?

✓ "I don't dabble deeply in faith; it's hard to put much stock in such as you can't see or hear or touch. But as a performer, well... it's hard to side with Zugul, if there is conflict to be had. Folks are chaotic, no question about that. Just come to the Cask toward closing, most nights; you'll see how much law and order will get you!"

What do you think of the Mayor and the government?

Symms is no fine supporter of the arts, as it were, but she stays out of my way, and I out of hers. Never met the woman, but I've seen her about. Seems uppity, to me; you ask me, what that lady needs is a good night of drinking and dancing to loosen her up a bit."

Tell me about being a bard.

Generation of the second secon

Do you do any... other sorts of work on the side?

"If I catch your drift right, you'll be wanting to ask Jozan that question, I should think. I'm a performer, and that's all, no matter how much gold is on offer, I'll have you know."

Diplomacy check opposed by **Lingona's Bluff** check, pursuing either of the above two questions:

All gypsies are thieves, is that it? Well, I'll have you know I'm no stranger to the dicier aspects of tavern life. I've been known to steal from the rich and give to the poor—the 'poor' being defined herein as myself, naturally. But I only ever do it when I need money, you understand. Only then."

Amadan (Militia Armsmaster)

CR 2; **XP** 600

Description

Amadan is a mysterious figure.

To most in the **Militia**, he is a wise, but mute, armsmaster, a man who collects jewels, both as trinkets, and as payment for favors from those who know (or suspect) he knows quite a bit more than he lets on. Whether it's information, connections, or rarities, **Berinncorte's** armsmaster has a whispered reputation as a guy who can make sure you get what you need.

To a very, very few who know the truth, however: **she** is a master of intelligence, with spies and agents in every corner of the city... and far beyond it. **Amadan** well knows, first-hand, the unfortunate difference in perspective many folk give a woman, and chooses to remain androgynous; as she is mute, and in a position of militant authority, those who deal with her generally assume she is a man.

She has found this mistake to be to her ultimate advantage in any number of ways.

Her position as Armsmaster allows her the pick of equipment, and between her muteness and her reputation, none challenge that she might deserve the best arms and armor the Militia comes across.

Appearance

Amadan seems to always wear studded leather armor and full combat gear. She wears a hooded cloak with myriad pockets within; rumors joke that she has everything you could want in that cloak, for the right price.

Her half-elven nature plays to her androgynous advantage: high cheekbones and feminine features are common among both sexes. Her **Charisma** is one of presence and of stature, not necessarily of beauty, but as she rarely takes any effort to accentuate her natural features via makeup or clothing, it's difficult to say for certain. Her shortswords swing in sheaths to either side, and an array of daggers nestle in bandoliers across her chest.

Her eyes are a dull gray, like the sea at midnight; at times they capture and throw back elements of the color of her surroundings. This has an unsettling, intimidating effect to most who glimpse it.

🖧 Combat Tactics

The half-elven armsmaster dual-wields shortswords in preference to all other forms of combat. If she begins combat out of melee, she will open with tossed daggers, closing quickly to the largest and seemingly least dexterous opponent.

Amadan knows a great deal, controls much, and has a lot on her mind and in her grasp—on top of being a woman in what can be a man's position. She will attack the moment she calculates it is necessary, and not an instant before, using her speed and versatility to catch her would-be assailants off-guard.

Although rumor speculates that she might be faking it, her muteness is indeed real, and so calling for aid is difficult; if faced with an overwhelming adversary, she will try and maneuver elsewhere so the commotion draws others near. Such are her dealings far and wide with many forms of citizen that nearly anyone would come to her aid; if she is part of a fight in any public location, or in the **Garrison/Barracks**, there is a cumulative **15%** chance (i.e., **15%** chance the first round, **30%** chance the second, and so on) that **1d4+2 Townsfolk** come to her defense.

🎦 Factions

Berinncorte Militia, as their armsmaster. Were she not mute—and were she forthright about it—**Amadan** would say that ultimately, she serves the realm entire.

The second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 13; XP 25,600	CR 17; XP 102,400
Sex / Race	Female Half-Elf; LN Med	lium humanoid (elf, huma	an)	
Class	Fighter 2 / Rogue 1	Fighter 4 / Rogue 2	Fighter 10 / Rogue 4	Fighter 12 / Rogue 6
Initiative	+2	+3	+7	+7
Senses	Perception +7; Low-Light Vision	Perception +10; Low-Light Vision	Perception +18; Low-Light Vision	Perception +22; Low-Light Vision
Defense				
Armor Class	AC 17, touch 13, ff 14 (+2 Dex, +1 dodge, +3 studded leather ar- mor)	AC 19, touch 14, ff 15 (+3 Dex, +1 dodge, +5 studded leather armor +2)	AC 21, touch 15, ff 21 (+3 Dex, +1 dodge, +7 studded leather ar- mor of deflection +3); Combat Expertise; Two-Weapon Defense	AC 21, touch 14, ff 21 (+3 Dex, +1 dodge, +6 <i>expeditious studded</i> <i>leather armor</i> +3; +1 misc); Combat Ex- pertise; Two-Weapon Defense
hp / HD	17 (2d10)+(1d8)	42 (4d10)+(2d8)	107 (10d10)+(4d8)+8	124 (12d10)+(6d8)+12
Saves	Fort +3, Ref +4, Will -1; +1 Will vs. fear; +2 vs. enchantment spells and effects	Fort +4, Ref +7, Will +0; +1 Will vs. fear; +2 vs. enchantment spells and effects	Fort +10, Ref +12, Will +5; +3 Will vs. fear; +2 vs. enchantment spells and effects; +1 Reflex to avoid traps	Fort +12, Ref +14, Will +7; +3 Will vs. fear; +2 vs. enchantment spells and effects; +2 Reflex to avoid traps

	🗵 Low	🔀 Moderate	🖄 Advanced	🞽 Elite
Defensive Abilities	-	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Melee shortsword (2x) +4 (1d6/19-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20)	Melee +2 shortsword (2x) +11 (1d6+2/19- 20) or Melee dagger +8 (1d4/19-20) or Ranged dagger (thrown) +8 (1d4/19- 20)	Melee +2 flam- ing shortsword +21 (1d6+5/19-20) or Melee +2 frost shorts- word +21/+16/+11 (1d6+5/19-20) or Melee dag- ger +19/+14/+9 (1d4+4/19-20) or Ranged dagger (thrown) +19/+14/+9 (1d4+4/19-20)	Melee +3 flam- ing shortsword +26/+21/+16/+11 (1d6+6/19-20) or Melee +3 frost shortsword +26/+21 (1d6+6/19-20) or Melee dagger +22/+17/+12/+7 (1d4+4/19-20) or Ranged dag- ger (thrown) +22/+17/+12/+7 (1d4+4/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 1d6	Sneak Attack 2d6	Sneak Attack 3d6
🗎 Statistics				
Ability Scores	Str 11, Dex 15, Con 10, Int 15, Wis 9, Cha 16	Str 11, Dex 16, Con 10, Int 15, Wis 9, Cha 16	Str 13, Dex 16, Con 10, Int 15, Wis 9, Cha 16	Str 13, Dex 17, Con 10, Int 15, Wis 9, Cha 16
Core Attack	Base Atk +2; CMB +2; CMD 15	Base Atk +5; CMB +5; CMD 19	Base Atk +13; CMB +14; CMD 29	Base Atk +16; CMB +17; CMD 31
Feats	Dodge, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Combat Expertise, Dodge, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Fight- ing, Weapon Finesse, Weapon Focus (Sword (Short))	Combat Expertise, Combat Reflexes, Dodge, Double Slice, Great Fortitude, Im- proved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Feint, Two-Weapon Fight- ing, Weapon Finesse, Weapon Focus (Sword (Short))	Combat Expertise, Combat Reflexes, Dodge, Double Slice, Greater Weapon Fo- cus (Sword (Short)), Great Fortitude, Im- proved Initiative, Improved Two-Weap- on Feint, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Skill Focus (Profession (Soldier)), Two-Weapon Defense, Two-Weapon Feint, Two-Weapon Fight- ing, Weapon Finesse, Weapon Focus (Sword (Short))
Skills	Acrobatics +1, Ap- praise +2, Artistry +2, Bluff +8, Climb -1, Craft (Untrained) +2, Diplomacy +3, Disable Device +7, Disguise +3, Escape Artist +6, Fly +1, Heal -1, Intimidate +8, Perception +7, Per- form (Untrained) +3, Profession (Soldier) +6, Ride +1, Sense Mo- tive -1, Sleight of Hand +6, Stealth +7, Surviv- al +3, Swim -1	Acrobatics +3, Ap- praise +2, Artistry +2, Bluff +11, Craft (Un- trained) +2, Diplomacy +3, Disable Device +11, Disguise +3, Escape Artist +9, Fly +3, Heal -1, Intimidate +11, Per- ception +10, Perform (Untrained) +3, Pro- fession (Soldier) +11, Ride +3, Sense Motive -1, Sleight of Hand +9, Stealth +11, Survival +4	Acrobatics +3, Ap- praise +2, Artistry +2, Bluff +16, Climb +1, Craft (Untrained) +2, Diplomacy +3, Disable Device +18, Disguise +3, Escape Artist +12, Fly +3, Heal -1, Intim- idate +16, Perception +18, Perform (Un- trained) +3, Profession (Soldier) +22, Ride +3, Sense Motive -1, Sleight of Hand +12, Stealth +16, Survival +8, Swim +1	Acrobatics +3, Ap- praise +2, Artistry +2, Bluff +20, Climb +1, Craft (Untrained) +2, Diplomacy +3, Disable Device +23, Disguise +3, Escape Artist +12, Fly +3, Heal -1, Intim- idate +20, Perception +22, Perform (Un- trained) +3, Profession (Soldier) +26, Ride +3, Sense Motive -1, Sleight of Hand +16, Stealth +20, Survival +8, Swim +1

Section 1	🔀 Low	🔀 Moderate	Advanced	\times Elite
Languages	Common, Dwarven, Elve	en, Gnome		
Special Qualities	Adaptability, Bonus Feats, Bravery, Elf Blood, Elven Immuni- ties, Keen Senses, Low- Light Vision, Multital- ented, Trapfinding	Adaptability, Armor Training, Bonus Feats, Bravery, Canny Ob- server, Elf Blood, El- ven Immunities, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Armor Training, Bonus Feats, Bravery, Canny Ob- server, Elf Blood, Elven Immunities, Hard to Fool, Keen Senses, Low-Light Vision, Mul- titalented, Trapfind- ing, Weapon Training	Adaptability, Armor Training, Bonus Feats, Bravery, Canny Ob- server, Elf Blood, Elven Immunities, Hard to Fool, Iron Guts, Keen Senses, Low-Light Vision, Multitalented, Trapfinding, Weapon Training
Treasure	shortsword (2x); studded leather armor; dagger (4x) 61 gp	+2 shortsword (2x); +2 studded leather armor; dagger (4x) 34 pp; 180 gp	+2 flaming shortsword; +2 frost shortsword; +3 studded leather armor of deflection (+1 AC); dag- ger (4x) 81 pp; 200 gp	+3 flaming shortsword; +3 frost shortsword; +3 expeditious studded leather armor; dagger (4x) 100 pp; 500 gp

🕈 Attitude Tracker

Starting Attitude: 19 (Friendly)



Table 36: Attitude Modifiers for Amadan

Name	Condition	Effect	Notes
Commerce	Give Amdan gemstones	+1 per full 100 gp of value	Maximum effect +5 for 500 gp of value
Conversation	Ask anything related to how she manages her job while mute (politely)	+1	-
Conversation	Offer to help in any manner	+1	Maximum effect +1
Converation	Party shares any Rumors or Tales they have heard	+1 per ru-mor shared	Maximum effect +5
Conversation	Criticize her for her muteness	-2	-
Conversation	Discover her true sex, and confront her about it	-3	-
Conversation	Discover her true sex, and try to use it as blackmail against her (this will not succeed)	-10	-
Conversation	Discover her true sex, but promise to keep her secret	+4	-
Extant	Party contains anyone with language difficulty or impairment	+5	-
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces re-sults (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Hard to Fool (Ex) Once per day, a rogue with this talent can roll two dice while making a Sense Motive check, and take the better result. She must choose to use this talent before making the Sense Motive check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Dramatis Personae

Iron Guts (Ex) A rogue with this talent has a cast-iron stomach or has trained herself to withstand poisons, especially ingested ones. She gains a +1 bonus on all saves against ingested poisons as well as a +4 bonus on saves against all spells and effects that cause the rogue to be nauseated or sickened.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 3d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +2 Thrown Weapons +1

🖌 Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Greater Weapon Focus (Sword (Short)) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Feint Your primary weapon keeps a foe off balance, allowing you to slip your off-hand weapon past his defenses. While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent. If you successfully feint, that opponent is denied his Dexterity bonus to AC until the end of your turn.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Profession (Soldier)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Feint You use one weapon to distract your enemy while slipping another past his defenses. While using Two-Weapon Fighting to make melee attacks, you can forgo your first primary-hand melee attack to make a Bluff check to feint an opponent.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛿 Habits and Logistics

During daylight hours, **Amadan** will be in the **Garrison**/ **Barracks**, tending to her duties as armsmaster.

At night, she will be asleep in common soldiers' quarters some of the time (25%). The remainder of the time, she will be out and about, and none know where she goes on these sojourns. During these trips, she is almost always checking in with contacts and spies all over the city, and beyond its walls. She communicates across longer distances via messenger pigeon, of which she has an entire cage not too far away from the city. In the evening, the GM is encouraged to "place" her anywhere if necessary.

Background

Amadan was raised in a verbally abusive, lower-class household. She soon learned that whatever twist of fate, genetic anomaly, or mistake of the gods had gifted her with intelligence and skill far beyond her parentage, it sure didn't plan for her to apply these advantages by staying there.

She ran away from home when she was ten, seeking her fortune on the open road. Her adolescent adventures could populate a separate Adventure Path, but suffice it to say that she saw much, learned more, and suffered greatly. At age 35, a few years ago, she came out of her journeys both lacking gold and a tongue, and took up her position as Armsmaster as a means of settling down and staying safely in one place for a period.

She got bored in a month, and swiftly spun up her current reputation, seeding and growing her network of informants and rumor-mongers in ways both straightforward and sinister.

No matter her background or methods, **Amadan** believes that her efforts are toward the benefit of the whole realm, keeping it on a safe path, and minimizing mankind's own predilection to do itself in.

Although she has access to a wealth of knowledge, the armsmaster doesn't know the PCs, and is wary of strangers. She will share nothing at this time.

9 In the Obelisk Attack

Of all the citizens of **Berinncorte**, **Amadan** comes closest to seeing the **Obelisk** for what it truly is. She recognizes it from tales and lore gathered on the far side of the realm, and hunkers down in the **Garrison** to defend it. She does so well, though in truth the core of the fighting occurs elsewhere.

Conversation

■ Note: As Amadan is mute, it may be challenging to roleplay interactions with her, particularly for novice GMs. You are encouraged to mime things out as best you can, and rely on that as your main form of communication. As a shortcut, or if you would simply prefer it that way, you can mime writing supplies from the outset of the conversation, and simply scrawl your responses as though you were Amadan; the arms and intelligence master is of course fully literate in the languages she speaks.

Also remember that her true sex is a secret; as a result, the interactions that follow, as well as the majority of other references to **Amadan** throughout the book, are in the masculine despite her true, hidden nature.

Her responses below are suggestions as to how to try and convey them via gestures; feel free to amend as you see fit.

What do you think of Berinncorte?

Thumbs up. Shrug. Some good, some bad. Most good.

Do you know anything about the strife between Zugul and Sheergath?

Shrug. Dismissive wave.

Sense Motive check opposed by Amadan's Bluff check, pressing the above matter:

You sense that the man definitely has an opinion on the topic, and perhaps even a stance. But whatever it is, he isn't saying.

What do you think of the Mayor and the government?

Pensive consideration. Shrug, then a begrudging, halfhearted thumbs-up.

Tell me about being an armsmaster.

Amadan grins, and draws both her shortswords in a practiced, fluid movement. Her motions imply not aggression,

but showmanship. Still smiling, he twirls the blades around in his palms and sheaths them. You feel like applauding.

Do you do any... other sorts of work on the side?

Blank stare. Frown. Shake of the head.

Sense Motive check opposed by **Amadan's Bluff** check, pressing the above matter:

Bobs his head in a gesture implying "a little of this, a little of that". Hand held to brow and scanning the horizon, as though searching for something. Points to own chest, makes a motion that indicates he has found it, and puts it in his pocket. Motion of giving, or returning, the found item. You believe he is trying to say that he can locate things if you're looking for them.

Maghana (Cleric of Zugul)

CR 2; **XP** 600

Description

A former adventuring companion of the High Priest, she followed **Cannock** to the town when he decided to focus on more formally ecclesiastical pursuits.

1 Appearance

Maghana is beautiful, but her femininity is not so overpowering that she can't mask it with clerical robes and a general state of unkemptness. She has high cheekbones, a small nose, and long light-brown hair. In her day-to-day life at the Church, she struggles between looking the part of a woman of the cloth, and appealing to **Cannock**. Although usually quite solemn, this is due to her duties and her conflicted feelings for the man with whom she works... her actual nature, however, is quite bubbly, and her broad smile is infectious.

& Combat Tactics

Like **High Priest Cannock**, **Maghana** will not attack unless it is unavoidable, or if it appears that **Cannock** or any civilian innocent is threatened. In a combat situation, her first priority is to ensure **Cannock's** safety—and she will defend him to the death.

Factions

Zugul Church; second-in-command behind Cannock.



The second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite			
👤 General							
CR / XP	CR 2; XP 600	CR 7; XP 3,200	CR 13; XP 25,600	CR 17; XP 102,400			
Sex / Race	Female Human; LG Med	ium humanoid (human)					
Class	Paladin 1 / Expert 2	Paladin 4 / Expert 4	Paladin 8 / Expert 6	Paladin 11 / Expert 7			
Initiative	+1	+1	+1	+2			
Senses	Perception +2; Aura of Good	Perception +12; Aura of Courage; Aura of Good	Perception +23; Aura of Courage; Aura of Good; Aura of Resolve	Perception +23; Aura of Courage; Aura of Good; Aura of Justice; Aura of Resolve			
Defense	Defense						
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 16, touch 11, ff 15 (+1 Dex, +3 studded leather armor, +2 heavy shield)	AC 20, touch 13, ff 18 (+1 Dex, +1 dodge, +1 deflection, +4 chain shirt, +3 heavy wooden shield +1)	AC 25, touch 13, ff 22 (+2 Dex, +1 dodge, +8 expeditious +2 chainmail; +4 axiomatic heavy wooden shield +2)			
hp / HD	16 (1d10)+(2d8)-3	42 (4d10)+(4d8)	75 (8d10)+(6d8)	95 (11d10)+(7d8)			
Saves	Fort +1, Ref +1, Will +7	Fort +8, Ref +6, Will +13	Fort +11, Ref +8, Will +18	Fort +14, Ref +10, Will +19			
V Offense							
Movement	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.	Speed 20 ft.			

and the second second second				
State of the	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
-	Melee dagger +2 (1d4/19-20) or Ranged dagger (thrown) +3 (1d4/19- 20)	Melee shield, heavy wooden +7 (1d4) or Melee alchemical silver light mace +7/+2 (1d6) or Melee dagger +7/+2 (1d4/19-20) or Ranged dagger (thrown) +8/+3 (1d4/19-20)	Melee +1 cold iron heavy mace +13/+8/+3 (1d8+1) or Melee +1 heavy wooden shield (w/+1 AC deflection bonus) +12 (1d4) or Melee dagger +12/+7/+2 (1d4/19- 20) or Ranged dagger (thrown) +13/+8/+3 (1d4/19-20)	Melee +2 heavy mace of disruption +18/+13/+8/+3 (1d8+2) or Melee axiomatic +2 heavy wooden shield +16 (1d4) or Melee dagger +16/+11/+6/+1 (1d4/19-20) or Ranged dagger (thrown) +18/+13/+8/+3 (1d4/19-20) or
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Smite Evil	Channel Positive Energy (2d6, DC 15), Smite Evil	Channel Positive Energy (4d6, DC 17), Smite Evil	Channel Positive Energy (6d6, DC 18), Smite Evil
the second se	Paladin (CL 1 st) at will - detect evil	Paladin (CL 4 th) at will - detect evil 1 st - bless	Paladin (CL 8 th) at will - detect evil 2nd - bestow grace, weapon of awe 1st - bless, protection from chaos	Paladin (CL 8 th) at will - detect evil 2nd – bestow grace, weapon of awe 1st - bless, protection from chaos
E Statistics				
	Str 10, Dex 12, Con 9, Int 10, Wis 14, Cha 15	Str 10, Dex 12, Con 10, Int 10, Wis 14, Cha 16	Str 10, Dex 13, Con 10, Int 10, Wis 14, Cha 16	Str 10, Dex 14, Con 10, Int 10, Wis 14, Cha 16
and the second	Base Atk +2; CMB +2; CMD 13	Base Atk +7; CMB +8; CMD 18	Base Atk +12; CMB +13; CMD 25	Base Atk +16; CMB +18; CMD 29
	Animal Affinity, Armor Proficiency, Light, Athletic, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Defiant Luck, Dodge, Iron Will, Persuasive, Simple Weapon Proficiency	Agile Maneuvers, Alertness, Animal Affinity, Armor Proficiency, Light, Athletic, Defiant Luck, Dodge, Great Fortitude, Improved Iron Will, Iron Will,
01-111-				Persuasive, Simple Weapon Proficiency
	Acrobatics +1, Bluff +2, Climb +4, Diplomacy +9, Disguise +2, Escape Artist +1, Fly +1, Handle Animal +8, Heal +8, Intimidate +4, Knowledge (Arcana) +1, Knowledge (Religion) +4, Perception +2, Perform (Untrained) +2, Ride +7, Sense Motive +6, Spellcraft +4, Stealth +2, Survival +4, Swim +4	Acrobatics -2, Bluff +3, Climb +2, Diplomacy +14, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +10, Heal +11, Intimidate +5, Knowledge (Arcana) +5, Knowledge (Religion) +11, Perception +12, Perform (Untrained) +3, Ride +4, Sense Motive +9, Spellcraft +4, Stealth -1, Survival +7, Swim +1	Acrobatics -2, Bluff +3, Climb +2, Diplomacy +16, Disguise +3, Escape Artist -2, Fly -2, Handle Animal +10, Heal +19, Intimidate +5, Knowledge (Arcana) +5, Knowledge (Religion) +17, Perception +23, Perform (Untrained) +3, Ride +4, Sense Motive +13, Spellcraft +4, Stealth -1, Survival +7, Swim +1	

	and the second second	a the state	and the second second	and the second second second		
	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Special Qualities Aura of Good, Bonus Feat, Detect Evil, Skilled		Aura of Courage, Aura of Good, Bonus Feat, Detect Evil, Divine Health, Mercy (Fatigued), Lay on Hands, Skilled	Aura of Courage, Aura of Good, Aura of Resolve, Bonus Feat, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Lay on Hands, Skilled	Aura of Courage, Aura of Good, Aura of Justice, Aura of Resolve, Bonus Feat, Detect Evil, Mercy (Diseased), Divine Health, Mercy (Fatigued), Lay on Hands, Mercy (Poisoned), Skilled		
Treasure	dagger; cleric's vestments; wooden holy symbol 14 sp	heavy wooden shield; alchemical silver light mace; studded leather armor; cleric's vestments; wooden holy symbol; dagger 3 gp; 27 sp	+1 cold iron heavy mace; +1 heavy wooden shield (w/+1 AC deflection bonus); chain shirt; cleric's vestments; silver holy symbol; dagger 7 gp; 34 sp	+2 heavy mace of disruption; axiomatic +2 heavy wooden shield; expeditious +2 chainmail; cleric's vestments; silver holy symbol; dagger 41 gp; 69 sp		
🔊 Magic						
Spells per Day	-	Paladin (CL 4th): 0/1/0/0/0/0/0/0 DC: 14+spell level	Paladin (CL 8th): 0/2/2/0/0/0/0/0/0 DC: 14+spell level	Paladin (CL 11th): 0/3/2/2/0/0/0/0/0 DC: 14+spell level		
Attitude Track	er					
Starting Attitude: 14 (In						
1 2 3 4 5	6 7 8 9 10 11	12 13 14 15 16 17 1	8 19 20 21 22 23 24	4 25 26 27 28 29		
Fostile	Unfriendly	J Indifferen	t Friendly	helpful		
Table 37: Attitude Modifiers for Maghana						
Name	Condition	Effect	Notes			

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)

	States and the second		The second se	
	Name	Condition	Effect	Notes
	Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
	Extant	One or more PCs have been arrested	-1	Per offense, no limit
	Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
	Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
	Action	PCs refuse to help when asked	-3	Per request; no maximum
	Action	PCs agree to help when asked	+4	Per request; maximum +12
	Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
1000	Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
	Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
	Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
	Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
	Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Aura of Courage (Su) You are immune to fear (magical or otherwise). Each ally within 10 feet of you gains a +4 morale bonus on saving throws against fear effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Aura of Good (Ex) You project an overwhelming good aura.

Aura of Justice (Su) You can expend two uses of your smite ability to grant the ability to smite evil to all allies within 10 feet, using your bonuses. Allies must use this Smile Evil ability by the start of your next turn and the bonuses last for 1 minute. Using this ability is a free action. Evil creatures gain no benefit from this ability.

Aura of Resolve (Su) You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Bonus Feat Humans select one extra feat at 1st level.

Channel Positive Energy (Su) You can unleash a wave of positive energy dealing 6d6 (DC 18 for half) /day. You can unleash a wave of positive energy. You must choose to deal 6d6 points of positive energy damage to undead creatures or to heal living creatures of 6d6 points of damage. Creatures that take damage from channeled energy receive a DC 18 Will save to halve the damage. Using this ability consumes two uses of her lay on hands ability.

Detect Evil (Sp) At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.

Mercy (Diseased) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Remove Disease with a caster level of 11.

Divine Health (Ex) You are immune to all diseases, including supernatural and magical diseases, including mummy rot.

Mercy (Fatigued) (Su) Whenever you use Lay on Hands to heal damage to one target, the target is no longer fatigued.

Lay on Hands (Su) You can heal wounds (your own or those of others) by touch. Each day you can use this ability 8 times per day. With one use of this ability, you can heal 5d6 hit points of damage.

Using this ability is a standard action, unless you target yourself, in which case it is a swift action. Despite the name of this ability, you only need one free hand to use this ability. Alternatively, you can use this healing power to deal damage to undead creatures, dealing 5d6 points of damage. Using Lay on Hands in this way requires a melee touch attack and doesn't provide an attack of opportunity. Undead do not receive a saving throw against this damage.

Mercy (Poisoned) (Su) Whenever you use Lay on Hands to heal damage to one target, the ability also acts as Neutralize Poison with a caster level of 11.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Smite Evil (Su) You can call out to the powers of good to aid you in your struggle against evil 4 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +3 to your attack rolls and +11 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +22. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +3 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

🖌 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus

increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Defiant Luck You can sometimes defiantly shrug off spells and attacks that would kill a lesser creature. If you are using the optional hero point system, you can also spend 1 hero point when a critical hit is confirmed against you to have the opponent reroll the critical hit confirmation roll. 1/day, after you roll a natural 1 on a saving throw or a critical hit is confirmed against you, you can either reroll that saving throw, or force the creature that confirmed the critical hit against you to reroll the critical confirmation roll. This does not stack with other effects that allow you to reroll a saving throw or an attack roll. You may only make one reroll.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

💐 Habits and Logistics

During daylight hours, **Maghana** splits her time evenly between duties at the **Zugul Church** and the **Cleric House**.

At night, **Maghana** sometimes finishes her duties at the **Church** (**35**%) or the **Cleric House** (**40**%); the remainder of the time, she is in her **private quarters** in the **undercroft** of the church.

🛤 Background

Maghana is secretly in love with **High Priest Cannock**. For his part, **Cannock** is either so obtuse, or so focused on his work, that he remains still unaware of the infatuation. She has resigned herself to an unrequited relationship, and has long since given up actively pursuing things. She still holds him in high regard, however, and will do anything for him.

Growing up, she always sought to be a part of something greater than herself, and assumed from an early age this meant religious devotion. She now questions if her love for **Cannock** is instead the "greater force" she has sought all her life.

9 In the Obelisk Attack

Cannock dies right after saving her, before her eyes. His blood is literally on her hands and elsewhere on her person in the aftermath. Between this violence and the emotion she held for the man, she takes up the mantle of the church with a devotion and zeal that **Cannock** himself would never have countenanced, exacerbating the rift between the **Zugul**

Church and the Sheergath Temple.

Conversation

What do you think of Berinncorte?

"A wonderful place, with lovely people."

Do you know anything about the strife between Zugul and Sheergath?

Generation of the second state of the second s

What do you think of the Mayor and the government?

Symms is an exceptional woman, and a competent leader. She's done wonders for this town, and the people in it. I'm fortunate that our church enjoys such a positive relationship with her offices, and that she finds the volunteering we offer helpful."

Tell me about being a cleric.

They say that if you love what you do, you'll never really work a day in your life. I think that's how I feel, having found my true calling here at the church. People seek faith because they are in need of answers; it's not always the easiest message to tell folk that the real answer has been there all along: abide by the rule of law."

▲ **Sense Motive** check opposed by **Maghana's Bluff** check, pressing the matter above:

"I love the Zugul Church, and its people. Cannock especially is... well, he's quite a man, quite a leader."

Do you do any... other sorts of work on the side?

Well, I'm almost always a part of the volunteer work organized by the church, and I work quite a bit with the Mayor's office in organizing events and outreach programs. Is that what you meant?"

Mardnab Scheppen (Maid / Bard)

CR 1/2; **XP** 200

Description

This middle-aged gnome has had a somewhat boring life, until about ten years ago, she discovered an aptitude for playing the flute. Though she had enjoyed music all her years, learning that she could produce it herself caused her no shortage of joy.

She's now the maid and some-time entertainer for **Esk** and his **Inn**; though occasionally guests hearing her play will tell her she is capable of more, she's actually quite content in her position. It may not be powerful, and it may not make her wealthy, but it's easy work she knows how to do, and it leaves her plenty of time to hone her newly-found craft.

Appearance

Mardnab is nimble, with deft fingers, but is otherwise an unremarkable gnome. She knows her plain features and soso voice lock her out of the options available to many other bards, but accepts her lot in life with grace, grateful that she discovered she could even play.

Combat Tactics

The gnomish maid will flee at the first sign of conflict, whether it threatens her directly or not. She will try to rouse **Esk** to do something if the commotion occurs in his **Inn**; otherwise, she will seek the help of the authorities, running to the nearest **Militia Guard Post**.

Factions

None. Her **tribute** goes to **Berinncorte City**.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 8; XP 4,800	CR 11; XP 19,200
Sex / Race	Female Gnome; CN Smal	ll humanoid (gnome)		
Class	Bard 1	Bard 5	Bard 9	Bard 12
Initiative	+3	+3	+3	+3
Senses	Perception +1; Low-Light Vision	Perception +9; Low-Light Vision	Perception +10; Low-Light Vision	Perception +13; Low-Light Vision
Defense				
Armor Class	AC 14, touch 14, ff 11 (+1 size, +3 Dex)	AC 16, touch 14, ff 13 (+1 size, +3 Dex, +2 leather armor (small))	AC 17, touch 14, ff 14 (+1 size, +3 Dex, +3 studded leather armor (small))	AC 19, touch 14, ff 16 (+1 size, +3 Dex, +5 studded leather armor +2 (small))
hp / HD	9 (1d8)+1	26 (5d8)+5	50 (9d8)+13	63 (12d8)+16
Saves	Fort +1, Ref +5, Will +1 +2 vs. illusion spells or effects	Fort +4, Ref +9, Will +3 +2 vs. illusion spells or effects	Fort +1, Ref +5, Will +1 +2 vs. illusion spells or effects	Fort +7, Ref +13, Will +7 +2 vs. illusion spells or effects, +4 vs. Bardic Performance, sonic, and language-dependent effects
🖌 Offense				
Movement	Speed 20 ft.	Speed 20 ft.	Speed 25 ft.	Speed 25 ft.
Attacks	Melee dagger (small) -1 (1d3-2/19-20) or Ranged dagger (small/ thrown) +4 (1d3-2/19- 20)	Melee dagger (small) +2 (1d3-2/19-20) or Ranged dagger (small/ thrown) +7 (1d3-2/19- 20) or Melee club (small) +2 (1d4-2) or Ranged club (small/ thrown) +7 (1d4-2)	Melee club (small) +5 (1d4-2) or Ranged club (small/ thrown) +10/+5 (1d4- 2) or Melee +1 dagger (small) +6/+1 (1d3- 1/19-20) or Ranged +1 dagger (small/thrown) +11/+6 (1d3-1/19-20)	Melee club (small) +8 (1d4-2) or Ranged club (small/ thrown) +13/+8 (1d4- 2) or Melee +2 dagger (small) +10/+5 (1d3/19-20) or Ranged +2 dagger (small/thrown) +15/+10 (1d3/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Distraction, Fascinate	Distraction, Fascinate	Dirge of Doom, Distraction, Fascinate, Suggestion	Dirge of Doom, Distraction, Fascinate, Suggestion

	A DESCRIPTION OF THE OWNER OF THE	a market the second	and the second second	and all the second second	
and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Prepared Spells	Bard (CL 1 st): o th (at will) – detect magic, lullaby, open/close, read magic	Bard (CL 5 th): o th (at will) – detect magic, lullaby, open/close, read magic, summon instrument, unwitting ally	Bard (CL 9 th): 1 st (5x/day) – adoration, cause fear, charm person, compel hostility, grease 0 th (at will) – detect magic, lullaby, open/close, read magic, summon instrument, unwitting ally	Bard (CL 12 th): 2 nd (5x/day) – cacophonous call, compassionate ally, daze monster, detect thoughts, distressing tone 1 st (6x/day) – adoration, cause fear, charm person, compel hostility, grease, recharge innate magic 0 th (at will) – detect magic, lullaby, open/close, read magic, summon instrument, unwitting ally	
Statistics					
Ability Scores	Str 6, Dex 16, Con 12, Int 12, Wis 9, Cha 10	Str 7, Dex 16, Con 12, Int 12, Wis 9, Cha 10	Str 7, Dex 16, Con 12, Int 12, Wis 9, Cha 10	Str 7, Dex 16, Con 12, Int 12, Wis 9, Cha 12	
Core Attack	Base Atk +0; CMB -3; CMD 10	Base Atk +3; CMB +0; CMD 13	Base Atk +6; CMB +3; CMD 16	Base Atk +9; CMB +8; CMD 19	
Feats	Run	Great Fortitude, Lightning Reflexes, Run	Fleet, Great Fortitude, Lightning Reflexes, Run, Throw Anything	Fleet, Great Fortitude, Lightning Reflexes, Run, Skill Focus (Perform (Wind Instruments)), Throw Anything	
Skills	Acrobatics +3, Appraise +1, Artistry +1, Bluff +4, Climb -2, Craft (Untrained) +1, Disguise +4, Escape Artist +7, Fly +5, Heal -1, Knowledge (Geography) +6, Knowledge (Local) +6, Knowledge (Untrained) +2, Perception +1, Ride +3, Sense Motive +3, Stealth +11, Survival -1, Swim -1	Acrobatics +3, Appraise +1, Artistry +1, Bluff +7, Climb -2, Craft (Untrained) +1, Disguise +7, Escape Artist +10, Fly +5, Heal -1, Knowledge (Geography) +11, Knowledge (Local) +11, Knowledge (Untrained) +3, Perception +9, Ride +3, Sense Motive +6, Stealth +15, Survival -1, Swim -2	Acrobatics +2, Appraise +1, Artistry +1, Bluff +11, Climb -3, Craft (Untrained) +1, Disguise +11, Escape Artist +13, Fly +4, Heal -1, Knowledge (Geography) +17, Knowledge (Local) +17, Knowledge (Untrained) +5, Perception +10, Ride +2, Sense Motive +10, Stealth +17, Survival -1, Swim -3	Acrobatics +3, Acrobatics (Perform (Dance)) +1, Appraise +1, Artistry +1, Bluff +14, Bluff (Perform (Sing)) +1, Climb -2, Craft (Untrained) +1, Diplomacy +1, Diplomacy (Perform (Wind Instruments)) +22, Disguise +14, Escape Artist +14, Fly +5, Fly (Perform (Dance)) +1, Handle Animal (Perform (Wind Instruments)) +22, Heal -1, Intimidate +1, Knowledge (Geography) +19, Knowledge (Local) +19, Knowledge (Untrained) +7, Perception +13, Perform (Untrained) +1, Perform (Wind Instruments) +22, Ride +3, Sense Motive +12, Sense Motive (Perform (Sing)) +1, Stealth +18, Survival -1, Swim -2	
Languages	Common, Dwarven, Gnome, Sylvan				
		and the second	and the second se	1000 1000	and the second second
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		🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Special Qui	alities	Armored Casting, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Courage, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (4x), Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Competence, Inspire Courage, Keen Senses, Lore Master, Low-Light Vision, Obsessive, Versatile Performance (Wind Instruments), Weapon Familiarity, Well- Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (4x), Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Competence, Inspire Courage, Inspire Greatness, Keen Senses, Lore Master, Low-Light Vision, Obsessive, Versatile Performance (Sing), Versatile Performance (Wind Instruments), Weapon Familiarity, Well- Versed	Armored Casting, Bardic Knowledge, Bardic Performance, Bonus Bardic Performance Round (4x), Cantrips, Countersong, Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Inspire Competence, Inspire Courage, Inspire Greatness, Jack of All Trades, Keen Senses, Lore Master, Low-Light Vision, Obsessive, Soothing Performance, Versatile Performance (Dance), Versatile Performance (Sing), Versatile Performance (Wind Instruments), Weapon Familiarity, Well- Versed
Tre	easure	dagger (small); entertainer's outfit (small); flute (small) 41 cp	dagger (small); club (small); leather armor (small); entertainer's outfit (small); flute (small) 12 sp; 61 cp	+1 dagger (small); club (small); studded leather armor (small); entertainer's outfit (small); flute (small) 2 gp; 29 sp; 80 cp	+2 dagger (small); club (small); +2 studded leather armor (small); entertainer's outfit (small); flute (small) 21 gp; 62 sp; 89 cp
N 1	Magic				
Spells po	er Day	Innate Spell-Like Abilities: dancing lights (1x/day), ghost sound (1x/day), prestidigitation (1x/day), speak with animals (1x/ day) Bard (CL 1 st): o/1/0/0/0/0/0/0 DC 11 + spell level	Innate Spell-Like Abilities: dancing lights (1x/day), ghost sound (1x/day), prestidigitation (1x/day), speak with animals (1x/ day) Bard (CL 5 th): 0/4/2/0/0/0/0/0 DC 11 + spell level	Innate Spell-Like Abilities: dancing lights (1x/day), ghost sound (1x/day), prestidigitation (1x/day), speak with animals (1x/ day) Bard (CL 9 th): 0/5/4/3/0/0/0/0 DC 11 + spell level	Innate Spell-Like Abilities: dancing lights (1x/day), ghost sound (1x/day), prestidigitation (1x/day), speak with animals (1x/ day) Bard (CL 12 th): o/6/5/4/3/0/0/00 DC 12 + spell level
🕈 Attitude 1	Гrack	er			
Starting Attitude	: 14 (In	different)			
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				J	a a salba da
Table 38: Attitude	e Modif	fiers for Mardnab Schepp	ben		
Name		Condition	Effect	Notes	
Conversation	Engage	in conversation	+4 -		

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+4	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
murder in self-defense other modifiers that involve c		Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armored Casting (Ex) You can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance.

Bardic Knowledge (Ex) You add +6 to all Knowledge checks and may make all Knowledge skill checks untrained.

Bardic Performance You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You are trained to use the Perform skill to create magical effects on those around you, including yourself if desired. You can use this ability for 27 rounds per day. Each round, you can produce any one of the types of bardic performance that you have mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if you are killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. You

cannot have more than one bardic performance in effect at one time. **Bonus Bardic Performance Round (4x)** Add 1 to the bard's total number of bardic performance rounds per day.

Cantrips You have learned a number of cantrips, or o-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.

Countersong (Su) You can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong you make a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including yourself) that is affected by a sonic or language-dependent magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use your Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible

components.

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Dirge of Doom (Su) You can use your performance to foster a sense of growing dread in your enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear your performance. The effect persists for as long as the enemy is within 30 feet and you continue your performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of Doom is a mind-affecting fear effect, and it relies on audible and visual components.

Distraction (Su) You can use your performance to counter magic effects that depend on sight. Each round of the distraction, make a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet (including yourself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use your Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use your Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su) You can use your performance to cause up to 4 creatures to become fascinated with you. Each creature to be fascinated must be within 90 feet, able to see and hear you, and capable of paying attention to you. You must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 17) to negate the effect. If a creature's saving throw succeeds, you cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes your performance for as long as you continue to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Inspire Competence (Su) You can use your performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear you. The ally gets a +4 competence bonus on skill checks with a particular skill as long as she continues to hear your performance. Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Inspire Courage (Su) You can use your performance to inspire courage in your allies (including yourself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive your performance. An affected ally receives a +3 morale bonus on saving throws against charm and fear effects and a +3 competence bonus on attack and weapon damage rolls. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Greatness (Su) You can use your performance to inspire greatness in yourself or up to 2 willing allies within 30 feet, granting extra fighting capability. To inspire greatness, all of the targets must be able to see and hear you. A creature inspired with greatness gains

2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire Greatness is a mind-affecting ability and it relies on audible and visual components.

Jack of All Trades (Ex) You can use any skill, even if the skill normally requires you to be trained.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Lore Master (Ex) You have become a master of lore and can take 10 on any Knowledge skill check that you have ranks in. You can choose not to take 10 and can instead roll normally. In addition, 2 times per day, you can take 20 on any Knowledge skill check as a standard action.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Soothing Performance (Su) You can use your performance to create an effect equivalent to a Mass Cure Serious Wounds (caster level 12). In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear you throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Suggestion (Sp) You use your performance to make a Suggestion (as per the spell) to a creature you have already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). You can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against your daily use of Bardic Performance. A Will saving throw (DC 17) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Versatile Performance (Dance) (Ex) You can use your bonus in the Perform (Dance) skill in place of your bonus in the Acrobatics or Fly skills. When substituting in this way, you use your total Perform (Dance) skill bonus, including class skill bonus, in place of your Acrobatics or Fly skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Sing) (Ex) You can use your bonus in the Perform (Sing) skill in place of your bonus in the Bluff or Sense Motive skills. When substituting in this way, you use your total Perform (Sing) skill bonus, including class skill bonus, in place of your Bluff or Disguise skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Versatile Performance (Wind Instruments) (Ex) You can use your bonus in the Perform (Wind Instruments) skill in place of your bonus in the Diplomacy or Handle Animal skills. When substituting in this way, you use your total Perform (Wind Instruments) skill bonus, including class skill bonus, in place of your Diplomacy or Handle Animal skill bonus, whether or not you have ranks in that skill or if it is a class skill.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Well-Versed (Ex) You have becomes resistant to the Bardic Performance of others, and to sonic effects in general. You gain a +4 bonus on saving throws made against Bardic Performance, sonic, and language-dependent effects.

🖌 Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Perform (Wind Instruments)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

📽 Habits and Logistics

During daylight hours, **Mardnab** does a variety of things: sometimes (**35%**) she will go to the **Town Square** to buy and trade personal items and cleaning supplies, for which **Esk** gives her a stipend; other times (**40%**) she will perform tasks in the **Inn** (sweeping, changing linens and mattress straw, and so on). The remainder of the time (**25%**) she will take a stroll through the **Garden**.

At night, the gnomish bard will typically (65%) tend to duties at the **Inn**. The remainder of the time (35%), she will be at the **Leaky Cask Tavern**, treating herself to a prepared meal and a drink, and wistfully daydreaming of another world in which it is she who performs to entertain the patrons.

Background

Mardnab has humble goals and dreams, and she's worldly enough to be realistic about them. She knows her station is lowly, but **Esk** treats her not unfairly, pays a reasonable wage, and her job is quite stable, so the gnome tends to just try and enjoy each day as best she can.

9 In the Obelisk Attack

Sadly, **Mardnab** perishes in the attack; she is crushed under a piece of roof that collapses.

Conversation

What do you think of Berinncorte?

• "Oh, it's a fine town. Decent people, safe streets, a reasonable wage. Can't complain."

Do you know anything about the strife between Zugul and Sheergath?

"I tend to keep to myself... I probably should be more devout, but I'm sorry to say I've not found a faith I support, quite. I keep my nose out of things as it comes to the two in town."

What do you think of the Mayor and the government?

The Mayor must be doing a good job, as it seems quite the safe place around here. Other than tribute I don't have much dealings with her or her staff."

Tell me about being a maid.

Well, it's simple work, no mistake. But it pays decent enough, and leaves me plenty of time to pick up my flute. I'm still stunned it took me so much of my life to even try to play!"

Do you do any... other sorts of work on the side?

"I play the flute, but not in the habit of doing it for others. I'm not yet good enough, to be true."

Oneib (Salesman / Security Guard)

CR 2; **XP** 600

Description

Oneib is an unlikely salesman, to say the least: once a roughand-tumble caravan guard, he has lately turned his surprisingly well-balanced set of talents to a mixture of security and salesmanship for the **General Store**, owned by his good friend and longtime comrade **Welby Goodbarrel**.

Oneib's is a gruff form of presence, and his salesmanship is best defined as "here's the product; any questions?" However, there are many folk who seem to prefer that sort of straightforward, no-haggle approach to purchases. He walks around the store in full battle dress with weapons slung; clearly a bold statement as to his security role... but also, occasionally an incentive toward purchases.

Appearance

His face is pock-marked, sandblasted from so many years guarding caravans and living on the road. **Oneib's** skin is scratchy, and his beard is an unsightly combination of light brown and grey. He's not burly enough to appear overly threatening as a barbarian, but neither is he nimble enough to make it as a full-on rogue or ranger.

🖧 Combat Tactics

His array of arms and armor make **Oneib** useful in practically any combat scenario. Given time to maneuver or plan, he will engage with the strongest-seeming ranged combatant, eliminating marksmen and spellcasters on his way to any beefier melee foes.

As his main purpose at the **Store** is security, **Oneib** is used to causing combat, not reacting to it; if a battle is sprung upon him, he will certainly fight back. If combat occurs at the **Store**, he will shout for civilians to run to safety, asking them to please call the **Militia** on their way if they wouldn't mind. Regular patrons of the **Store** will take him up on the request; each round after any civilians escape, there is a cumulative **20%** chance (that is, **20%** chance the first round, **40%** the second, and so forth) that **2d4+1 Berinncorte Militia** will arrive; by default, they will defend the known **Oneib**, assuming that the party is attacking him and started the fight.

Factions

Oneib is a member of both **Mace and Blade** and the **Adamantium Trail**, each of which he **tributes 2%** of his wealth annually. He and **Welby** also have a very positive relationship with the **City of Berinncorte**, and perform many services and offer many discounts for the **Berinncorte Militia**, who in return will offer occasional security services.

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State State State State	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 12; XP 19,200	CR 17; XP 102,400
Sex / Race	Male Human; CG Mediu	m humanoid (human)		
Class	Fighter 2 / Rogue 1	Fighter 4 / Rogue 3	Fighter 8 / Rogue 5	Fighter 11 / Rogue 7
Initiative	+5	+5	+5	+5
Senses	Perception +3	Perception +8	Perception +11	Perception +14
Defense		_	-	
Armor Class	AC 17, touch 11, ff 16 (+1 Dex, +5 scale mail, +1 light shield)	AC 21, touch 11, ff 20 (+1 Dex, +8 half- plate armor, +2 heavy shield)	AC 25, touch 11, ff 25 (+1 Dex, +10 half-plate armor +2, +4 heavy wooden shield +2)	AC 27, touch 11, ff 27 (+1 Dex, +9 aberration-defiant field plate armor +2, +7 fire resistant heavy steel shield)
hp / HD	15 (2d10)+(1d8)-1	32 (4d10)+(3d8)-5	73 (8d10)+(5d8)+2	97 (11d10)+(7d8)+2
Saves	Fort +2, Ref +3, Will +3; +1 Will vs. fear	Fort +4, Ref +5, Will +5; +1 Will vs. fear	Fort +7, Ref +9, Will +6; +2 Will vs. fear ; +1 Reflex to avoid traps	Fort +11, Ref +11, Will +8; +3 Will vs. fear ; +2 Reflex to avoid traps
Defensive Abilities	-	-	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge
🖌 Offense				
Movement	Speed 20 ft.			

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Attacks	Melee light wooden shield +4 (1d3+2) or Melee scimitar +4 (1d6+1/18-20) or Ranged shortbow +3 (1d6/x3) or Melee dagger +4 (1d4+2/19-20) or Ranged dagger (thrown) +3 (1d4+2/19-20)	Melee +1 scimitar +9/+4 (1d6+3/18-20) or Melee heavy wooden shield +8 (1d4+1) or Ranged shortbow +7/+2 (1d6/x3) or Melee dagger +8/+3 (1d4+2/19-20) or Ranged dagger (thrown) +7/+2 (1d4+2/19-20)	Melee +2 dueling scimitar +17/+12/+7 (1d6+4/18-20) or Melee +2 heavy wooden shield +13 (1d4+1) or Ranged shortbow +12/+7/+2 $(1d6/x3)$ or Melee dagger +14/+9/+4 $(1d4+3/19-20)$ or Ranged dagger (thrown) +13/+8/+3 (1d4+3/19-20) or Melee gauntlet +13/+8/+3 $(1d3+2)$	Melee +3 fire resistant heavy steel shield +19/+14/+9/+4 (1d4+3) or Melee +3 dueling scimitar +24 (1d6+4/18-20) or Ranged shortbow +18/+13/+8/+3 (1d6+1/x3) or Melee dagger +21/+16/+11/+6 (1d4+5/19-20) or Ranged dagger (thrown) +19/+14/+9/+4 (1d4+5/19-20) or Melee gauntlet +19/+14/+9/+4 (1d3+3)
Space / Reach	5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 2d6	Sneak Attack 3d6	Sneak Attack 4d6
Statistics			- -	
Ability Scores	Str 14, Dex 12, Con 8, Int 14, Wis 13, Cha 8	Str 14, Dex 12, Con 9, Int 14, Wis 13, Cha 8	Str 15, Dex 12, Con 10, Int 14, Wis 13, Cha 8	Str 16, Dex 12, Con 10, Int 14, Wis 13, Cha 8
Core Attack	Base Atk +2; CMB +4; CMD 15	Base Atk +6; CMB +8; CMD 19	Base Atk +11; CMB +13; CMD 24	Base Atk +16; CMB +19; CMD 30 (33 vs. grapple or trip)
Feats	Alertness, Athletic, Blind-Fight, Improved Initiative, Iron Will	Alertness, Athletic, Blind-Fight, Cleave, Improved Initiative, Iron Will, Persuasive, Power Attack	Alertness, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Greater Weapon Focus (Scimitar), Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Weapon Focus (Scimitar)	Alertness, Athletic, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Greater Shield Focus, Greater Weapon Focus (Scimitar), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Power Attack, Shield Focus, Weapon Focus (Scimitar)

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- Charter and	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Skills	Acrobatics -4, Appraise +2, Artistry +2, Bluff -1, Climb -1, Craft (Untrained) +2, Diplomacy +5, Disable Device +3, Disguise -1, Fly -4, Handle Animal +4, Heal +3, Intimidate +3, Knowledge (Dungeoneering) +7, Knowledge (Geography) +3, Knowledge (Local) +6, Knowledge (Nature) +4, Perception +3, Perform (Untrained) -1, Ride +1, Sense Motive +7, Stealth -4, Survival +1, Swim -1	Acrobatics -7, Appraise +2, Artistry +2, Bluff -1, Climb -4, Craft (Untrained) +2, Diplomacy +10, Disable Device +3, Disguise -1, Escape Artist -2, Fly -7, Handle Animal +8, Heal +7, Intimidate +7, Knowledge (Dungeoneering) +9, Knowledge (Geography) +6, Knowledge (Local) +8, Knowledge (Local) +8, Knowledge (Nature) +6, Perception +8, Perform (Untrained) -1, Ride +2, Sense Motive +9, Stealth -7, Survival +1, Swim -4	Acrobatics -4, Appraise +2, Artistry +2, Bluff -1, Climb -1, Craft (Untrained) +2, Diplomacy +16, Disable Device +11, Disguise -1, Escape Artist +5, Fly -4, Handle Animal +12, Heal +11, Intimidate +10, Knowledge (Dungeoneering) +9, Knowledge (Geography) +15, Knowledge (Local) +8, Knowledge (Nature) +6, Perception +11, Perform (Untrained) -1, Ride +9, Sense Motive +12, Stealth -4, Survival +1, Swim -1	Acrobatics -2, Appraise +2, Artistry +2, Bluff -1, Climb +2, Craft (Untrained) +2, Diplomacy +20, Disable Device +18, Disguise -1, Escape Artist +9, Fly -2, Handle Animal +16, Heal +15, Intimidate +12, Knowledge (Dungeoneering) +11, Knowledge (Geography) +20, Knowledge (Local) +13, Knowledge (Nature) +6, Perception +14, Perform (Untrained) -1, Ride +15, Sense Motive +14, Stealth -2, Survival +1, Swim +2
Languages	Common, Elven, Halfling	g		
Special Qualities	Bonus Feat, Bonus Feats, Bravery, Skilled, Trapfinding	Armor Training, Bonus Feat, Bonus Feats, Bravery, Esoteric Scholar, Skilled, Trapfinding,	Armor Training, Bonus Feat, Bonus Feats, Bravery, Canny Observer, Esoteric Scholar, Skilled, Trapfinding, Weapon Training	Armor Training, Bonus CMD (3x), Bonus Feat, Bonus Feats, Bravery, Canny Observer, Esoteric Scholar, Follow Clues, Skilled, Trapfinding, Weapon Training
Treasure	light wooden shield; scimitar; scale mail; arrows (40x); potion of cure light wounds (2x); dagger; Shortbow 61 gp	heavy wooden shield; scimitar +1; half-plate armor; arrows (40x); potion of cure light wounds (2x); dagger; shortbow 8 pp; 34 gp	+2 heavy wooden shield; +2 dueling scimitar; +2 half-plate armor; arrows (40x); potion of cure light wounds (2x); dagger; shortbow 14 pp; 81 gp	+3 fire resistant heavy steel shield; +3 dueling scimitar; +2 aberration-defiant field plate armor; arrows (40x); potion of cure light wounds (2x); dagger; shortbow 21 pp; 91 gp

💙 Attitude Tracker

Starting Attitude: 16 (Indifferent)



Table 39: Attitude Modifiers for Oneib

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers

Name	Condition	Effect	Notes
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus CMD (3x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Bonus CMD Grapple (3x); Bonus CMD Trip (3x)

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a

fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Esoteric Scholar (Ex) Once a day, a rogue with this talent may attempt a Knowledge check, even when she is not trained in that Knowledge skill.

Evasion (Ex) You can avoid damage from many area-effect attacks.

If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Follow Clues (Ex) A rogue with this talent can use Perception to follow tracks as per the Survival skill.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Light Blades +2 Bows +1.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Athletic You possess inherent physical prowess. You get a +2 bonus on Climb and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skilled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Weapon Focus (Scimitar) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Scimitar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🕺 Habits and Logistics

During daylight hours, **Oneib** walks around the **General Store**, providing salesmanship to the customers and security services to the store itself.

At night, **Oneib** will frequently (**70%**) continue his pacing, acting as a passive night watch for the store until he sleeps within it. The remainder of the time, he will be at the **Tavern**, often until closing, thence back to the store for sleep.

Background

Oneib has accompanied his business partner **Welby Goodbarrel** through much of his professional live, guarding caravans and often acting as personal security for the halfling.

At one point in their history, the two were lovers. That level of their relationship lasted only a single caravan, beginning and ending during a dust storm that drove the two together for protection in a single tent. Neither man has spoken of the events since, and there is a certain unspoken tension between them (a 🛆 DC 19 **Sense Motive** check will reveal to a PC only that there is some tension, certainly not the source or backstory).

9 In the Obelisk Attack

Oneib is stuck outside in the streets when the **Obelisk Eruption** occurs. He is struck and trampled by a running horse, and though he tries to make it into the **General Store**, he is unable to do so before **Welby** closes the door. **Oneib** dies, attacked by the undead, pounding on the store's front doors.

Conversation

What do you think of Berinncorte?

Good enough place to live. Plenty of need for supplies, so me an' Welby make out okay."

Do you know anything about the strife between Zugul and Sheergath?

Strife and struggle don't worry me much. If it affects us personally, I can usually take care of threats well enough. If it doesn't affect us directly... well, fighting can be good for business. I'm to understand, though, that two cults at odds with each other's beliefs can't get along. Will wonders never cease."

What do you think of the Mayor and the government?

Symms seems competent, if not a likeable lady. Me, I like her style; direct, to the point. Law and order are good on a grand scale, but the Militia can get a bit up in your face, so I hear. As a store, though, we benefit from that level of scrutiny."

Tell me about being a... security guard? Salesman? Both?

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Do you do any... other sorts of work on the side?

You mean between two jobs that are each basically fulltime? No. No, I don't."

Do you and Welby come by any supplies that are <u>particularly...</u> interesting? Or rare?

• "Define 'interesting'. You might do better to ask the apothecary; Aramil's across town."

Diplomacy or **Knowledge (Local)** check at DC 15, pressing the above question:

Ah, well. We're not typically in that sort of business; don't need to be, to make a good coin. But I hear as Amadan, the Militia armsmaster, is often in the way of finding himself the odd piece of whatever. A mute and a Militiaman, if you can believe it, but the man's got his hooks everywhere, so I hear."

Ota Kuiduru (Chief Clerk)

CR 2; **XP** 800

Description

Trained as a monk, **Ota** now staffs the **Mayor's Office Reception Desk**, and acts as the city government's chief clerk. To bystanders, this may seem a truly bizarre turn of events, but **Ota** himself will point out that much of the day-to-day business of helping citizens navigate bureaucracy demands a calm soul and a serene presence to manage effectively.

In truth, the pairing of his skills and station seems to be to great benefit to the town, and **Mayor Symms** has come to rely upon the half-elf's steady hand and calming demeanor in executing the crucial duties of his role.

l Appearance

No trace of a smile can be seen in the half-elf's calm and neutral visage... unless you catch him in one of his common moments of dry wit. His jokes can be difficult to absorb, but those who look closely will observe a definite curl of the lip and twitch of the cheeks as puns and mocking analogies are delivered.

Ota's long brown hair is tied back in a severe bun to the toprear of his head; a whisper of a moustache of the same color underlies his definitely elfish nose. Though somewhat slight in stature, he is brutally nimble in execution of his duties; it's easy to tell at a glance that the man was trained for much more than administrative duties.

A Combat Tactics

Ota does not relish combat, but recognizes its occasional necessity, and in defense of his office and that of the city government, he will not hesitate to exercise his prowess to remove intrusions and threats. He much prefers, however, to use a demanding tone and the social pressure of other citizens to force troublemakers out of the building if needed.

Faced with inevitable combat, **Ota** takes a measured approach, seeking the weakest member of his enemies and neutralizing her before working his way up the ranks, evading tough melee where possible in so doing.

As a member of city government in the heart of that faction, he will not hesitate to call for backup; if fighting in the **Mayor's House**, **2d4+1 Mayoral House Guard** will arrive one round after he joins combat. If faced outside the building, he will seek the nearest **Militia Guard Post** for backup; doing so will cause **1d6+1 Berinncorte Militia** to join the fray in his defense.

🚰 Factions

Berinncorte City, as its chief clerk and administrator, and aide to **Mayor Symms**.

	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 2; XP 800	CR 6; XP 2,400	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male Half-Elf; LN Mediu	m humanoid (elf, human)); middle-aged	
Class	Monk 3	Monk 7	Monk 12	Monk 16
Initiative	+2	+3	+8	+8
Senses	Perception +12; Low-Light Vision	Perception +15; Low-Light Vision	Perception +24; Low-Light Vision	Perception +28; Low-Light Vision
🖸 Defense				
Armor Class	AC 16, touch 16, ff 13 (+2 Dex, +1 dodge, +3 misc)	AC 18, touch 18, ff 14 (+3 Dex, +1 dodge, +4 misc)	AC 21, touch 21, ff 16 (+4 Dex, +1 dodge, +6 misc)	AC 22, touch 226, ff 17 (+4 Dex, +1 dodge, +7 misc)
hp / HD	20 (3d8)	33 (7d8)	63 (12d8)	84 (16d8)
Saves	Fort +3, Ref +5, Will +6; +2 vs. enchantment spells and effects	Fort +5, Ref +10, Will +10; +2 vs. enchantment spells and effects	Fort +10, Ref +14, Will +13; +2 vs. enchantment spells and effects	Fort +12, Ref +16, Will +15; +2 vs. enchantment spells and effects
Defensive Abilities	Evasion, Still Mind	Evasion, Still Mind; Immune to Disease	Improved Evasion, Still Mind; Immune to Disease and Poison	Improved Evasion, Still Mind; Immune to Disease and Poison; Spell Resistance 26
🖌 Offense				
Movement	Speed 40 ft.; Fast Movement	Speed 50 ft.; Fast Movement; High Jump; Slow Fall	Speed 70 ft.; Abundant Step; Fast Movement; High Jump; Slow Fall	Speed 80 ft.; Abundant Step; Fast Movement; High Jump; Slow Fall

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and the state	🗵 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee kama +3 (1d6+1) or Melee unarmed strike +3 (1d3+1) or Melee flurry of blows +2/+2 (1d3+1)	Melee unarmed strike +6 (1d3+1) or Melee +1 kama +7 (1d6+2) or Melee flurry of blows +6/+6/+1 (1d3+1)	Melee +2 aberration- bane kama +12 (1d6+2/19-20) or Melee +2 undead- bane kama +12/+7 (1d6+3/19-20) or Melee unarmed strike +10/+5 (1d3+1) or Melee flurry of blows +11/+11/+11/+6/+1 (1d3+1)	Melee +3 corrosive burst kama +17/+12/+7 (1d6+4/19-20) or Melee +1 dancing kama +15 (1d6+1/19- 20) or Melee unarmed strike +13/+8/+3 (1d3+1) or Melee flurry of blows +15 / +15 / +15 / +15 / +10 / +5 / +0 (1d3+1)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Flurry of Blows, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist	Flurry of Blows, Ki Pool, Stunning Fist	Flurry of Blows, Ki Pool, Quivering Palm, Stunning Fist
🗎 Statistics				
Ability Scores	Str 12, Dex 15, Con 10, Int 11, Wis 16, Cha 11	Str 12, Dex 16, Con 10, Int 11, Wis 16, Cha 11	Str 12, Dex 18, Con 10, Int 11, Wis 16, Cha 11	Str 12, Dex 19, Con 10, Int 11, Wis 16, Cha 11
Core Attack	Base Atk +2; CMB +4; CMD 19	Base Atk +5; CMB +8; CMD 24	Base Atk +9; CMB +13; CMD 31	Base Atk +12; CMB +17; CMD 35
Feats	Alertness, Dodge, Improved Unarmed Strike, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything	Alertness, Combat Reflexes, Dodge, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything	Alertness, Catch Off-Guard, Combat Reflexes, Critical Focus, Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Persuasive, Skill Focus (Sense Motive), Stunning Fist, Throw Anything, Weapon Focus (Kama)
Skills	Acrobatics +7, Climb +6, Diplomacy +2, Escape Artist +7, Fly +2, Heal +3, Intimidate +7, Perception +12, Ride +2, Sense Motive +14, Stealth +7, Survival +3, Swim +1,	Acrobatics +11, Climb +9, Diplomacy +2, Escape Artist +11, Fly +3, Heal +3, Intimidate +10, Perception +15, Ride +3, Sense Motive +18, Stealth +9, Survival +3, Swim +1	Acrobatics +13, Climb +10, Diplomacy +2, Escape Artist +14, Fly +4, Heal +3, Intimidate +19, Perception +24, Ride +4, Sense Motive +28, Stealth +12, Survival +3, Swim +1	Acrobatics +15, Climb +12, Diplomacy +2, Escape Artist +15, Fly +4, Heal +3, Intimidate +23, Perception +28, Ride +4, Sense Motive +32, Stealth +15, Survival +3, Swim +1
Languages	Common, Elven	AC Denne	Aburn Joint Chair A.C.	Abundant Otan AG
Special Qualities	AC Bonus, Adaptability, Bonus Ki (3x), Elf Blood, Elven Immunities, Fast Movement, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Unarmed Strike	AC Bonus, Adaptability, Bonus Ki (7x), Elf Blood, Elven Immunities, Fast Movement, High Jump, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Purity of Body, Slow Fall, Unarmed Strike, Wholeness of Body	Abundant Step, AC Bonus, Adaptability, Bonus Ki (12x), Diamond Body, Elf Blood, Elven Immunities, Fast Movement, High Jump, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Purity of Body, Slow Fall, Unarmed Strike, Wholeness of Body	Abundant Step, AC Bonus, Adaptability, Bonus Ki (16x), Diamond Body, Diamond Soul, Elf Blood, Elven Immunities, Fast Movement, High Jump, Keen Senses, Low-Light Vision, Maneuver Training, Multitalented, Purity of Body, Slow Fall, Unarmed Strike, Wholeness of Body

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and the	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Treasure	kama; monk's kit; scholar's outfit 12 sp	+1 kama (2x); monk's kit; scholar's outfit 8 gp; 34 sp	+2 aberration-bane kama; +2 undead-bane kama; monk's kit; scholar's outfit	+3 corrosive burst kama; +1 dancing kama; monk's kit; scholar's outfit
The second second			19 gp; 51 sp	2 pp; 61 gp; 113 sp
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💟 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 40: Attitude Modifiers for Ota Kuiduru

Name	Condition	Effect	Notes
Action	Offer to take on a task for the Mayor	+1 per task commissioned	No maximum effect; stacks with actually fulfilling the request
Action	Fulfill a task for the Mayor	+1 per task completed	No maximum effect; stacks with committing to the request
Commerce	Outright bribe	-2 per 100 gp offered	No maximum effect; making more than one attempt has a 25% chance of Ota turning the party in to the Militia (see Getting Arrested)
Conversation	Party shares any Rumors or Tales they have heard	+1 per rumor shared	Maximum effect +5
Extant	Party contains one or more PCs with at least one class level of Monk	+1 per PC having any Monk levels; +1 for every 3 full class levels of Monk total	For example, if the party contains one PC of Monk 4, and a second PC of Monk 7, the total Attitude Modifier is +4
Conversation	Engage in conversation	+2	-
Action	PCs complete a Quest in Act One	+1	Per Quest completed; maximum impact +5
Action	PCs complete a Quest in Act Three	+2	Per Quest completed; maximum impact +8
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers

Name	Condition	Effect	Notes
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Abundant Step (Su) You can slip magically between spaces, as if using the spell Dimension Door. Using this Ability is a move action that consumes 2 points from your Ki pool. Your caster level is 16. You cannot take other creatures with you when you use this ability.

AC Bonus (Ex) When unarmored and unencumbered, you add +7 to your AC and your CMD. These bonuses apply even against touch attacks or when you are flat-footed. You lose these bonuses when you are immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Bonus Ki (16x) Add +1/4 to the monk's ki pool.

Diamond Body (Su) You are immune to poisons of all kinds.

Diamond Soul (Ex) You gain spell resistance 26. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Fast Movement (Ex) You gain a +50 feet enhancement bonus to your land speed. If you wear armor or carry a medium or heavy load, you lose this extra speed.

Flurry of Blows (Ex) You can make a flurry of blows as a fullattack action. Attacks + 15 / + 15 / + 10 / + 5 / + 5 / + 0 You can make a flurry of blows as a full-attack action. When doing so, you may make three additional attacks using any combination of unarmed strikes or attack with a special monk weapon (kama, nunchaku, quarterstaff, sai, shuriken, and siangham) as if using the Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting feats. For the purpose of these attacks, your base attack bonus is equal to your monk level. For all other purposes, such as qualifying for a feat or a prestige class, you use your normal base attack bonus.

High Jump (Ex) You can adds +16 to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always count as having a running start when making jump checks using Acrobatics. By spending 1 point from your ki pool as a swift action, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Improved Evasion (Ex) You can avoid damage from many areaeffect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Ki Pool (Su) You have a pool of 11 ki points, supernatural energy he can use to accomplish amazing feats. You have a pool of 11 ki points, supernatural energy you can use to accomplish amazing feats. As long as you have at least 1 point in your ki pool, you can make a ki strike. Ki strike allows your unarmed attacks to be treated as magic, cold iron, silver, lawful, and adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness. By spending 1 point from your ki pool, you can make one additional attack at your highest attack bonus when making a Flurry of Blows attack. In addition, you can spend 1 point to increase your speed by 20 feet for 1 round. Finally, you can spend 1 point from your ki pool to give yourself a +4 dodge bonus to AC for 1 round. Each use of these powers is activated as a swift action. The ki pool is replenished after 8 hours of rest or meditation; these hours do not need to be consecutive.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light

vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Maneuver Training (Ex) A monk uses his monk level in place of his base attack bonus when calculating his combat maneuver bonus. Base attack bonuses granted from other classes are unaffected and are added normally.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Purity of Body (Ex) You are immune to all diseases, including supernatural and magical diseases.

Quivering Palm (Su) You can set up vibrations within the body of another creature that can thereafter be fatal if you so desire. You can use this attack once per day, and you must announce your intent before making your attack roll. Creatures immune to critical hits cannot be affected. Otherwise, if you strike successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter, you can try to slay the victim at any later time, as long as the attempt is made within a o days. To make such an attempt, you merely will the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 13), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack, but it may still be affected by another one at a later time. You can have no more than 1 quivering palm attack at one time. If you use quivering palm while another is still in effect, the previous effect is negated.

Slow Fall (Ex) You can use a nearby wall to slow your descent. If you are within arm's reach of a wall, you can use it to slow your descent. You take damage as if the fall were 80 feet shorter than it actually is.

Still Mind (Ex) You gain a +2 bonus on saving throws against enchantment spells and effects.

Stunning Fist (Ex) You gain Stunning Fist as a bonus feat.

Unarmed Strike At 1st level, a monk gains Improved Unarmed Strike as a bonus feat. A monk's attacks may be with fist, elbows, knees, and feet. This means that a monk may make unarmed strikes with his hands full. There is no such thing as an off-hand attack for a monk striking unarmed. A monk may thus apply his full Strength bonus on damage rolls for all his unarmed strikes. Usually a monk's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling. A monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A monk also deals more damage with his unarmed strikes than a normal person would, as shown above on Table 3-10. The unarmed damage values listed on Table 3-10 is for Medium monks. A Small monk deals less damage than the amount given there with his unarmed attacks, while a Large monk deals more damage; see Small or Large Monk Unarmed Damage on the table given below.

Wholeness of Body (Su) You can heal your own wounds as a standard action. You can heal 16 hit points of damage by using 2 points from your ki pool.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Combat Reflexes You can make additional attacks of opportunity. You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted. **Critical Focus** You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Unarmed Strike You are skilled while fighting unarmed. You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Skill Focus (Sense Motive) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stunning Fist You know just where to strike to temporarily stun a foe. 16/day (DC 21) You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 21), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next turn). A stunned character drops everything held, can't take actions, loses any Dexterity bonus to AC, and takes a -2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Weapon Focus (Kama) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛿 Habits and Logistics

During daylight hours, **Ota** will be at the **Mayor's House**, performing his administrative duties in various rooms, but focusing of course on the **Reception Desk** at the front of the building.

At night, **Ota** will work long hours finishing up his work and organizing, then retire to his humble home outside city limits, which used to be a small farmhouse.

Background

Ota grew up a farmhand; upon turning 15, he discovered that he was adopted. He left home in search of more information about his history; along the way, he came upon a temple where he studied a great deal, and learned much of the monkish arts. One morning, he arose to meet the sun, and realized that during his journey, he had grown less interested of his original purpose. Smiling grimly, he left the temple and set forth on adventures of his own purpose. His journey since then would be its own intriguing story, but three years ago, he came to **Berinncorte** and decided to settle down and stay put, at least for a while. Since then, he has served the city's government well, though he occasionally gets the itch to seek more, beyond.

9 In the Obelisk Attack

Ota hears the commotion outside in the **Town Square**, and springs into action without thought, saving lives and doing battle with chaos.

Conversation

What do you think of Berinncorte?

A most agreeable town. Good people, ruled well by a woman with a solid head on her shoulders."

Do you know anything about the strife between Zugul and Sheergath?

▲ "I sympathize most with Zugul in terms of a perspective on the world. But to assert that chaos is not part of sentient nature is simply foolish. Likewise is it idiocy to rail unduly against lawfulness, when it is the peace provided by that law that allows both churches to even exist." *He shakes his head sadly.* "It is ever thus, with faith, I fear."

What do you think of the Mayor and the government?

• "Dominika does an adept job serving her people. I daresay myself and the rest of her staff do an adequate job in supporting her day-to-day, but she provides the vision, the peaceful directive, at the heart of it."

Tell me about being a receptionist.

" "I'm much more than that, friend. In addition to serving here at the front desk, I also handle much of the city's administrative tasks, or at minimum, aid others in the execution thereof. It is a noble task, unsung and not often desired. But I feel I have a mind that is up to the work, and there is a certain serenity in the job. The seas of administration are deep, but calm."

Do you do any... other sorts of work on the side?

Well, as you've likely gathered, my original training is not quite administrative. But I have put that life on hold, for the time being."

Otibus (Seamstress' Fusband)

CR 1/2; **XP** 200

Description

Otibus is married to **Berinncorte's** seamstress and only real seller of textiles, **Daratis**. His role in the business—and largely in the marriage!—is administrative; he keeps the books primarily. He also does most of the animal husbandry, butchering, tanning, and unsavory aspects of the family business.

The dwarven textiler doesn't really talk much, and spends nearly all his time on the farm; he will come into town only when absolutely unavoidable.

Appearance

A strong, silent dwarf, **Otibus** is aging well, the silver flecks in his chin-length hair and braided beard suiting well his stern facial features. He's lately put on a bit of weight, but manages it well enough.

🖧 Combat Tactics

Otibus is no stranger to battle, but much prefers a calm life;

he will avoid armed conflict if at all possible. In defense of the **Textiles** Shop or his wife, however, he is vicious and implacable, charging into battle with the nearest melee combatant and continuing his assault until either he or his foe is defeated.

Such is his focus in battle that he will forget to call for help. If **Daratis** is nearby during the fight, however, she will certainly retain the presence of mind to scream for aid; each round after combat starts with her present, there is a cumulative **20%** (that is, **20%** chance the first round, **40%** chance the second, and so on) likelihood that **2d4+2 Townsfolk** and **2 1d4-1 Berinncorte Militia** (none show up if a **1** is rolled on that **1d4**) appear in defense of the couple.

Daratis will join the fray in aid of her husband, though he will yell at her to run away while she does so.

🏲 Factions

Though not nearly as devout as his wife **Daratis**, he will nevertheless attend services with her at the **Zugul Church**.

	and the second	And in case of the local division in the loc		
and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Male Dwarf; LN Medium	n humanoid (dwarf)		
Class	Commoner 2	Commoner 6	Commoner 12	Commoner 16
Initiative	+1	+1	+1	+1
Senses	Perception -1; Darkvision 60 ft.	Perception +6; Darkvision 60 ft.	Perception +9; Darkvision 60 ft.	Perception +11; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 13, touch 11, ff 12 (+1 Dex, +2 leather armor)	AC 16, touch 11, ff 15 (+1 Dex, +5 scale mail)	AC 17; touch 11, ff 16 (+1 Dex, +6 chainmail)
hp / HD	11 (2d6)+6	45 (6d6)+18	84 (12d6)+36	114 (16d6)+48
Saves	Fort +4, Ref +1, Will -1 +2 vs. poison, spells, and spell-like abilities	Fort +6, Ref +5, Will +2 +2 vs. poison, spells, and spell-like abilities	Fort +8, Ref +7, Will +6 +2 vs. poison, spells, and spell-like abilities	Fort +9, Ref +8, Will +7 +2 vs. poison, spells, and spell-like abilities
S Offense				
Movement	Speed 20 ft.			
Attacks	Melee heavy mace +3 (1d8+2) or Melee quarterstaff +3 (2H: 1d6+3)	Melee heavy mace +5 (1d8+2) or Melee quarterstaff +5 (2H: 1d6+3)	Melee cold iron heavy mace +9/+4 (1d8+3) or Melee quarterstaff +9/+4 (2H: 1d6+4)	Melee +1 heavy mace +12/+7 (1d8+4) or Melee quarterstaff +11/+6 (2H: 1d6+4)
Space / Reach	Space 5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 14, Dex 12, Con 15, Int 11, Wis 9, Cha 11	Str 14, Dex 12, Con 15, Int 11, Wis 10, Cha 11	Str 16, Dex 12, Con 15, Int 11, Wis 9, Cha 11	Str 16, Dex 13, Con 15, Int 11, Wis 9, Cha 11
Core Attack	Base Atk +1; CMB +3; CMD 14 (18 vs. bullrush or trip)	Base Atk +3; CMB +5; CMD 16 (20 vs. bullrush or trip)	Base Atk +6; CMB +9; CMD 20 (24 vs. bullrush or trip)	Base Atk +8; CMB +11; CMD 22 (26 vs. bullrush or trip)

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a state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Great Fortitude	Armor Proficiency, Light, Great Fortitude, Lightning Reflexes	Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes	Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack
Skills	Acrobatics +1, Appraise +2, Climb +2, Escape Artist +1, Fly +1, Intimidate +1, Perception -1, Ride +1, Sense Motive -1, Stealth +1, Survival -1, Swim +2	Acrobatics +1, Appraise +3, Climb +2, Escape Artist +1, Fly +1, Heal +2, Intimidate +2, Knowledge (Local) +2, Perception +6, Ride +1, Stealth +1, Swim +2	Acrobatics -3, Appraise +5, Climb -1, Escape Artist -3, Fly -3, Heal +4, Intimidate +4, Knowledge (Local) +5, Perception +9, Ride -3, Stealth -3, Swim -1	Acrobatics -4, Appraise +6, Climb -2, Escape Artist -4, Fly -4, Heal +5, Intimidate +5, Knowledge (Local) +8, Perception +11, Ride -4, Stealth -4, Swim -2
Languages	Common, Dwarven			
ecial Qualities	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity	Darkvision, Defensive Training, Greed, Hardy, Hatred, Single Simple Weapon Proficiency (Mace (Heavy)), Stability, Steady, Stonecunning, Weapon Familiarity
Treasure	heavy mace, artisan's outfit, quarterstaff 12 sp	heavy mace, leather armor, artisan's outfit, quarterstaff 37 sp	cold iron heavy mace, scale mail, artisan's outfit, quarterstaff 8 gp; 61 sp	+ <i>1 heavy mace;</i> chainmail, artisan's outfit, quarterstaff 2 pp; 29 gp; 57 sp

♥ Attitude Tracker

Spe

Starting Attitude: 14 (Indifferent)



Table 41: Attitude Modifiers for Otibus

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Single Simple Weapon Proficiency (Mace (Heavy)) You understand how to use Mace (Heavy).

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

💈 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and

Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with a off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

🛚 Habits and Logistics

During daylight hours, **Otibus** will almost always (**75%**) be outside the city, tending to livestock or preparing hides or wool. The remainder of the time, he will be in the **Textiles** Shop, preparing or packing or otherwise being useful.

At night, **Otibus** will typically (**65%**) be working on the books of the business; after he is done, and the remainder of the time in general, he will retire to sleep in the shop's bedroom with his wife.

🛯 Background

Otibus one considered life as a mercenary, but on the day he had packed up his equipment and readied himself for signing up at the local **Mace and Blade** headquarters, he stopped for a meal at a local tavern, and struck up a conversation with the gnome who would eventually be his wife. Ever since, the two have been inseparable; behind his gruff and quiet demeanor lies a romantic dwarf with a gentle heart.

9 In the Obelisk Attack

Otibus himself survives; he is outside the city when the **Obelisk** Erupts. Stricken, he returns to the **Textiles** shop to run it in his wife's absence, though he weeps every day for her absence.

Conversation

What do you think of Berinncorte?

Do you know anything about the strife between Zugul and Sheergath?

We're Zugul folk—well, my wife more than me, truth to tell. Sheergath's a bit overzealous, if you ask me, but to be fair, some Zugul folk're a bit too passionate about it too. Church of any sort is for peace and quiet and thinking, not for warmongering or shouting."

What do you think of the Mayor and the government?

Symms is all right by me. Though not to be sexist, I'm surprised she's not a better customer. I fear she's shopping at other towns, finding finer cloth, but to see her on the street, you'd never know by the way she's dressed."

Tell me about being in the textiles business.

Steady work—high or low, rich or poor, folk've need of clothes, right? It's not the work I was meant for, perhaps, but then again, I've not yet found that, whatever it is. I joke with Daratis that the job title the gods intended for me was 'husband', and that may not be too far from the truth of things." *He grins, and his eyes shine for a moment.* "There're worse jobs."

Do you do any... other sorts of work on the side?

"I raise animals, cut and prep them, sell the meat to Ganyc next door usually, keep some for ourselves. Also tend the books and help with the shop. I've precious little time to grab a mead, on occasion; what else would I do even if I had the time?"

Ownka (Serving Wench)

CR 1/3; **XP** 135

Description

Ownka is a half-orc serving wench at the **Leaky Cask Tavern**. She helps out wherever needed, but primarily cooks, serving occasionally if necessary. Nimble she may be, but not overly pleasant; she looks down on most patrons and just barely manages to hold her contempt in check most of the time.

i Appearance

The serving wench is tall, thin, and dresses in man's clothes; she has no interest in appearing feminine or more human than she is. Her black hair is cut short, and she does nothing with it; it simply flops about wherever it pleases. Much of the time, she dresses in peasant's garb, hoping that tavern guests will mistake her for another customer, so that they will bother her colleague **Thrunne** instead.

🆧 Combat Tactics

Ownka has no patience for troublemakers, and will not hesitate to pre-emptively sucker-punch anyone who seems like they may be a problem. Her brutishness is limited to threats and nonlethal confrontation, however: no job, and certainly not this one, is worth dying over, and if blades are drawn or magic is wielded, she flees the scene as quickly as possible, seeking the **Militia**.

🏲 Factions

None. Her **tribute**, such as it is, goes to the **City of Berinn-corte** itself.

State Shine	🗵 Low	Moderate	Advanced	× Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 5; XP 1,600	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Female Half-Orc; CN Me	edium humanoid (orc, hur	nan)	
Class	Commoner 1	Commoner 7	Commoner 12	Commoner 16
Initiative	+2	+2	+3	+3
Senses	Perception +5; Darkvision 60 ft.	Perception +11; Darkvision 60 ft.	Perception +16; Darkvision 60 ft.	Perception +20; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 12, touch 12, ff 10 (+2 Dex)	AC 14, touch 12, ff 12 (+2 Dex, +2 leather armor)	AC 16, touch 13, ff 13 (+3 Dex, +3 studded leather armor)	AC 17, touch 13, ff 14 (+3 Dex, +4 chain shirt)
hp / HD	1 (1d6)-1	24 (7d6)+6	46 (12d6)+6	69 (16d6)+10
Saves	Fort -1, Ref +2, Will +1	Fort +4, Ref +4, Will +3	Fort +6, Ref +9, Will +5	Fort +7, Ref +10, Will +8
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Melee dagger +0 (1d4/19-20) or Ranged dagger (thrown) +2 (1d4/19- 20) or Melee brass knuckles -5 (1d3)	Melee dagger +3 (1d4/19-20) or Ranged dagger (thrown) +5 (1d4/19- 20) or Melee brass knuckles -2 (1d3)	Melee dagger +6/+1 (1d4/19-20) or Ranged dagger (thrown) +9/+4 (1d4/19-20) or Melee masterwork brass knuckles +2 (1d3)	Melee masterwork silver dagger +9/+4 (1d4-1/19-20) or Ranged masterwork silver dagger (thrown) +12/+7 (1d4-1/19-20) or Melee +2 cold iron brass knuckles +5 (1d3+2)
Space / Reach	Space 5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 10, Dex 14, Con 9, Int 10, Wis 12, Cha 8	Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 8	Str 10, Dex 16, Con 10, Int 10, Wis 12, Cha 8	Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 8
Core Attack	Base Atk +0; CMB +0; CMD 12	Base Atk +3; CMB +3; CMD 15	Base Atk +6; CMB +8; CMD 19	Base Atk +8; CMB +8; CMD 21

	And in the other designs the second	A TANK A DATE OF	and the second se	A DR. TO THE OWNER WATCHING. NO. 11 AND ADDR.
	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Animal Affinity	Animal Affinity, Armor Proficiency, Light, Great Fortitude, Throw Anything	Animal Affinity, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Lightning Reflexes, Throw Anything	Animal Affinity, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything
Skills	Acrobatics +2, Bluff -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +5, Perform (Untrained) -1, Profession (Cook) +5, Ride +4, Sense Motive +1, Stealth +2, Survival +1	Acrobatics +2, Bluff -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +11, Perform (Untrained) -1, Profession (Cook) +11, Ride +4, Sense Motive +1, Stealth +2, Survival +1, Swim +4	Acrobatics +2, Bluff -1, Climb -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +16, Perform (Untrained) -1, Profession (Cook) +16, Ride +4, Sense Motive +1, Stealth +2, Survival +1, Swim +5	Acrobatics +1, Bluff -1, Climb -2, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Perception +20, Perform (Untrained) -1, Profession (Cook) +20, Ride +3, Sense Motive +1, Stealth +1, Survival +1, Swim +7
Languages	Common, Orc			
ecial Qualities	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Brass Knuckles), Weapon Familiarity
Treasure	dagger; brass knuckles; peasant's outfit 25 cp	dagger; leather armor; brass knuckles; peasant's outfit 3 sp; 61 cp	dagger; studded leather armor; masterwork brass knuckles; peasant's outfit 1 gp; 12 sp; 64 cp	masterwork silver dagger; chain shirt; +2 cold iron brass knuckles; peasant's outfit 12 gp; 39 sp; 80 cp

Attitude Tracker

Spe

Starting Attitude: 14 (Indifferent)



Table 42: Attitude Modifiers for Ownka

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-

	Name	Condition	Effect	Notes
ľ	Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
1	Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
ł	Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
4	Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
ł	Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
•	Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
	Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
]	Extant	One or more PCs have been arrested	-1	Per offense, no limit
]	Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
ł	Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
1	Action	PCs refuse to help when asked	-3	Per request; no maximum
I	Action	PCs agree to help when asked	+4	Per request; maximum +12
ł	Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
ł	Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
(Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
(Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
(Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
(Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Single Simple Weapon Proficiency (Brass Knuckles) You understand how to use Brass Knuckles

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

🖌 Feats

Animal Affinity You are skilled at working with animals and mounts. You get a +2 bonus on all Handle Animal and Ride skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are

proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🛿 Habits and Logistics

During daylight hours, **Ownka** will amble about, sometimes appearing in the **Town Square** to shop for personal items or food. The GM is encouraged to "place" her anywhere desired; she has a habit of roaming the town, taking in the sights.

At night, **Ownka** works at the **Leaky Cask Tavern** from noon until closing time. She then cleans up, and retires to a bunk in the **Lower-Class Residential District** if one is available; she's not above sleeping in the streets or **Town Square** if it's full up.

Background

Ownka has held a number of jobs, and although "serving wench" is hardly a title to which she has aspired, she finds the job an acceptable enough balance of security, income, and interest. Annoying though they may be to her, the diversity of patrons do keep things from being boring.

9 In the Obelisk Attack

Ownka and her fellow serving wench **Thrunne** are shopping together in the **Town Square** when the **Obelisk** Erupts. They both die soon after the fighting starts.

Conversation

What do you think of Berinncorte?

"It's a town like any other. Maybe not like some others. I dunno. It's okay, I'll say that."

Do you know anything about the strife between Zugul and Sheergath?

"Don't know; don't care. No matter what your faith is, you drink ale the same, and pay the same price for it, aye."

What do you think of the Mayor and the government?

Symms is too good to be seen in a place like this. So that's annoying. Other than that, I don't care."

Tell me about being a serving wench.

Ah, 'tis marvelous. I get to see the world, make a ton of gold, and take pleasure in the realm's most desirable men and women. How do you *think* it is, being a serving wench in a village's only eatery?"

Do you do any... other sorts of work on the side?

"Heh, you'll want to ask Jozan about that, if I understand

you right. I've all the work I can manage, serving these fools."

Phadian Gess

CR 1; **XP** 400

Description

A half-elven trickster and passionate soul, **Phadian Gess** is fond of declaring that he would have been a fine bard in another life, another world, than this. He's quick with his hands, and uses this skill to steal... either hearts or gold, depending on his whim.

Appearance

Phadian is a beautiful man. He's slender, lithe, and his facial features strike an intriguing balance between human and elf, between masculine and feminine. He's bisexual, though this is in truth more because he has found that he appeals to both men and women; as he views relationships as mainly serving his own interests, he's flexible as to who he sleeps with, so long as they are profitable.

Combat Tactics

Though quite competent in a fight, **Phadian** is no idiot. Typically, battle comes to him as a means of recovering lost items, and victims rarely come alone. If outmatched, he will use his talents to escape if at all possible.

Faced with a confrontation he cannot avoid, **Phadian** will act quickly, striking at the slowest enemy, darting from foe to foe as the melee allows, trying to keep his opponents off guard. In a tavern, he will battle for showmanship, rallying the crowd to his cause as a means to distract, entertain, and dissuade things from becoming lethal.

In no way will he seek the aid of the authorities; he's been involved in so many thefts and trysts that he figures he can't take the chance he would be formally accused.

🎦 Factions

He's what nobody would call devout, but he can be found in the **Sheergath Temple** from time to time.

His **tribute**—at least what he declares—goes to the **City of Berinncorte**, however.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1; XP 400	CR 6; XP 2,400	CR 12; XP 19,200	CR 15; XP 51,200
Sex / Race	Male Half-Elf; CN Mediu	m humanoid (elf, human)	
Class	Rogue 2	Rogue 7	Rogue 13	Rogue 16
Initiative	+3	+4	+4	+4
Senses	Perception +6; Low-Light Vision	Perception +11; Low-Light Vision	Perception +18; Low-Light Vision	Perception +21; Low-Light Vision
🖸 Defense				
Armor Class	AC 14, touch 13, ff 11 (+3 Dex, +1 padded armor)	AC 17, touch 14, ff 17 (+4 Dex, +3 studded leather armor)	AC 19, touch 14, ff 19 (+4 Dex, +5 <i>studded</i> <i>leather armor</i> +2)	AC 21, touch 14, ff 21 (+4 Dex, +7 <i>studded</i> <i>leather armor</i> +4)
hp / HD	16 (2d8)	46 (7d8)	72 (13d8)	88 (16d8)+3
Saves	Fort +0, Ref +6, Will -1 +2 vs. enchantment spells and effects	Fort +2, Ref +9, Will +1 +2 vs. enchantment spells and effects; +2 to avoid traps	Fort +4, Ref +14, Will +4 +2 vs. enchantment spells and effects; +4 to avoid traps	Fort +7, Ref +16, Will +5 +2 vs. enchantment spells and effects; +5 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion	Evasion	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Ranged shortbow +4 (1d6/x3) or Melee rapier +1 (1d6/18-20) or Melee dagger +1 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20)	Ranged shortbow +9 (1d6/x3) or Melee dagger +5 (1d4/19-20) or Ranged dagger (thrown) +9 (1d4/19- 20) or Melee +1 rapier +6 (1d6+1/18-20)	Ranged shortbow +13/+8 (1d6/x3) or Melee dagger +9/+4 (1d4/19-20) or Ranged dagger (thrown) +13/+8 (1d4/19-20) or Melee +2 dueling rapier +11/+6 (1d6+2/18-20)	Ranged shortbow + $16/+11/+6 (1d6/x3)$ or Melee dagger + $12/+7/+2 (1d4/19-20)$ or Ranged dagger (thrown) + $16/+11/+6$ ($1d4/19-20$) or Melee + 3 dueling rapier + $15/+10/+5$ ($1d6+3/18-20$)

and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 4d6	Sneak Attack 7d6	Sneak Attack 8d6
Statistics				
Ability Scores	Str 10, Dex 17, Con 11, Int 14, Wis 9, Cha 13	Str 10, Dex 18, Con 11, Int 14, Wis 9, Cha 13	Str 10, Dex 18, Con 11, Int 14, Wis 10, Cha 13	Str 10, Dex 18, Con Int 14, Wis 10, Cha
Core Attack	Base Atk +1; CMB +1; CMD 14	Base Atk +5; CMB +5; CMD 19	Base Atk +9; CMB +9; CMD 23	Base Atk +12; CMB +12; CMD 26
Feats	Skill Focus (Sleight of Hand), Stealthy	Deft Hands, Quick Draw, Sharp Senses, Skill Focus (Sleight of Hand), Stealthy	Deft Hands, Improved Lightning Reflexes, Lightning Reflexes, Persuasive, Quick Draw, Sharp Senses, Skill Focus (Sleight of Hand), Stealthy	Deft Hands, Great Fortitude, Improved Lightning Reflexes, Lightning Reflexes, Persuasive, Quick Draw, Sharp Senses Skill Focus (Sleight Hand), Stealthy
Skills	Acrobatics +8, Appraise +2, Artistry +2, Bluff +6, Climb +5, Craft (Untrained) +2, Diplomacy +1, Disable Device +9, Disguise +6, Escape Artist +10, Fly +3, Heal -1, Intimidate +1, Perception +6, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +11, Stealth +10, Survival +1	Acrobatics +13, Appraise +2, Artistry +2, Bluff +11, Climb +9, Craft (Untrained) +2, Diplomacy +5, Disable Device +18, Disguise +11, Escape Artist +15, Fly +3, Heal -1, Intimidate +1, Knowledge (Local) +11, Perception +11, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +18, Stealth +15, Survival +1, Swim -1	Acrobatics +20, Appraise +2, Artistry +2, Bluff +18, Climb +16, Craft (Untrained) +2, Diplomacy +21, Disable Device +30, Disguise +18, Escape Artist +24, Fly +4, Intimidate +4, Knowledge (Local) +11, Perception +18, Perform (Untrained) +2, Ride +4, Sleight of Hand +30, Stealth +24, Survival +2	Acrobatics +23, Appraise +2, Artisti +2, Bluff +21, Climi +19, Craft (Untrain +2, Diplomacy +25, Disable Device +35, Disguise +21, Escap Artist +27, Fly +4, Intimidate +4, Knowledge (Local) +11, Perception +21 Perform (Untrained +2, Ride +4, Sleight Hand +33, Stealth + Survival +4
Languages	Common, Elven, Gnome		1	
Special Qualities	Adaptability, Elf Blood, Elven Immunities, Fast Fingers, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Canny Observer, Deft Palm, Elf Blood, Elven Immunities, Fast Fingers, Keen Senses, Low-Light Vision, Multitalented, Trapfinding	Adaptability, Canny Observer, Charmer, Deft Palm, Elf Blood, Elven Immunities, Fast Fingers, Getaway Master, Keen Senses, Low-Light Vision, Multitalented, Sleight of Hand Stunt, Trapfinding	Adaptability, Canny Observer, Charmer, Deft Palm, Elf Blood Elven Immunities, Fast Fingers, Getaw Master, Keen Senser Low-Light Vision, Master of Disguise, Multitalented, Sleig of Hand Stunt, Stea Stunt, Trapfinding
Treasure	padded armor; arrows (20x); rapier; dagger (2x); shortbow	studded leather armor; arrows (20x); +1 rapier; dagger (2x); shortbow	+2 studded leather armor; arrows (20x); +2 dueling rapier; dagger (2x); shortbow	+4 studded leather armor; arrows (20x +3 dueling rapier; dagger (2x); shortb

Starting Attitude: 14 (Indifferent)



Table 43: Attitude Modifiers for Phadian Gess

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Canny Observer (Ex) When a rogue with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), she gains a +4 bonus.

Charmer (Ex) 4/day, the rogue can roll two dice while making a

Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Fingers (Ex) 4/day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Getaway Master (Ex) A rogue with this talent gains a +10 bonus on all drive checks. The rogue must have the getaway artist rogue talent before choosing this talent.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 20.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Master of Disguise (Ex) Once per day, a rogue with this talent gains a +10 bonus on a single Disguise check.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

Sleight of Hand Stunt (Ex) In place of an attack of opportunity, a rogue with this talent can attempt a Sleight of Hand check against the CMD of an opponent that provokes an attack of opportunity by firing a projectile weapon while threatened. If successful, the rogue plucks the ammunition from the provoking weapon, negating the attack. The rogue may use this ability as many times in a round as she could make attacks of opportunity. At the GM's discretion, certain projectile weapons may not be susceptible to this ability, such as siege engines or firearms. A rogue must be trained in Sleight of Hand to select this talent.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stealth Stunt (Ex) When benefiting from concealment, a rogue with this talent can forgo an attack of opportunity to attempt a Stealth check against the provoking opponent's CMD. Success allows the rogue to treat her opponent as flat-footed against the rogue's first melee attack before the end of her next turn. Using this ability does not count against the rogue's available attacks of opportunity for the round. A rogue must be trained in Stealth to select this talent.

Trapfinding (Ex) You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps. **Uncanny Dodge (Ex)** You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

🖌 Feats

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Sharp Senses Your senses are especially sharp, even for your kind. You receive a +4 racial bonus on Perception skill checks. This replaces the normal bonus from the keen senses racial trait

Skill Focus (Sleight of Hand) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

🛿 Habits and Logistics

During daylight hours, **Phadian** is typically (**70%**) at the **Town Square**, hawking stolen wares as a fence, trading, or just hanging out and seeing if anything interesting takes place. The rest of the time, he will be sleeping off the previous night's revelry, either in the **Lower-Class Residential District** or in a field outside the city limits.

At night, **Phadian** tends (**60**%) to stop by the **Leaky Cask Tavern** for at least some of the evening, often engaging with his lover **Lingona** to perform some mild thievery (see event **RTE-9: Impromptu Performance**). The remainder of the time, he will wander about, seeing where the evening takes him; the GM is welcome to "place" him anywhere in the city (or outside).

Background

Phadian is a wandering sort, never in one place for very long. He's been in **Berinncorte** about half a year, and is already growing weary of its somewhat normal, average décor. His wandering is strategic, as well: his sleight of hand tricks and casual way with the ladies leads to him often outstaying his welcome in a village of any size.

His talents have always served him well, and he has never had cause to form any sort of long-term plan or mission.

9 In the Obelisk Attack

Lingona escapes the **Tavern**, and **Phadian** follows her... but he is set upon by monsters, and though she tries to help fight them off, he succumbs quickly to their power and is slain trying to follow his lover to safety.

🛚 🖻 Conversation

What do you think of Berinncorte?

General Weight and the source of the source

Do you know anything about the strife between Zugul and Sheergath?

"I've heard of some conflict, sure. At services at Sheergath, they talk of how law and order will doom us all, et cetera, and so on, pass the collection plate, thank you very much. And it's true there's too much Militia and law and order and do-as-I-say in this town. But you ask me, the whole church-on-church thing is all made up, it's just a thing they each use to get you to pay attention, because the gods themselves aren't doing much of anything as it benefits your average person."

What do you think of the Mayor and the government?

Symms is a bit of an ugly bloke, no? I suppose she's an adequate Mayor; I wouldn't quite know, after all."

Tell me about being a... what are you, exactly?

A lover, when I can be. A fool, when I can't be. And ever, ever the jolly sort to have fun, no matter the occasion. Sometimes all three at once, with the right person."

Do you do any... other sorts of work on the side?

"I'd say all my work is 'on the side'. Or on my back, lots of the time." *He winks, but his eyes know the joke is merely that.*

Hear anything interesting in your travels around the town?

"I hear much, but repeat little... without coin."

▲ Diplomacy check at DC 16, pressing the above matter—OR a bribe of at least **10 gp:**

✓ "Well, I can't say as it's true, necessarily, but I've certainly come across some tidbits, might be of interest to such as yourselves." The succeeding or bribing PC may make a free roll on the **Rumors and Lore** table, but if inded **Phadian** knows whether it's true, he doesn't say. Bribes in excess of 10 gp will provide one separate roll on this table for each full 10 gp of value, up to a maximum of 5 rolls for 50 gp.

Pilga (Landlord)

CR 1; **XP** 400

Description

In many ways, **Pilga** was born to be the landlord of the **Lower-Class Residential District**: she's strict, mean, has a ferocious temper, and is feared more than respected, but sometimes one because of the other.

i Appearance

Grizzled and grim, **Pilga**'s visage appears to embody the most severe stereotypes of both orc and dwarf. She's not entirely sure of her ancestry, but some have sworn they see Dwarf notably in her expression and features. **Pilga** herself neither knows for certain nor cares, preferring instead to

Combat Tactics

Pilga relishes combat, and any excuse to participate in a melee. If engaged from a distance, she'll close ranks while tossing throwing axes; once up close and personal, she will swing away at the burliest-seeming foe until they drop, then proceed through the enemy's ranks as opportunities present themselves. Though she would not be above summoning help, and indeed will call upon the **Militia** if she's reduced to fewer than 10 hit points, in the thick of battle she fears that official involvement would diminish the chance to cause slaughter.

🚰 Factions

Pilga serves no one. Her **Tribute**, at least that which she admits to and pays, goes to the city of **Berinncorte** itself.

	🗵 Low	🔀 Moderate	Advanced	× Elite	
👤 General					
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600	
Sex / Race	Female Half-Orc; TN Medium humanoid (human, orc)				
Class	Barbarian 2	Barbarian 6	Barbarian 10	Barbarian 14	
Initiative	-1	+0	+0	+0	
Senses	Perception +4; Darkvision 60 ft.	Perception +8; Darkvision 60 ft.	Perception +12; Darkvision 60 ft.	Perception +16; Darkvision 60 ft.	
Defense					
Armor Class	AC 13, touch 9, ff 13 (-1 Dex, +4 armored coat)	AC 16, touch 10, ff 16 (+6 chainmail), Combat Expertise	AC 16, touch 10, ff 16 (+6 agile breastplate), Combat Expertise	AC 18, touch 10, ff 18 (+8 agile breastplate +2), Combat Expertise	
hp / HD	21 (2d12)+8	65 (6d12)+24	105 (10d12)+40	146 (14d12)+56	
Saves	Fort +6, Ref -1, Will -1	Fort +8, Ref +2, Will +1; +2 Reflex to avoid traps	Fort +10, Ref +3, Will +2; +3 Reflex to avoid traps	Fort +12, Ref +4, Will +3; +4 Will vs. enchantments when raging; +4 Reflex to avoid traps	
Defensive Abilities	Uncanny Dodge	Improved Uncanny Dodge; Trap Sense +2	Improved Uncanny Dodge; Trap Sense +3; DR 2/-	Improved Uncanny Dodge; Trap Sense +4; DR 3/-	
🖌 Offense					
Movement	Speed 30 ft.; Fast Move	ement			
Attacks	Melee mattock +4 (2H: 2d4+3/x4) or Melee throwing axe +4 (1d6+2) or Ranged throwing axe (thrown) +1 (1d6+2)	Melee throwing axe + $8/+3$ (1d6+2) or Ranged throwing axe (thrown) + $6/+1$ (1d6+2) or Melee masterwork mattock + $10/+5$ (2H: 2d4+ $3/x4$)	Melee +1 countering mattock +15 (2H: $2d_{4}+5/x_{4}$) or Melee throwing axe +13/+8 (1d6+3) or Ranged throwing axe (thrown) +10/+5 (1d6+3)	Melee throwing axe +17/+12/+7 (1d6+3) or Ranged throwing axe (thrown) +14/+9/+4 (1d6+3) or Melee +2 corrosive mattock +20/+15/+10 (2H: 2d4+6/x4)	
Space / Reach	Space 5 ft.; Reach 5 ft.				
Special Attacks	Intimidating Glare	Brawler, Intimidating Glare, Smasher	Brawler, Greater Brawler, Intimidating Glare, Knockdown, Smasher	Brawler, Greater Brawler, Ground Breaker, Intimidating Glare, Knockdown, Mighty Swing, Smasher	

E Statistics

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Ability Scores	Str 15, Dex 9, Con 16, Int 13, Wis 8, Cha 11	Str 15, Dex 10, Con 16, Int 13, Wis 8, Cha 11	Str 16, Dex 10, Con 16, Int 13, Wis 8, Cha 11	Str 17, Dex 10, Con 16, Int 13, Wis 8, Cha 11		
Core Attack	Base Atk +2; CMB +4; CMD 13	Base Atk +6; CMB +8; CMD 18	Base Atk +10; CMB +13; CMD 23	Base Atk +14; CMB +17; CMD 27		
Feats	Combat Expertise	Combat Expertise, Power Attack, Weapon Focus (Mattock)	Cleave, Combat Expertise, Critical Focus, Power Attack, Weapon Focus (Mattock)	Cleave, Cleaving Finish, Combat Expertise, Critical Focus, Dazing Assault, Power Attack, Weapon Focus (Mattock)		
Skills	Acrobatics -3, Appraise +1, Climb +5, Craft (Untrained) +1, Escape Artist -3, Fly -3, Heal -1, Intimidate +7, Knowledge (Nature) +6, Perception +4, Ride -3, Sense Motive -1, Stealth -3, Survival +4	Acrobatics -5, Appraise +1, Climb +6, Craft (Untrained) +1, Escape Artist -5, Fly -5, Heal -1, Intimidate +11, Knowledge (Nature) +10, Perception +8, Ride -5, Sense Motive -1, Stealth -5, Survival +8, Swim -3	Acrobatics -4, Appraise +1, Climb +15, Craft (Untrained) +1, Escape Artist -4, Fly -4, Heal -1, Intimidate +15, Knowledge (Nature) +14, Perception +12, Ride -4, Sense Motive -1, Stealth -4, Survival +12, Swim -1	Acrobatics -3, Appraise +1, Climb +20, Craft (Untrained) +1, Escape Artist -3, Fly -3, Heal -1, Intimidate +19, Knowledge (Nature) +18, Perception +16, Ride -3, Sense Motive -1, Stealth -3, Survival +16		
Languages	Common, Orc, Goblin					
Special Qualities	Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity	Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Humanoid Traits, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity	Damage Reduction, Darkvision, Fast Movement, Humanoid Traits, Indomitable Will, Intimidating, Orc Blood, Orc Ferocity, Rage, Rage, Weapon Familiarity		
Treasure	mattock; throwing axe (4x); armored coat 13 gp	masterwork mattock; throwing axe (4x); chainmail 41 gp	+1 countering mattock; throwing axe (4x); agile breastplate 63 gp	+2 corrosive mattock; throwing axe (4x); +2 agile breastplate 136 gp		

🛾 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 44: Attitude Modifiers for Pilga

Name	Condition	Effect	Notes
Conversation	Engage in conversation	-2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes	
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers	
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers	
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)	
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4	
Extant	One or more PCs have been arrested	-1	Per offense, no limit	
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10	
Action			Per healing spell/potion/skill check or beneficial spell or effect; maximum +15	
Action	PCs refuse to help when asked -3 Per request; no maximum		Per request; no maximum	
Action	PCs agree to help when asked	+4	Per request; maximum +12	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itse (maximum effect +5 no matter how many times NPC joins party)	
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative	
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum	
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6	
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4	
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum	

Special Abilities

Brawler While raging, the barbarian is treated as if she has Improved Unarmed Strike. If she already has the feat, her unarmed strikes deal 1d6 points of damage (1d4 if she is Small).

Brawler, Greater While raging, the barbarian is treated as if she has Two-Weapon Fighting when making unarmed strike attacks.

Damage Reduction (Ex) You gain damage reduction. Subtract 3 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to o but not below o.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load. **Ground Breaker (Ex)** Once per rage, the barbarian can attack the floor around her as a standard action. This attack automatically hits and deals damage normally. If the barbarian manages to deal more damage than the floor's hardness, the space she occupies and all of the squares adjacent to her become difficult terrain. Creatures in these squares, except the barbarian, must make a DC 15 Reflex save or be knocked prone.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Indomitable Will (Ex) While in rage, you gain a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you also recieve during your rage.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Knockdown (Ex) Once per rage, the barbarian can make a trip

attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Mighty Swing (Ex) You automatically confirm a critical hit. This power is used as an immediate action once a critical threat has been determined. This power can only be used once per rage.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 33 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 42 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Smasher (Ex) Once per rage, whenever the barbarian makes an attack against an unattended object or a sunder combat maneuver, she can ignore the object's hardness. This ability must be used before the attack roll or sunder check is made.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

🗲 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -4 penalty on melee attack rolls and combat maneuver checks to gain a +4 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dazing Assault You can daze foes with wild attacks. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Mattock) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛿 Habits and Logistics

During daylight hours, **Pilga** will be in the **Lower-Class Residential District**, tending to the business of a lanrdlord (albeit begrudgingly).

At night, the half-orc proprietress will either be drinking (typically at the **Leaky Cask Tavern**), or will be outside the city, where she tends to sleep in the wilderness, preferring a cold rock to a warm bed.

🛯 Background

Pilga is an orphan, and presumably the product of an orc/ human liaison, which is further presumed to be unwanted by the human portion of the equation, and yet further presumed to have occurred as part of an orcish raid or plunder. Though many she has encountered are aghast at the implications, and assume that such a person would have a need to know as much of the detail as she could come by, **Pilga** herself has never much cared. She *is*; that much she's certain of, and delving back into the past of an orphan seems quite a lot of work, and to what eventual end? The best-case scenario, in her view, is that she was the product of a *wanted* liaison, but is herself **un**wanted; is that any better than the ambiguity that now clouds the possibilities?

A good shrug and a strong ale tend to wash away any such concerns, **Pilga** has found.

9 In the Obelisk Attack

When the **Obelisk Erupts**, **Pilga** is in the **Lower-Class Residential District**. She stays there as chaos descends, and takes the opportunity to loot rooms. She does so with a crystal-clean conscience: it seems that the world is ending, or perhaps that every one of her tenants has rushed off to either their untimely demise or to flee the city. In any of these scenarios, they certainly won't be coming back anytime soon to collect their paltry treasures, so why not help herself

to the loot?

Conversation

What do you think of Berinncorte?

"It's awful. And the people smell, and are hateful. But the Cask's okay."

Do you know anything about the strife between Zugul and Sheergath?

"There's no way I could possibly care less. Wait; I take that back—if you ask me again, then I'll care less, and then I'll punch you. Which, in a weird way, would make me care more. So to answer your question, shut up."

What do you think of the Mayor and the government?

"Her name's Symms, right? Yup. That's all I know. Or care about it."

Tell me about being a landlord.

▲ "People are rude, they smell, most of 'em trash the place not that there's much to trash, here, you mind, but somehow they still find a way to muck things up. Them that aren't any of those terrible things stiff you on the rent. So yeah, it's basically the best thing ever."

Do you do any... other sorts of work on the side?

Like what? Play the lute? Sing and dance? Got no time for such nonsense, nor desire, truth to tell."

Rhirem (Mercenary Evoker)

CR 2; **XP** 600

Description

Rhirem is something of a rarity—a spellcaster for hire. He's a somewhat antisocial loner with a spirit for adventure—and he has come to realize that he has chosen entirely the wrong class for such a combination of attitudes. Thus, he is now a mercenary: never having to work too closely with anybody for much time, but protected to some extent by safety in numbers when he goes out into the dangers of the wild.

Appearance

Dressed in dark-red robes unadorned by embroidery, the gaunt human has a stubby nose and noticeably large earlobes. His right hand bears numerous scars, though he will not say anything as to their origin.

🖧 Combat Tactics

Rhirem adores combat, but typically fears for his safety unless accompanied by at least a handful of others who can block melee enemies and otherwise protect him so he can focus on ranged magic. He will try to inflict as much damage, as quickly as possible, on as many enemies as possible—sometimes "forgetting" the range and radius of effect of spells in order to do so, catching allies on the outskirts of the effect.

If reduced to fewer than half his maximum hit points the mercenary will begin to rethink the alliance with this acquaintances, and will likely try to flee if he feels it safe. If he does so, and the rest of the party wins the day, he will try to explain that he escaped so he could cover an exit, or that he feared for his life, or something else that makes his actions sound less cowardly. If pressed, he will brusquely admit to running away, and will then remind the PCs that he is, after all, nothing more than a mercenary, and in order to get paid, one has to survive, doesn't one?

Factions

Rhirem has heard of **The Scarlet Path**, and would probably consider joining—if he could only find out how to do so. He's not had the right combination of free time, proximity of access to **Path** members, and intent to follow through with this plan, but he feels it's in his near future.

For the time being, his **tribute** goes to **Berinncorte City** itself.

Contraction of the	🔀 Low	🗵 Moderate	Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male Human; NE Mediu	m humanoid (human)		
Class	Evoker 3	Evoker 7	Evoker 13	Evoker 17
Initiative	+1	+1	+1	+1
Senses	Perception +4	Perception +8	Perception +9	Perception +9
🖸 Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 13, touch 13, ff 12 (+1 Dex, +2 deflection)	AC 17, touch 17, ff 16 (+1 Dex, +4 deflection, +2 misc)	AC 17, touch 17, ff 16 (+1 Dex, +4 deflection, +2 misc)
hp / HD	14 (3d6)-3	27 (7d6)-7	56 (13d6)	69 (17d6)
Saves	Fort +0, Ref +2, Will +4	Fort +1, Ref +3, Will +6	Fort +4, Ref +5, Will +9	Fort +7, Ref +8, Will +13
🗹 Offense				
Movement	Speed 30 ft.			
Attacks	Melee quarterstaff -1 (1d6-2/-2) or Melee dagger -1 (1d4- 2/19-20) or Ranged dagger (thrown) +2 (1d4- 2/19-20)	Melee quarterstaff +1 (1d6-2/-2) or Melee +1 dagger +2 (1d4-1/19-20) or Ranged +1 dagger (thrown) +5 (1d4-1/19- 20)	Melee quarterstaff +4/-1 (1d6-2/-2) or Melee +2 flaming dagger +6/+1 (1d4/19- 20) or Ranged +2 flaming dagger (thrown) +9/+4 (1d4/19-20)	Melee +2 flaming dagger +8/+3 (1d4/19- 20) or Ranged +2 flaming dagger (thrown) +11/+6 (1d4/19-20) or Melee +1 dancing dagger +7 (1d4-1/19- 20) or Ranged +1 dancing dagger (thrown) +10/+5 (1d4-1/19-20) or Melee quarterstaff +6/+1 (2H: 1d6-2)

Space / Reach Space 5 ft.; **Reach** 5 ft.

	🔀 Low	Moderate	Advanced	× Elite
Special Attacks	Force Missile (1d4+1, 7x/day), Intense Spells	Force Missile (1d4+3, 8x/day), Intense Spells	Force Missile (1d4+6, 8x/day), Intense Spells	Force Missile (1d4+8, 9x/day), Intense Spells
Prepared Spells	Wizard (CL 3 rd): 2 nd – acid arrow, elemental touch, flaming sphere 1 st – magic missile (3x), shocking grasp o th – acid splash, detect magic, light, read magic	Wizard (CL 7 rd): 4 th – detonate, fear, fire shield 3 rd – fireball (2x), flame arrow, pain strike 2 nd – acid arrow, elemental touch, fire breath, flaming sphere, invisibility 1 st – charm person, magic missile (3x), ray of enfeeblement, shield, shocking grasp O th – acid splash, detect magic, light, read magic	Wizard (CL 13 th): 7 th – delayed blast fireball, prismatic spray 6 th – chain lightning, disintegrate, dispel magic (greater) 5 th – cloudkill, cone of cold, hold monster, lightning arc, telekinesis 4 th – detonate, fear, fire shield, fire trap, firefall 3 rd – fireball (3x), flame arrow (2x), pain strike 2 nd – acid arrow, elemental touch, fiery shuriken, fire breath, flaming sphere, invisibility 1 st – charm person, magic missile (3x), ray of enfeeblement, shield, shocking grasp 0 th – acid splash, detect magic, light, read magic	Wizard (CL 17 th): 9 th – prismatic sphere 8 th – charm monster (mass), incendiary cloud, sunburst 7 th – delayed blast fireball (2x), hold person (mass), prismatic spray 6 th – acid fog, chain lightning, disintegrate, dispel magic (greater), energy hammer, summon monster VI 5 th – cloudkill, cone of cold, hold monster, lightning arc, pain strike (mass), telekinesis 4 th – detonate, fear, fire shield (2x), fire trap, firefall 3 rd – fireball (3x), flame arrow (2x), pain strike 2 nd – acid arrow, elemental touch, fiery shuriken, fire breath (2x), flaming sphere, invisibility 1 st – charm person, magic missile (3x), ray of enfeeblement, shield, shocking grasp 0 th – acid splash, detect magic, light, read magic
Statistics		-		
Ability Scores	Str 7, Dex 12, Con 9, Int 19, Wis 13, Cha 12	Str 7, Dex 12, Con 9, Int 20, Wis 13, Cha 12	Str 7, Dex 12, Con 10, Int 21, Wis 13, Cha 12	Str 7, Dex 12, Con 10, Int 22, Wis 13, Cha 12
Core Attack	Base Atk +1; CMB -1; CMD 10	Base Atk +3; CMB +1; CMD 14	Base Atk +6; CMB +4; CMD 21	Base Atk +8; CMB +6; CMD 23
Feats	Combat Casting, Elemental Focus (Elemental Focus (Fire)), Fast Learner, Scribe Scroll	Combat Casting, Elemental Focus (Elemental Focus (Fire)), Fast Learner, Maximize Spell, Minor Spell Expertise, Scribe Scroll, Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis)	Brew Potion, Combat Casting, Elemental Focus (Elemental Focus (Fire)), Fast Learner, Greater Elemental Focus (Greater Elemental Focus (Fire)), Maximize Spell, Minor Spell Expertise, Scribe Scroll, Spell Focus (Evocation, FireSchool), Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis)	Arcane Blast, Arcane Strike, Brew Potion, Combat Casting, Discovery (Arcane Builder) (Brew Potion), Discovery (Fast Study), Elemental Focus (Elemental Focus (Fire)), Fast Learner, Greater Elemental Focus (Greater Elemental Focus (Fire)), Maximize Spell, Minor Spell Expertise, Scribe Scroll, Spell Focus (Evocation, FireSchool), Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis
a statistic survey of	🗵 Low	🔀 Moderate	Advanced	× Elite
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Skille				
the second se	Acrobatics +1, Appraise +4, Artistry +4, Bluff +1, Climb -2, Craft (Untrained) +4, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Perception +4, Perform (Untrained) +1, Ride +1, Sense Motive +4, Sleight of Hand +2, Spellcraft +10, Stealth +1, Survival +2, Swim -2, Use Magic Device +4	Acrobatics +1, Appraise +5, Artistry +5, Bluff +1, Climb -2, Craft (Untrained) +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +14, Knowledge (Geography) +10, Knowledge (History) +15, Knowledge (Local) +12, Perception +8, Perform (Untrained) +1, Ride +1, Sense Motive +8, Sleight of Hand +2, Spellcraft +15, Stealth +1, Survival +2, Swim -2, Use Magic Device +8	Acrobatics +1, Appraise +9, Artistry +5, Bluff +1, Climb -2, Craft (Untrained) +5, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +21, Knowledge (Dungeoneering) +21, Knowledge (Geography) +21, Knowledge (History) +21, Knowledge (Local) +21, Perception +9, Perform (Untrained) +1, Ride +1, Sense Motive +9, Sleight of Hand +2, Spellcraft +21, Stealth +1, Survival +2, Swim -2, Use Magic Device +8	Acrobatics +1, Appraise +15, Artistry +6, Bluff +1, Climb -2, Craft (Untrained) +6, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +1, Heal +1, Intimidate +1, Knowledge (Arcana) +26, Knowledge (Dungeoneering) +26, Knowledge (Geography) +26, Knowledge (History) +26, Knowledge (Local) +26, Knowledge (Nature) +16, Knowledge (Planes) +22, Perception +9, Perform (Untrained) +1, Ride +1, Sense Motive +9, Sleight of Hand +2, Spellcraft +26, Stealth +1, Survival +2, Swim -2, Use Magic Device +8
Languages	Common, Abyssal, Dwarven, Goblin, Orc	Common, Abyssal, Dwarven, Goblin, Orc, Halfling	Common, Abyssal, Dwarven, Goblin, Orc, Halfling	Common, Abyssal, Dwarven, Goblin, Orc, Halfling, Read Lips
Special Qualities	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Wizard Spell (3x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Feats, Bonus Wizard Spell (7x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Feats, Bonus Wizard Spell (13x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School	Arcane Bond, Arcane School, Bonded Object, Bonus Feat, Bonus Feats, Bonus Wizard Spell (17x), Cantrips, Divination Opposition School, Evocation School, Skilled, Wood Opposition School
	quarterstaff; masterwork ring; scholar's outfit; dagger (2x); wand of cure light wounds; spellbook 19 gp	robes of deflection +2; quarterstaff; masterwork ring; scholar's outfit; dagger +1; wand of cure moderate wounds; spellbook 51 gp	cloak of deflection +4; ring of luck +2; quarterstaff; masterwork ring; scholar's outfit; +2 flaming dagger; wand of cure serious wounds; spellbook 141 gp	necklace of deflection +3; cloak of deflection +4; ring of luck +2; boots of insight +2; quarterstaff; masterwork ring; scholar's outfit; +1 dancing dagger; +2 flaming dagger; wand of cure critical wounds; spellbook 34 pp; 78 gp
Nagic _				
	Wizard (CL 3 rd) 4+0/3+1/2+1/0/0/ 0/0/0/0 DC 15+spell level	Wizard (CL 7 th) 4+0 / 6+1 / 4+1 / 3+1 / 2+1 / 0 / 0 / 0 / 0 DC 16+spell level	Wizard (CL 13 th) 4+0 / 6+1 / 5+1 / 5+1 / 5+1 / 4+1 / 2+1 / 1+1 / 0 DC 16+spell level	Wizard (CL 17 th) 4+0 / 6+1 / 6+1 / 5+1 / 5+1 / 5+1 / 5+1 / 3+1 / 2+1 DC 17+spell level
Attitude Track	er			
Starting Attitude: 14 (Ind	different)	A Calman Calman		

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 **Fostile Unfriendly Indifferent Friendly Fielpful**

Table 45: Attitude Modifiers for Rhirem

Name	Condition	Effect	Notes	
Commerce	Hire	+2, +1 per day hired	Maximum total impact +6	
Conversation	Engage in conversation outside the context of a transaction	+2	-	
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers	
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers	
Conversation	PCs threaten violence	-5	-	
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers	
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers	
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)	
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4	
Extant	One or more PCs have been arrested	-1	Per offense, no limit	
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10	
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15	
Action	PCs refuse to help when asked	-3	Per request; no maximum	
Action	PCs agree to help when asked	+4	Per request; maximum +12	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)	
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative	
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum	
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6	

	Name	Condition	Effect	Notes
'	Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
'	Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Arcane Bond (Su) You have selected to establish a powerful arcane bond with an object.

Bonded Object Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet occupies the ring or neck slot accordingly.

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.

Bonus Wizard Spell (17x) Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Cantrips You can prepare a number of cantrips, or o-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.

Divination Opposition School You have chosen divination spells as an opposition school. Preparing an divination spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an divination spell as a prerequisite.

Elemental Wall (Sp) You can create a wall of energy that lasts for 17 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when you create it. The elemental wall otherwise functions like Wall of Fire.

Evocation School You have chosen to specialize in evocation spells.

Force Missile (Sp) As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+8 points of damage. This is a force effect. You can use this ability 9 times per day.

Intense Spells (Su) Whenever you cast an evocation spell that deals hit point damage, add +8 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Wood Opposition School You have chosen wood spells as an opposition school. Preparing a wood spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has a wood spell as a prerequisite.

🗲 Feats

Arcane Blast You can convert any spell into an attack. As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a ray, targeting any foe within

30 feet as a ranged touch attack. This attack deals 2d6 points of damage plus an additional 1d6 points of damage for every level of the spell or spell slot you sacrificed. o-level spells may not be sacrificed in this manner.

Arcane Strike As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, you gain a +4 damage bonus and your weapons are treated as magic for the purpose of overcoming damage reduction. As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

Brew Potion You can create magic potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Discovery (Arcane Builder) (Brew Potion) You have an exceptional understanding of the theory behind creating magical items. You have an exceptional understanding of the theory behind creating magical items. Select one type of magic item (potions, wondrous items, and so on). You create items of this type 25% faster than normal, and gain a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type.

Discovery (Fast Study) You can prepare all your spells in 15 minutes. Normally, a wizard spends 1 hour preparing all of his spells for the day, or proportionately less if he only prepares some spells, with a minimum of 15 minutes of preparation. Thanks to mental discipline and clever mnemonics, you can prepare all of your spells in only 15 minutes, and your minimum preparation time is only 1 minute.

Elemental Focus (Elemental Focus (Fire)) Your spells of a certain element are more difficult to resist. Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

Fast Learner Your progress gains extra versatility. When you gain a level in a favored class, you gain both +1 hit point and +1 skill rank instead of choosing either one or the other benefit or you can choose an alternate class reward.

Greater Elemental Focus (Greater Elemental Focus (Fire)) Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist. Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

Maximize Spell Your spells have the maximum possible effect. All variable, numeric effects of a spell modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables. A maximized spell uses up a spell slot three levels higher than the spell's actual level. An empowered, maximized spell gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Minor Spell Expertise You are able to cast a 1st-level spell as a

spell-like ability. Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

Scribe Scroll You can create magic scrolls. You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.

Spell Focus (Evocation, FireSchool) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Spell Mastery (Invisibility, Light, Magic Missile, Read Magic, Telekinesis) You have mastered a small handfull of spells, and can prepare these spells without referencing your spellbooks at all. Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

X Known Spells

Wizard

oth - Acid Splash, Daze, Detect Magic, Flare, Light, Read Magic, Spark 1st - Charm Person, Flare Burst, Magic Missile, Protection from Law, Ray of Enfeeblement, Shield, Shocking Grasp

2nd - Acid Arrow, Boiling Blood, Darkness, Elemental Touch, Fiery Shuriken, Fire Breath, Flaming Sphere, Invisibility

3rd - Fireball, Flame Arrow, Flash Fire, Haste, Pain Strike

4th - Detonate, Elemental Body I, Fear, Fire Shield, Fire Trap, Firefall **5th -** Baleful Polymorph, Cloudkill, Cone of Cold, Hold Monster,

Lightning Arc, Pain Strike, Mass, Summon Monster V, Telekinesis

6th - Acid Fog, Chain Lightning, Cold Ice Strike, Disintegrate, Dispel Magic (Greater), Enemy Hammer, Summon Monster VI

7th - Delayed Blast Fireball, Hold Person (Mass), Invisibility (Mass), Mage's Sword, Prismatic Spray, Summon Monster VII, Teleport (Greater)

8th - Charm Monster (Mass), Horrid Wilting, Incendiary Cloud, Prismatic Wall, Stormbolts, Summon Monster VIII, Sunburst, Wall of Lava

9th - Energy Drain, Fiery Body, Hold Monster (Mass), Icy Prison, Mass, Prismatic Sphere, Teleportation Circle

🛿 Habits and Logistics

During daylight hours, **Rhirem** will amble about; the GM is free to "place" him anywhere desired (or nowhere).

At night, **Rhirem** will usually (**85%**) be at the **Leaky Cask Tavern**, basically hanging out and looking strange in the hopes that it might serve to attract clients who want to hire his services. He has found that wearing robes indoors, avoiding direct social contact, and being just generally "wizardly" are normally sufficient to generate the sort of attention he's interested in. This matches well with his lazy approach to employment and changing his demeanor; he simply doesn't care. If he is not at the **Tavern**, it's because he's out of the city altogether, working with clients who have hired him for the day (or longer).

Background

Rhirem fell into being a spellcaster almost by accident; the son of a wealthy merchant, he attended schooling, but between his social anxiety and his high intelligence, was unliked and picked on mercilessly. Knowing he couldn't fight back effectively in a physical manner, he asked his parents for a tutor to study magic. Within a few months, he had gathered enough knowledge and skill to repay his tormentors the unkindness visited upon him a hundredfold.

It's unclear whether he had set out to kill the two older boys who had bullied him. But regardless of his original intent, or his claims in heated discussions with the schoolmaster, the authorities, and his parents, he was asked to leave both school and family.

And so, he set out on his own at the tender age of 14, though his parents did then and still send him a stipend, less out of a desire to see him do well and more out of pure guilt at having exiled him from a prosperous and otherwise loving home.

Needless to say, the event pushed him even further away from others, and now, **Rhirem** lives mainly to use his art for the destruction of others. That some people would not only sanction such a perspective, but *pay* for him to do so—well, isn't that just the best way this could have turned out?

In the Obelisk Attack

Rhirem is in the **Tavern** when the attack occurs. At first, he shies away from the chaos, but as soon as it's clear that there is combat taking place, and that the general distraction of everything happening at once means he won't be singled out by the creatures emerging from the fissure, he starts fighting, laying about him in an ecstatic frenzy until his spells are exhausted and he is forced to seek safety.

Perhaps more than any other resident of **Berinncorte**, **Rhirem** thirsts for more of the **Obelisk** and what it has brought forth.

Conversation

What do you think of Berinncorte?

What do I think of... are you serious? You're serious, aren't you. It's a city. You're in it, right now. You tell me how it is."

Do you know anything about the strife between Zugul and Sheergath?

• "Yes. I know it's silly and pathetic and that everyone involved even a little bit should have better things on their mind. You included, apparently, since you're so concerned about it."

What do you think of the Mayor and the government?

Symms is not my favorite person. But then, nobody is, because you're all horrible. In different ways, mind. You, for example: you're horrible because you ask inane questions."

Tell me about being a magician for hire.

▲ "Magicians do party tricks. I set monsters on fire so others can get the gold in their lair. There's a difference, I'll have you know. *That* is absolutely amazing, and it's the best thing in the world, and I get to do it, so therefore, I am awesome."

Do you do any... other sorts of work on the side?

My main profession is incinerating other people, or monsters, for gold. And that pays well. What possible purpose would I have doing anything else too?"

Heard anything interesting around here?

"I don't like talking to people. You included, now that we're on the subject."

Diplomacy check opposed by **Rhirem's Bluff** check, pressing the above matter:

^I ^I ^I ^Oh, fine. I spend all my free time at a tavern, drinking and waiting for clients to take note and hire me; of course I hear interesting things! Here's what I know, but it'll cost you. Five gold." If the succeeding PC pays up, she may make a free roll on the Rumors and Lore table. In relating the information, roll a ^I D6: on a 1-2, Rhirem accurately relates whether the item is true or not; on a 3-4, he lies (saying it is true if it isn't, and false if it's true); on a 5-6, he does not volunteer anything as to the accuracy of the tidbit.

Rona Stonehammer (Combat Trainer)

CR 1; **XP** 400

Description

Ash "Executioner" may be the city's formal trainer and leader of doing so in the context of the **Militia**, but for the common citizen or visitor, there's no substitute for this dwarven blowhard. She's strong, capable, and demanding, and one can never quite tell if her taunts, boasts, and insults are meant as playful encouragement, biting wit, or simply a social cruelty. In the end, though, it hardly matters: while the occasional comment might sting those with a thin skin, it's difficult not to love and get along with **Rona Stonehammer**.

Appearance

Rona is an intimidating presence, but with a clear sense of humor and general lust for life; in this manner, she's similar to **Ash "Executioner"** the **Militia** trainer. She keeps her hair braided and cut short, and it's not uncommon that she be mistaken for a male dwarf at first glance—**Rona** takes no offense to this generally. Her hair is greying a bit, and as she will admit, she's put on a few pounds since her prime, but she can still dual-wield longswords with the best of them.

🖧 Combat Tactics

Rona is a hardened veteran, and a combat trainer: naturally, she won't shy away from a fight, but will choose to fight when the conditions favor her. She's not above **Militia** involvement if circumstances aren't going her way, but will begin combat on her own.

🚰 Factions

Rona pays her **Tribute** directly to the city of **Berinncorte**. In her youth, she was a member of **The Wild Kingdom** for a few years, and still knows a few people in that organization that have achieved leadership positions, but other than those few old friends, has no further current ties to the group.

Initiative+1+2+3+7SensesPerception +5; Darkvision 60 ft.Perception +7; Darkvision 60 ft.Perception +11; Darkvision 60 ft.Perception +14; Darkvision 60 ft.DefenseArmor ClassAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6 chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7 chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-WeaponAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+474 (6d12)+(4d10)+6102 (8d12)+(6d10)+8SavesFort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilitiesFort +7, Ref +3, vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;		🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Sex / Race ClassFemale Dwarf; CN Medium humanoid (dwarf); middle-agedBarbarian 2Barbarian 4 / Fighter 2Barbarian 6 / Fighter 4Barbarian 8 / Fighter 6Initiative senses+1+2+3+7Perception +5; Darkvision 60 ft.Perception +7; Darkvision 60 ft.Perception +11; Darkvision 60 ft.Perception +14; Darkvision 60 ft.DefenseArmor ClassAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6 chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7 chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-Weapon DefenseAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+4Fort +9, Ref +6, Will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will +4; +2 vs. poison, spells, and spell-like abilities;	👤 General				
ClassBarbarian 2Barbarian 4 / Fighter 2Barbarian 6 / Fighter 4Barbarian 8 / Fighter 6Initiative+1+2+3+7SensesPerception +5; Darkvision 60 ft.Perception +7; Darkvision 60 ft.Perception +11; Darkvision 60 ft.Perception +14; Darkvision 60 ft.DefenseAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6 chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7 chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-Weapon DefenseAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+474 (6d12)+(4d10)+6102 (8d12)+(6d10)+8Fort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilitiesFort +7, Ref +3, Will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;	CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Initiative senses+1+2+3+7Perception +5; Darkvision 60 ft.Perception +7; Darkvision 60 ft.Perception +11; Darkvision 60 ft.Perception +14; Darkvision 60 ft.DefenseArmor ClassAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6 chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7 chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-Weapon DefenseAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+474 (6d12)+(4d10)+6102 (8d12)+(6d10)+8SavesFort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilitiesFort +7, Ref +3, vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, will +2; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, will +2; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, will +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, will +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, vs. poison, spells, and spell-like abilities;	Sex / Race	Female Dwarf; CN Medi	um humanoid (dwarf); m	iddle-aged	
SensesPerception +5; Darkvision 60 ft.Perception +7; Darkvision 60 ft.Perception +11; Darkvision 60 ft.Perception +14; Darkvision 60 ft.Image: DefenseArmor ClassAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6) chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7) chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-Weapon DefenseAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+474 (6d12)+(4d10)+6102 (8d12)+(6d10)+8Fort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, will vs. fear; +2 vs. poison, spells, and spell-like abilities;	Class	Barbarian 2	Barbarian 4 / Fighter 2	Barbarian 6 / Fighter 4	Barbarian 8 / Fighter 6
Darkvision 60 ft.Darkvision 60 ft.Darkvision 60 ft.Darkvision 60 ft.DefenseArmor ClassAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6 chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7 chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-Weapon DefenseAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+474 (6d12)+(4d10)+6102 (8d12)+(6d10)+8SavesFort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +2, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;	Initiative	+1	+2	+3	+7
Armor ClassAC 18, touch 12, ff 18 (+1 Dex, +1 Dodge, +6 chainmail)AC 20, touch 13, ff 20 (+2 Dex, +1 Dodge, +7 chainmail +1)AC 24, touch 14, ff 24 (+3 Dex, +1 Dodge, +9 balanced chainmail +3); Two-Weapon DefenseAC 25, touch 14, ff 25 (+3 Dex, +1 Dodge, +10 chainmail of determination +4); Two-Weapon Defensehp / HD18 (2d12)+245 (4d12)+(2d10)+474 (6d12)+(4d10)+6102 (8d12)+(6d10)+8SavesFort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilitiesFort +7, Ref +3, Will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +11, Ref +7, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;	Senses		-	-	
hp / HD18 (2d12)+245 (4d12)+(2d10)+4Fort +7, Ref +3, Will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +7, Ref +3, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +1, Ref +7, Will vs. fear; +2 vs. poison, spells, and spell-like abilities;	Defense				
SavesFort +3, Ref +1, Will +0; +2 vs. poison, spells, and spell-like abilitiesFort +7, Ref +3, Will +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +9, Ref +6, Will +3; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Fort +11, Ref +7, Will +4; +2 vs. poison, spells, and spell-like abilities;	Armor Class	(+1 Dex, +1 Dodge, +6	(+2 Dex, +1 Dodge, +7	(+3 Dex, +1 Dodge, +9 <i>balanced chainmail</i> +3); Two-Weapon	(+3 Dex, +1 Dodge, +10 chainmail of determination +4);
Will +0; +2 vs. poison, spells, and spell-like abilitiesWill +1; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Will +2; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;Will +4; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities;	hp / HD	18 (2d12)+2	45 (4d12)+(2d10)+4	74 (6d12)+(4d10)+6	102 (8d12)+(6d10)+8
DR 1/-	Saves	Will +0; +2 vs. poison, spells, and	Will +1; +1 Will vs. fear; +2 vs. poison, spells, and	Will +3; +1 Will vs. fear; +2 vs. poison, spells, and	Will +4; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities; +2 Reflex to avoid traps;
Defensive AbilitiesUncanny DodgeUncanny Dodge; Trap Sense +1Improved Uncanny Dodge; Trap Sense +2Improved Uncanny Dodge; Trap Sense +2	Defensive Abilities	Uncanny Dodge		Dodge;	Dodge;

Offense

Movement Speed 30 ft.; Fast Movement

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The Parts	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee longsword +5 (1d8+3/19-20) or Melee dagger +5 (1d4+1/19-20) or Ranged dagger (thrown) +3 (1d4+3/19-20)	Melee masterwork longsword +11 (1d8+1/19-20) or Melee dagger +9/+4 (1d4+3/19-20) or Ranged dagger (thrown) +8/+3 (1d4+3/19-20)	Melee +1 shocking longsword +15/+10 (1d8+4/19-20) or Melee +2 courageous longsword +16 (1d8+5/19-20) or Melee dagger +13/+8 (1d4+3/19-20) or Ranged dagger (thrown) +13/+8 (1d4+3/19-20)	Melee +2 courageous longsword +21/+16 (1d8+6/19-20) or Melee +3 corrosive burst longsword +22/+17/+12 (1d8+7/19-20) or Melee dagger +17/+12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +17/+12/+7 (1d4+3/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	-	Knockdown	Knockdown	Knockdown, Powerful Blow
Statistics				
Ability Scores	Str 16, Dex 13, Con 10, Int 10, Wis 11, Cha 10	Str 16, Dex 15, Con 10, Int 10, Wis 11, Cha 10	Str 16, Dex 16, Con 10, Int 10, Wis 11, Cha 10	Str 16, Dex 17, Con 10, Int 10, Wis 11, Cha 10
Core Attack	Base Atk +2; CMB +5; CMD 17 (21 vs. bullrush or trip)	Base Atk +6; CMB +9; CMD 22 (26 vs. bullrush or trip)	Base Atk +10; CMB +13; CMD 27 (31 vs. bullrush or trip)	Base Atk +14; CMB +17; CMD 31 (35 vs. bullrush or trip)
Feats	Dodge	Dodge, Intimidating Prowess, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword)	Combat Reflexes, Dodge, Double Slice, Intimidating Prowess, Power Attack, Two- Weapon Defense, Two-Weapon Fighting, Weapon Focus (Longsword)	Combat Reflexes, Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Intimidating Prowess, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (Longsword)
Skills	Acrobatics +1, Climb +3, Escape Artist -4, Fly -4, Intimidate +5, Perception +5, Ride -4, Stealth -4, Swim -2	Acrobatics +7, Climb +6, Escape Artist -2, Fly -2, Intimidate +12, Perception +7, Ride -2, Stealth -2, Swim -1	Acrobatics +11, Climb +11, Intimidate +14, Perception +11	Acrobatics +14, Climb +14, Intimidate +17, Perception +14
Languages	Common, Dwarven			
Special Qualities	Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Bonus Feats, Bravery, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Rolling Dodge, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Damage Reduction, Darkvision, Defensive Training, Fast Movement, Greed, Guarded Stance, Hardy, Hatred, Humanoid Traits, Rage, Rage, Rolling Dodge, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	longsword (2x); dagger (2x); chainmail 18 gp	masterwork longsword (2x); dagger (2x); +1 <i>chainmail</i> 64 gp	+1 shocking longsword; +2 courageous longsword; dagger (2x); +3 balanced chainmail 6 pp; 133 gp	+3 corrosive burst longsword; +2 courageous longsword; dagger (2x); +4 chainmail of determination 34 pp; 281 gp

Starting Attitude: 14 (Indifferent)



Table 46: Attitude Modifiers for Rona Stonehammer

Name	Condition	Effect	Notes	
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp	
Conversation	Engage in conversation outside the context of a transaction	+2	-	
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers	
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers	
Conversation	PCs threaten violence	-5	-	
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers	
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers	
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers	
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)	
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4	
Extant	One or more PCs have been arrested	-1	Per offense, no limit	
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10	
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15	
Action	PCs refuse to help when asked	-3	Per request; no maximum	
Action	PCs agree to help when asked	+4	Per request; maximum +12	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)	
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative	
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum	

Name	Condition	Effect	Notes
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 1 and increase the maximum Dexterity bonus allowed by your armor by +1

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +2 bonus to Will saves against fear effects.

Damage Reduction (Ex) You gain damage reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to o but not below o.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for 1 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Knockdown (Ex) Once per rage, the barbarian can make a trip attack against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is knocked prone. This does not provoke an attack of opportunity.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon. **Powerful Blow (Ex)** You gain a +3 bonus on a single damage roll. This power is used as a swift action before the roll to hit is made. This power can only be used once per rage.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 18 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 28 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rolling Dodge (Ex) You gain a +2 dodge bonus to your Armor Class against ranged attacks for 1 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1

🖌 Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Two-Weapon Rend Striking with both your weapons simultanoeusly, you can use them to deliver devastating wounds. If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 4. You can only deal this additional damage once each round.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Rona** will be in her stall in the **Town Square**, hawking and delivering her services.

At night, she will steep in the wine, song, and warmth of the **Shanty Town** area of **Town Square.**

Background

Rona was born to a proud, though poor, dwarven family. Farmers by trade, they thus occupied one of the lower, yet essential, roles in the race's culture: food is of course necessary to live, but requires being out of doors and relatively socially isolated, and was generally speaking not too profitable. The **Stonehammer** clan began as militants, capable members of the dwarven military who often held leadership roles, but in prolonged times of peace, they took up farming as a functional alternative to butchery.

As she matured, and grew in stature as well as physical prowess, it became clear that **Rona** was certainly not for the farming life, and any attempts to force the matter would either push her into a desperate escape from the lifestyle, or if she gave in, depress something essential about her spirit. And so her parents scraped together what money they could, and gave her the opportunity to set forth and make her name in the world. Eight years of occasionally-profitable adventuring later, **Rona** had a good deal of spirit and fight left in her... but the risk seemed too great, at least going it alone.

These days, she trains and taunts, and will occasionally consider joining a band of adventurers for the fun of it (and a share of the loot).

In the Obelisk Attack Sadly, Rona perishes trying to escort others to

Sadly, **Rona** perishes trying to escort others to safety.

Conversation

What do you think of Berinncorte?

Ah, I've been a lot of places, and this is as fine as any I've seen. Not dirty enough, you ask me, though. I never trust anybody who doesn't like to get their hands messy once in a while, and the same holds true for cities. Too clean. Makes you wonder why they feel the need to wash up so often, you know what I mean?"

Do you know anything about the strife between Zugul and Sheergath?

▲ "Two churches, with an ideological difference between them? And each seems to be exploiting it to summon fervor for their flock? What a unique situation. Certainly never seen that before. In any city in the entire Realm." *The sarcasm seems as though it has a personal edge to it, but she doesn't volunteer more.*

What do you think of the Mayor and the government?

Symms is all right. Mind, I've not shared drinks with the lady, so I can't claim to know her mind, but she seems to do right by the city, even if common word is that she does so with a hard hand."

Tell me about being a trainer.

"I get to yell at people, and hit them with sticks. And then they pay me. Usually they even thank me, too. So to answer your question, it's pretty much the best thing ever. It's a lot of the excitement of adventuring, but at the end of the day, I don't have to find a cleric to help grow my arm back after an ogre bit it off."

Do you do any... other sorts of work on the side?

For the right price, I can usually be coerced into joining a group of adventurers, if the risk isn't too great, and I get a share of the treasure too."



Shakira Alam (Merchant)

CR 2; **XP** 600

Description

Berinncorte's primary source of locks, ropes, chains, cages, and all manner of binding things, **Shakira Alam** is a young halfling rogue and ranger with myriad talents and a short attention span. One wonders at her ability to stand in her stall, day in, day out, and wait for business; indeed, much of the time, she's whittling something or woodworking. She has a strong relationship with most of the other female merchants in town, and is romantically involved with **Elizavetta Burak**; the halfling lock merchant doesn't care a whit about her companion's chosen profession, and is not threatened in the least that her lover is herself lover to many others.

Appearance

Short and slender, **Shakira** prefers loose leather armor rather than the more form-fitting manner more stereotypical of her gender. It's difficult to get, generally, and so much of her armor has been custom-made by tailors and leathercrafters. **Shakira** has reddish-black hair, a bizarre genetic anomaly that most assume is an affectation made possible by dye.

She keeps it chin-length and straight; it frames her face in an effortless but not unpretty manner.

🖧 Combat Tactics

Shakira won't wade into an existing combat, or seek one out, but won't flee from one once started, either. Her short temper, dwindling attention span, and generally impetuous nature have made unsought combat an occasional necessity; she knows her way around a blade.

Factions

Shakira has been solicited by the **Emerald Garden**, but truthfully doesn't care much for the environment as an entity unto itself. She has great respect for nature, and will go out of her way to benefit it and avoid disrupting it to too great an avoidable extent. But her experience with, and her very interest in, nature has taught her that Gaia does all right by herself; the very most that is required of any who are truly concerned for the Realm is to stay out of Her way as much as possible, and let her do her own thing.

As a result, her **Tribute**, while she is in the city, goes to **Berinncorte City** itself.

and the second	🔀 Low	🔀 Moderate	🔀 Advanced	imes Elite
👤 General				
CR / XP	CR 2; XP 200	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Halfling; CN Sma	all humanoid (halfling)		
Class	Rogue 2 / Ranger 1	Rogue 3 / Ranger 3	Rogue 5 / Ranger 5	Rogue 7 / Ranger 7
Initiative	+3	+3	+3	+7
Senses	Perception +3	Perception +4	Perception +4	Perception +5
Defense				
Armor Class	AC 19, touch 15, ff 15 (+1 size, +3 Dex, +1 Dodge, +3 studded leather armor, +1 light wooden shield)	AC 22, touch 15, ff 18 (+1 size, +3 Dex, +1 Dodge, +4 <i>studded</i> <i>leather armor</i> +1, +3 <i>light wooden shield</i> +1)	AC 23, touch 15, ff 23 (+1 size, +3 Dex, +1 Dodge, +5 studded leather armor +2, +3 light wooden shield +1)	AC 24, touch 15, ff 24 (+1 size, +3 Dex, +1 Dodge, +6 balanced studded leather armor +3, +3 light wooden shield +1)
hp / HD	23 (2d8)+(1d10)+5	43 (3d8)+(3d10)+9	72 (5d8)+(5d10)+15	101 (7d8)+(7d10)+21
Saves	Fort +4, Ref +9, Will +2; +2 vs. fear	Fort +6, Ref +10, Will +5; +2 vs. fear; +1 Reflex to avoid traps	Fort +7, Ref +12, Will +5; +2 vs. fear; +1 Reflex to avoid traps	Fort +9, Ref +14, Will +8; +2 vs. fear; +2 Reflex to avoid traps
Defensive Abilities	Evasion	Evasion, Trap Sense +1	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge
S Offense				
Movement	Speed 20 ft.	Speed 20 ft.	Speed 20 ft.	Speed 20 ft. ; Woodland Stride
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and the second		➤ Moderate	🔀 Advanced	≚ Elite
Attacks	Melee gladius (small) +2 (1d4-1/19-20) or Melee light wooden shield (small) +2 (1d2- 1) or Melee dagger (small) +2 (1d3-1/19-20) or Ranged dagger (small/ thrown) +6 (1d3-1/19- 20) Melee masterwork gladius (small) +6 (1d4-1/19-20) or Melee +1 light wooden shield (small) +5 (1d2- 1) or Melee dagger (small) +5 (1d3-1/19-20) or Ranged dagger (small/ thrown) +9 (1d3-1/19- 20)	Melee +1 light wooden shield (small) +12 (1d2-1) or Melee +2 gladius (small) +15/+10 (1d4+1/19-20) or Melee dagger (small) +12/+7 (1d3-1/19-20) or Ranged dagger (small/ thrown) +12/+7 (1d3- 1/19-20)	Melee +1 light wooden shield (small) +16 (1d2-1) or Melee +3 countering gladius (small) +20/+15/+10 (1d4+2/19-20) or Melee dagger (small) +16/+11/+6 (1d3-1/19- 20) or Ranged dagger (small/ thrown) +16/+11/+6 (1d3-1/19-20)	
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Humanoid (Dwarf) +2, Sneak Attack 1d6	Humanoid (Dwarf) +2, Sneak Attack 2d6	Humanoid (Dwarf) +4, Humanoid (Goblinoid) +2, Sneak Attack 3d6	Humanoid (Dwarf) +4, Humanoid (Goblinoid) +2, Sneak Attack 4d6
Prepared Spells	-	-	Ranger (CL 5 th): 1 st – charm animal (DC 13), read magic	Ranger (CL 7 th): 2 nd - barkskin 1 st - charm animal (DC 14), read magic
Statistics				
Ability Scores	Str 9, Dex 16, Con 12, Int 9, Wis 13, Cha 12	Str 9, Dex 16, Con 12, Int 9, Wis 14, Cha 12	Str 9, Dex 16, Con 12, Int 9, Wis 15, Cha 12	Str 9, Dex 16, Con 12, Int 9, Wis 16, Cha 12
Core Attack	Base Atk +2; CMB +0; CMD 14	Base Atk +5; CMB +3; CMD 17	Base Atk +8; CMB +6; CMD 20	Base Atk +12; CMB +14; CMD 24
Feats	Dodge, Quick Draw	Deceitful, Dodge, Endurance, Quick Draw, Shield Focus	Deceitful, Dodge, Endurance, Quick Draw, Shield Focus, Weapon Finesse, Weapon Focus (Gladius)	Agile Maneuvers, Deceitful, Dodge, Endurance, Improved Initiative, Improved Shield Bash, Quick Draw, Shield Focus, Weapon Finesse, Weapon Focus (Gladius)
Skills	Acrobatics +3, Appraise -1, Bluff +7, Climb -1, Craft (Untrained) -1, Diplomacy +6, Disable Device +8, Disguise +5, Escape Artist +1, Fly +3, Heal +1, Intimidate +6, Perception +3, Perform (Untrained) +1, Ride +1, Sense Motive +7, Sleight of Hand +7, Stealth +5, Survival +1, Swim -3, Use Magic	Acrobatics +5, Appraise -1, Bluff +11, Climb +1, Craft (Untrained) -1, Diplomacy +9, Disable Device +12, Disguise +9, Escape Artist +3, Fly +5, Heal +2, Intimidate +8, Perception +4, Perform (Untrained) +1, Ride +3, Sense Motive +10, Sleight of Hand +11, Stealth +7, Survival +2, Swim -1,	Acrobatics +5, Appraise -1, Bluff +14, Climb +1, Craft (Untrained) -1, Diplomacy +12, Disable Device +16, Disguise +10, Escape Artist +3, Fly +5, Heal +2, Intimidate +12, Perception +4, Perform (Untrained) +1, Ride +3, Sense Motive +13, Sleight of Hand +14, Stealth +7, Survival +2, Swim -1,	Acrobatics +5, Appraise -1, Bluff +19, Climb +1, Craft (Untrained) -1, Diplomacy +15, Disable Device +21, Disguise +11, Escape Artist +3, Fly +5, Heal +3, Intimidate +15, Perception +5, Perform (Untrained) +1, Ride +3, Sense Motive +18, Sleight of Hand +17, Stealth +7, Survival +3, Swim -1, Use Magic
	Device +6	Use Magic Device +8	Use Magic Device +12	Device +15
Languages	Common, Halfling			

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Special Qualities	Charmer, Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Sure-Footed, Track +1, Trapfinding, Weapon Familiarity, Wild Empathy +2	Charmer, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Humanoid Traits, Keen Senses, Sure-Footed, Track +1, Trapfinding, Weapon Familiarity, Wild Empathy +4	Black Market Connections, Charmer, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Humanoid Traits, Hunting Companions, Keen Senses, Sure- Footed, Track +2, Trapfinding, Weapon Familiarity, Wild Empathy +6	Black Market Connections, Charmer, Deft Palm, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Humanoid Traits, Hunting Companions, Keen Senses, Sure-Footed, Track +3, Trapfinding, Weapon Familiarity, Wild Empathy +8, Woodland Stride
Treasure	gladius (small); light wooden shield (small); studded leather armor (small); dagger (4x, small) 22 gp	masterwork gladius (small); +1 light wooden shield (small); +1 studded leather armor (small); dagger (4x, small) 66 gp	+2 gladius (small); +1 light wooden shield (small); +2 studded leather armor (small); dagger (4x, small) 97 gp	+3 countering gladius (small); +1 light wooden shield (small); +3 balanced studded leather armor (small); dagger (4x, small) 168 gp
MAGIC				
Spells per Day	-	-	Ranger (CL 5):	Ranger (CL 7):

💙 Attitude Tracker

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Starting Attitude: 14 (Indifferent)



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DC: 13 + spell level

Table 47: Attitude Modifiers for Shakira Alam

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Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

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DC: 14 + spell level

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Black Market Connections (Ex) A rogue with this talent gains better access to magic items from black market connections. She treats every settlement as one size greater (see Table 15-1 on page 461 of the Core Rulebook) for the purpose of determining the gp limit of the base value of items for sale, as well as the number of minor, medium, and major magic items for sale in the settlement. If the settlement is already a metropolis, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful Diplomacy check, the rogue can treat the settlement as two sizes larger. If the settlement is already a metropolis and she succeeds at the check, all magic items are for sale. If the settlement is already a large city and she succeeds at the check, all minor and medium magic items are for sale, as well as 3d8 major magic items. With a successful check, the rogue can also sell stolen items on the black market. If the check fails by 5 or more, the rogue does something to spook the market, and treats the city as normal for 1 week. Furthermore, those in control of the black market may alert the authorities to the rogue's presence in an act of reprisal for spooking the market or to divert attention away from their illicit activities. The DCs of the checks are by settlement size and are given in the table below.

Charmer (Ex) 2/day, the rogue can roll two dice while making a Diplomacy check, and take the better result. She must choose to use this talent before making the Diplomacy check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Humanoid (Dwarf) (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against dwarves. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Humanoid (Goblinoid) (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against goblinoids. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 3 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Dramatis Personae

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Track (Ex) You gain +3 to Survival checks made to follow tracks.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+8 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

🖌 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued. **Improved Initiative** Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Gladius) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

During daylight hours, **Shakira** will most of the time (**60%**) be at her stall in **Town Square**. The remainder of the time, she will be outside the city proper, foraging for supplies, trading elsewhere, or just roaming the countryside.

At night, there's a good possibility (**70%**) that the halfling merchant will be with many of her colleagues in the **Shanty Town** area of **Town Square**. Elsewise, she will be out of the city, staying elsewhere, or sleeping under the stars.

Background

Shakira never knew her parents; she was raised by monks far in the East of the Realm who were sworn to silence about her origins. As she matured and grew, so did her desire to know more about her past and lineage, but after five years of increasingly desperate searching across many parts of the land, she has changed her perspective a bit.

Though she will never give up her search, she recognizes that whether or not she will ever learn the truth of her heritage, in the meantime, she will only do herself a disservice if she does not focus at least a bit on herself and her own fulfillment, independent of the parents whom she never knew.

9 In the Obelisk Attack

Shakira survives, as she is out of town hunting when the **Obelisk Erupts**. In the aftermath, she is stricken with the loss of her lover, **Elizavetta**.

Conversation

What do you think of Berinncorte?

Fair. Yeah, that's how I'd assess it: fair."

Do you know anything about the strife between Zugul and Sheergath?

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church. Foolery atop foolery, you ask me."

What do you think of the Mayor and the government?

✓ "Symms is all right. I'd like her a lot better if she came 'round more often, maybe softened up on her garb, you know? Greatsword and armor is all right for keeping the peace and all, but doesn't do much for the emotions of the citizenry. Especially *this* citizenry. Symms could be easy on the eyes if she just gave a damn about it at all."

Tell me about being a merchant.

✓ "Everyone's got something that's important to 'em. Rich folk, yeah, they've all got a lot to be protective of. But even us poor folk, regular folk, there's always something we don't want falling into the wrong hands. Even if it's just nostalgia, or emotional value. Doesn't gotta be platinum to be worth your life for keeping safe. So everyone's gotta need for locks, is my point, here, you understand?"

Do you do any... other sorts of work on the side?

▲ "I hate dragons, and ogres, and bears, and trolls. And pretty much anything that might be guarding a gold piece, you catch my drift. You all need some help in that regard? Need another blade, someone handy with a bow, knows her way around a forest? I might be your girl, you keep in touch, right?"

Skutt Krundar (Militia Vice Captain)

CR 2; **XP** 600

Description

The second-in-command of the **Berinncorte Militia** is a somewhat brusque dwarf with ambitions of power: he sees the time is nearly nigh for someone like him to take over either the **Mayor's** or the **Militia Captain's** position. He stops short of openly disrespecting either figure in public or to their faces, but it's obvious to any who watch that having to obey them both rankles the dwarf to no end.

Appearance

Skutt is a tall dwarf with lanky arms and legs but a solid and thickly-built chest. His beard is reddish-brown with streaks of black; he likes to say that it looks like volcanic rock.

Å Combat Tactics

Skutt has heavy power with both ranged and melee weaponry, and will deploy both or either as circumstances merit. If fighting alone against a superior force, he will summon his comrades; anywhere in the city, there is a cumulative **№ 10%** chance (i.e., **10%** the first round, **20%** the second, and so on) that **№ 2d4+1 Berinncorte Militia** will arrive in support of their vice-captain.

If clearly overwhelmed, or when reduced to fewer than **10** hit points, he will attempt to surrender, hoping to fight and scheme another day... but he will not soon forget the attack, and will try his best to ambush the PCs using **12** of his colleagues-in-arms once he has recovered from the wounds.

🏲 Factions

Berinncorte Militia, of course, to which his **tribute** is paid annually.

He has also served in **Mace and Blade**, about six years ago, and then only for a year.

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and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male Dwarf; LN Medium	n humanoid (dwarf)		
Class	Fighter 2	Fighter 6	Fighter 12	Fighter 16
Initiative	+0	+0	+4	+5
Senses	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.
Defense	Defense			
Armor Class	AC 16, touch 10, ff 16 (+6 chainmail)	AC 17, touch 10, ff 17 (+7 splint mail)	AC 18, touch 10, ff 18 (+8 half-plate armor); Combat Expertise	AC 21, touch 11, ff 20 (+1 Dex, +10 <i>full plate</i> <i>armor</i> +1); Combat Expertise
hp / HD	19 (2d10)+8	70 (6d10)+30	139 (12d10)+60	174 (16d10)+80
Saves	Fort +8, Ref +0, Will +0; +1 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	Fort +11, Ref +2, Will +2; +2 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	Fort +14, Ref +6, Will +6; +3 Will vs. fear; +2 vs. poison, spells, and spell-like abilities	Fort +16, Ref +8, Will +8; +4 Will vs. fear; +2 vs. poison, spells, and spell-like abilities
🖌 Offense				
Movement	Speed 20 ft.			
Movement	Speed 20 ft.			

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and the state of	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee greataxe +5 (2H: 1d12+4/x3) or Melee dagger +5 (1d4+3/19-20) or Ranged dagger (thrown) +2 (1d4+3/19-20) or Ranged heavy crossbow +2 (1d10/19- 20)	Melee +1 greataxe +12/+7 (2H: 1d12+6/ x3) or Melee dagger +9/+4 (1d4+3/19-20) or Ranged dagger (thrown) +6/+1 (1d4+3/19-20) or Ranged heavy crossbow +6/+1 (1d10/19-20)	Melee +2 flaming greataxe +21/+16/+11 (2H: 1d12+10/x3) or Melee dagger +16/+11/+6 (1d4+4/19-20) or Ranged dagger (thrown) +12/+7/+2 (1d4+4/19-20) or Ranged heavy crossbow +13/+8/+3 (1d10+1/19-20) or Melee gauntlet +16/+11/+6 (1d3+4)	Melee +3 flaming burst greataxe +28/+23/+18/+13 (2H: 1d12+12/19-20/x3) or Melee dagger +21/+16/+11/+6 (1d4+5/19-20) or Ranged dagger (thrown) +18/+13/+8/+3 (1d4+5/19-20) or Ranged heavy crossbow +19/+14/+9/+4 (1d10+2/19-20) or Melee gauntlet +20/+15/+10/+5 (1d3+4)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 16, Dex 11, Con 17, Int 13, Wis 10, Cha 7	Str 16, Dex 11, Con 18, Int 13, Wis 10, Cha 7	Str 18, Dex 11, Con 18, Int 13, Wis 10, Cha 7	Str 18, Dex 12, Con 18, Int 13, Wis 10, Cha 7
Core Attack	Base Atk +2;	Base Atk +6;	Base Atk +12;	Base Atk +16;
and a second	CMB +5; CMD 15 (19 vs. bullrush or trip)	CMB +9; CMD 19 (23 vs. bullrush or trip)	CMB +16; CMD 26 (30 vs. bullrush or trip)	CMB +20; CMD 31 (35 vs. bullrush or trip)
Feats	Cleave, Great Fortitude, Power Attack	Cleave, Cleaving Finish, Great Cleave, Great Fortitude, Improved Cleaving Finish, Power Attack, Weapon Focus (Greataxe)	Bloody Assault, Cleave, Cleaving Finish, Combat Expertise, Great Cleave, Great Fortitude, Improved Cleaving Finish, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Strike Back, Weapon Focus (Greataxe)	Bloody Assault, Cleave, Cleaving Finish, Combat Expertise, Critical Focus, Great Cleave, Greater Weapon Focus (Greataxe), Great Fortitude, Improved Cleaving Finish, Improved Critical (Greataxe), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Staggering Critical, Strike Back, Weapon Focus (Greataxe)
Skills	Acrobatics -5, Appraise +1, Artistry +1, Bluff -2, Climb +2, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist -5, Fly -5, Intimidate +3, Perform (Untrained) -2, Profession (Soldier) +5, Ride -5, Stealth -5, Survival +4, Swim -2	Acrobatics -6, Appraise +1, Artistry +1, Bluff -2, Climb +3, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -6, Intimidate +7, Perform (Untrained) -2, Profession (Soldier) +9, Ride -6, Stealth -6, Survival +6, Swim -3	Acrobatics -4, Appraise +1, Artistry +1, Bluff -2, Climb +9, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -4, Intimidate +13, Perform (Untrained) -2, Profession (Soldier) +15, Ride -4, Stealth -4, Survival +9	Appraise +1, Artistry +1, Bluff -2, Climb +14, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Intimidate +17, Perform (Untrained) -2, Profession (Soldier) +19, Survival +11, Swim +3
Languages	Common, Dwarven, Gno	me		

and the second state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Special Qualities	Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training	Armor Training, Bonus Feats, Bravery, Darkvision, Defensive Training, Greed, Hardy, Hatred, Stability, Steady, Stonecunning, Weapon Familiarity, Weapon Training
Treasure	greataxe; chainmail; heavy crossbow; crossbow bolts (10x); dagger	+1 greataxe; splint mail; heavy crossbow; crossbow bolts (10x); dagger	+2 flaming greataxe; half-plate armor; heavy crossbow; crossbow bolts (10x); dagger	+3 flaming burst greataxe; +1 full plate armor; heavy crossbow; crossbow bolts (10x); dagger

Attitude Tracker



 Table 48: Attitude Modifiers for Skutt Krundar

Table 40. Attal	le Mouijiers for Skull Krundar		
Name	Condition	Effect	Notes
Commerce	Outright bribe	+1 per 100 gp offered	Maximum effect +5 for 500 gp. All such offers will be rejected, however; Skutt views the very attempt to be an insult
Conversation	Each successful skill check in conversation	+2	Reflects Skutt's confidence in the party and the extent to which he is impressed by them and their abilities
Conversation	Show a positive impression of the city and/or its Militia	+2	-
Extant	Party contains one or more PCs with one or more classes of Fighter	+1 per PC having any Fighter levels; +1 for every 5 full class levels of Fighter total	For example, if the party contains one PC of Fighter 4, and a second PC of Fighter 7, the total Attitude Modifier is +2
Conversation	Engage in conversation	-1	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Dramatis Personae

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Special Abilities

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that

contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +3 Light Blades +1 Crossbows +2

🖌 Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points

of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to o or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Greataxe) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Cleaving Finish You can cut down many opponents in a single strike. You can use Cleaving Finish any number of times per round.

Improved Critical (Greataxe) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point

damage.

Staggering Critical Your critical hits cause opponents to slow down. Whenever you score a critical hit, your opponent becomes staggered for 1d4+1 rounds. A successful Fortitude save reduces the duration to 1 round. The DC of this Fortitude save is equal to 26. The effects of this feat do not stack. Additional hits instead add to the duration.

Strike Back You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you. You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

Weapon Focus (Greataxe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Habits and Logistics

During daylight hours, **Skutt** is typically (**70%**) in the **Garrison/Barracks**, tending to the duties of a vice captain. The remainder of the time, he will be out and about the town, or outside it; the GM is free to "place" him wherever desired.

At night, **Skutt** will sometimes (**20%**) grab an indulgent ale and meal at the **Leaky Cask Tavern**; the rest of the time, he will be in the **Barracks**, finishing his duties and then getting some sleep.

Background

Skutt is a hard-headed grunt of a man. He longs for the simple life of a mercenary fighter, but he gets easily frustrated due to his intelligence—it galls him to take orders from anyone whom he feels is either wrong, less smart than himself, or, gods forbid, both at once.

He will say that he left **Mace and Blade** on his own will—but the truth is, his commander grew irate and the two nearly came to blows. **Skutt** was transferred to a different city and a different leader, but soon confronted him, too. It was made clear to the dwarf that he should take his talents to another guild, or else. Furious at what he felt to be unfair treatment at the hands of simpletons, **Skutt** was only too happy to oblige.

9 In the Obelisk Attack

All of **Skutt's** Machiavellian plans burn up in ash when the **Obelisk** Erupts. Conniving he may be, but his heart has ever been in the right place; sensing a dire threat to his city, he seizes upon his duty, and sets about him, defending his fellow citizens.

In the fray, he finds himself leaping into battle to defend **Tansden**, the captain he has long sought to overthrow. In a cruel twist of fate, the dwarf dies defending the man he had plotted against; as his life slips from him at last, he smiles grimly, content in the knowledge that he at least did the right thing.

Conversation

What do you think of Berinncorte?

"Nice place. Glad I'm here."

Do you know anything about the strife between Zugul and Sheergath?

"It's a shame, really. Both churches seem good for the people. Both have a following. But faith has a way of being embattled."

What do you think of the Mayor and the government?

The town is peaceful, it must be said—but more because of us Militiamen than the Mayor. Symms is out of her depth. Berinncorte needs a true leader, someone with militant background and a spine of steel, to steer her right."

Tell me about being a militia vice captain.

Well, you could say it's the second best thing to be in the city. Or third, if you count the Mayor's post. Past that? It's all right. These folk are all right; most of 'em have a head on their shoulders and a good heart, even if they are mostly idiots."

Do you do any... other sorts of work on the side?

"I sing, dance, and take lovers for hire at the tavern, of course; isn't it obvious? What sort of question is that?"

Sorille (Courier)

CR 3; **XP** 800

Description

This elven courier is on retainer for the city of **Berinncorte**, under payment and seal of **Mayor Symms** herself. Messages of sufficient criticality are infrequent, however, and so **Sorille** spends a goodly deal of time hunting in the surrounding territory, and picking up side jobs where she can.

i Appearance

At first glance, she doesn't appear quick—she's somewhat beefily built for an elf, shy of portly but with definitively more meat on her bones than one might expect from a courier. Dark-brown freckles dot her face and shoulders; she styles her long hair so that it obscures them as much as is

feasible.

Combat Tactics

Sorille is well used to fighting, and usually on her own—the open road dissuades allies, and encourages ambushes. She won't hesitate to fight back, but also recognizes that conflict is often unnecessary, if one can determine what is desired and find an alternate means of providing it.

She spends enough time in the city, and in the **Mayor's House**, that she realizes the value in calling the **Militia** if needed; if confronted out on the streets, she will maneuver closer to a **Militia Guard Post**.

🏲 Factions

Sorille is a member of the Squirrelheel Couriers.

State State	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Female Elf; CG Medium	humanoid (elf)		
Class	Ranger 4	Ranger 8	Ranger 12	Ranger 16
Initiative	+8	+8	+8	+8
Senses	Perception +10; Low-Light Vision	Perception +14; Low-Light Vision	Perception +19; Low-Light Vision	Perception +23; Low-Light Vision
🖸 Defense				
Armor Class	AC 18, touch 15, ff 13 (+4 Dex, +1 dodge, +3 studded leather armor)	AC 19, touch 15, ff 14 (+4 Dex, +1 dodge, +4 <i>studded leather armor</i> +1)	AC 20, touch 15, ff 15 (+4 Dex, +1 dodge, +5 shadowed studded leather armor +2)	AC 23, touch 17, ff 18 (+4 Dex, +1 dodge, +2 deflection, +8 deflecting studded leather armor)
hp / HD	27 (4d10)+4	62 (8d10)+8	94 (12d10)+12	131 (16d10)+16
Saves	Fort +4, Ref +8, Will +2; +2 vs. enchantment spells and effects	Fort +6, Ref +10, Will +3; +2 vs. enchantment spells and effects	Fort +8, Ref +12, Will +6; +2 vs. enchantment spells and effects	Fort +10, Ref +16, Will +7; +2 vs. enchantment spells and effects
Defensive Abilities	-	-	Evasion	Improved Evasion
🖌 Offense	☑ Offense			
Movement	Speed 30 ft.	Speed 35 ft. ; Woodland Stride	Speed 35 ft. ; Woodland Stride	Speed 35 ft. ; Woodland Stride

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🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Ranged longbow +8 (1d8/x3) or Melee shortsword +4 (1d6/19-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +8 (1d4/19- 20)	Ranged +1 longbow +13/+8 (1d8+1/x3), within 30 ft. +14/+9 (1d8+2) or Melee shortsword +8/+3 (1d6/19-20) or Melee dagger +8/+3 (1d4/19-20) or Ranged dagger (thrown) +12/+7 (1d4+1/19-20), within 30 ft. +13/+8 (1d4+1)	Ranged +1 anchoring longbow +18/+13/+8 (1d8+1/x3), within 30 ft. +19/+14/+9 (1d8+2) or Melee shortsword +12/+7/+2 (1d6/19- 20) or Melee dagger +12/+7/+2 (1d4/19- 20) or Ranged dagger (thrown) +16/+11/+6 (1d4+1/19-20), within 30 ft. +17/+12/+7 (1d4+1)	Ranged +3 called shocking longbow +24/+19/+14/+9 (1d8+3/x3), within 30 ft. +25/+20/+15/+10 (1d8+4) or Melee dagger +16/+11/+6/+1 (1d4/19-20) or Ranged dagger (thrown) +20/+15/+10/+5 (1d4+1/19-20), within 30 ft. +21/+16/+11/+6 (1d4+1) or Melee +1 cold iron ghost touch short sword +17/+12/+7/+2 (1d6+1/19-20)
Space 5 ft.; Reach 5 ft.			
Vermin +2	Aberration +4, Vermin +2	Aberration +4, Undead +4, Vermin +2	Aberration +4, Animal +2, Undead +6, Vermin +2
Ranger (CL 4 th): 1 st – abundant ammunition	Ranger (CL 8 th): 2 nd - campfire wall 1 st - abundant ammunition, aspect of the falcon	Ranger (CL 12 th): 3 rd – burst of speed 2 nd – campfire wall, hide campsite (DC 14), hold animal (DC 14) 1 st – abundant ammunition, aspect of the falcon, charm animal (DC 13)	Ranger (CL 16 th): 4 th – freedom of movement (DC 16) 3 rd – burst of speed, remove disease (DC 15) 2 nd – campfire wall, hide campsite (DC 14), hold animal (DC 14), protective spirit 1 st – abundant ammunition, aspect of the falcon, charm animal (DC 13), detect aberration
Str 10, Dex 18, Con 10, Int 12, Wis 12, Cha 9	Str 10, Dex 18, Con 10, Int 12, Wis 13, Cha 9	Str 10, Dex 18, Con 10, Int 12, Wis 14, Cha 9	Str 10, Dex 18, Con 10, Int 12, Wis 15, Cha 9
Base Atk +4; CMB +4; CMD 19	Base Atk +8; CMB +8; CMD 23	Base Atk +12; CMB +12; CMD 27	Base Atk +16; CMB +16; CMD 33
Dodge, Endurance, Far Shot, Improved Initiative	Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Point-Blank Shot, Rapid Shot	Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Point-Blank Shot, Rapid Shot, Run, Shot on the Run, Weapon Focus (Longbow)	Critical Focus, Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Lightning Reflexes, Point Blank Master, Point-Blank Shot, Rapid Shot, Run, Shot on the Run, Weapon Focus (Longbow)
	Ranged longbow +8 (1d8/x3) or Melee shortsword +4 (1d6/19-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +8 (1d4/19- 20) Space 5 ft.; Reach 5 ft. Vermin +2 Vermin +2 Ranger (CL 4 th): 1 st - abundant ammunition Str 10, Dex 18, Con 10, Int 12, Wis 12, Cha 9 Base Atk +4; CMB +4; CMD 19 Dodge, Endurance, Far Shot, Improved	Ranged longbow +8 (1d8/x3) or Melee shortsword +4 (1d6/19-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger (thrown) +8 (1d4/19- 20)Ranged +1 longbow +13/+8 (1d8+1/x3), within 30 ft. +14/+9 (1d8+2) or Melee shortsword +8/+3 (1d6/19-20) or Ranged dagger (thrown) +8 (1d4/19- 20)Space 5 ft.; Reach 5 ft.Vermin +2Aberration +4, Vermin +2Ranger (CL 4 th): 1st - abundant ammunitionRanger (CL 8 th): 2n ^d - campfire wall 1st - abundant ammunition, aspect of the falconStr 10, Dex 18, Con 10, Int 12, Wis 12, Cha 9Str 10, Dex 18, Con 10, Int 12, Wis 13, Cha 9Base Atk +4; CMB +4; CMD 19Base Atk +8; CMB +4; CMD 19Dodge, Endurance, Far Shot, Improved InitiativeDodge, Endurance, Far Shot, Fleet, Improved Initiative, Point-Blank	Ranged longbow +8 (1d8/x3) or Melee shortsword +4 (1d6/19-20) or Melee dagger +4 (1d4/19-20) or Ranged dagger +4 (1d4/19-20) or Melee dagger +4 (1d4/19-20) or Melee dagger +4 (1d4/19-20) or Melee dagger +4/+3 (1d6/19-20) or Melee dagger +4/+3 (1d6/19-20) or Melee dagger +8/+3 (1d4/19-20) or Ranged dagger (thrown) +12/+7 (1d4+1/19-20), within 30 ft. +13/+8 (1d4+1)Ranged dagger +12/+7/+2 (1d4/19- 20) or Melee dagger +12/+7/+2 (1d4/19- 20) or Ranged dagger (thrown) +12/+7 (1d4+1/19-20), within 30 ft. +13/+8 (1d4+1)Aberration +4, Undead +4, Vernin +2Space 5 ft.; Reach 5 ft.Aberration +4, Vermin +2Aberration +4, Vermin +2Ranger (CL 4 th): 1 st - abundant ammunitionRanger (CL 8 th): 2 st - campfire wall t st - abundant ammunition, aspect of the falconRanger (CL 12 th): 2 st - burst of speed 2 st - campfire wall, hide campsite (DC 14), hold animunition, aspect of the falcon, charm animal (DC 13)Str 10, Dex 18, Con 10, Int 12, Wis 13, Cha 9Str 10, Dex 18, Con 10, Int 12, Wis 13, Cha 9Str 10, Dex 18, Con 10, Int 12, Wis 13, Cha 9Base Atk +4; CMB +4; CMD 19Dodge, Endurance, Far Shot, Fleet, Improved Initiative, Point-Blank Shot, Rapid ShotStr 10, Dex 18, Con 10, Int 12, Weapon Focus

Sp

Pr

	🗵 Low	🔀 Moderate	🔀 Advanced	× Elite
Skills	Acrobatics +3, Appraise +1, Bluff -1, Climb +4, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +3, Fly +3, Handle Animal +6, Heal +6, Intimidate -1, Knowledge (Geography) +8, Perception +10, Perform (Untrained) -1, Ride +10, Sense Motive +1, Stealth +8, Survival +8, Swim +4	Acrobatics +4, Appraise +1, Bluff -1, Climb +7, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +4, Handle Animal +10, Heal +8, Intimidate -1, Knowledge (Geography) +12, Perception +14, Perform (Untrained) -1, Ride +15, Sense Motive +1, Stealth +11, Survival +12, Swim +7	Acrobatics +4, Appraise +1, Bluff -1, Climb +9, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +4, Handle Animal +14, Heal +11, Intimidate -1, Knowledge (Geography) +16, Perception +19, Perform (Untrained) -1, Ride +19, Sense Motive +2, Stealth +18, Survival +17, Swim +9	Acrobatics +4, Appraise +1, Bluff -1, Climb +11, Craft (Untrained) +1, Diplomacy -1, Disguise -1, Escape Artist +4, Fly +4, Handle Animal +18, Heal +13, Intimidate -1, Knowledge (Geography) +20, Perception +23, Perform (Untrained) -1, Ride +23, Sense Motive +2, Stealth +15, Survival +21, Swim +11
Languages	Common, Elven, Gnome			
Special Qualities	Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Hunting Companions, Keen Senses, Low- Light Vision, Track +2, Weapon Familiarity, Wild Empathy +3	Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Plains) +4, Hunting Companions, Keen Senses, Low-Light Vision, Swift Tracker, Track +4, Weapon Familiarity, Wild Empathy +7, Woodland Stride	Camouflage, Elven Immunities, Elven Magic, Favored Terrain (Forest) +2, Favored Terrain (Plains) +4, Hunting Companions, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +6, Weapon Familiarity, Wild Empathy +11, Woodland Stride	Camouflage, Elven Immunities, Elven Magic, Favored Terrain (Forest) +4, Favored Terrain (Mountain) +2, Favored Terrain (Plains) +4, Hunting Companions, Keen Senses, Low-Light Vision, Quarry, Swift Tracker, Track +8, Weapon Familiarity, Wild Empathy +15, Woodland Stride
Treasure	studded leather armor; longbow; arrows (40x); short sword; dagger (2x); scroll case (2x) 31 gp	+1 studded leather armor; +1 longbow; arrows (40x); short sword; dagger (2x); scroll case (2x) 62 gp	+2 shadowed studded leather armor; +1 anchoring longbow; arrows (40x); short sword; dagger (2x); scroll case (2x) 12 pp; 41 gp	+3 deflecting studded leather armor (+2 AC); +3 called shocking longbow; arrows (40x); +1 cold iron ghost touch short sword; dagger (2x); scroll case (2x) 47 pp; 161 gp
MAGIC				
Spells per Day	Ranger (CL 4th): 0/1/0/0/0/0/0/0 DC 12 + spell level	Ranger (CL 8th): 0/2/1/0/0/0/0/0 DC 12 + spell level	Ranger (CL 12th): 0/3/3/1/0/0/0/0/0 DC 13 + spell level	Ranger (CL 16th): 0/4/4/2/1/0/0/0/0 DC 13 + spell level
♥ Attitude Tracker				
Starting Attitude: 19 (Fr	iendly)			
1 2 3 4 5 Fiostile		12 13 14 15 16 17 1 J Indifferen	8 19 20 21 22 23 24 t Friendly	25 26 27 28 29 Kelpful

Dramatis Personae

Table 49: Attitude Modifiers for Sorille

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
		11	inst such creatures. You may make Knowledge Skill checks

Special Abilities

Aberration (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against aberrations. Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Animal (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Camouflage (Ex) You can use the Stealth skill to hide in any of your favored terrains, even if the terrain doesn't grant cover or concealment.

Elven Immunities (Ex) Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level

checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Favored Terrain (Forest) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Mountain) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in mountain terrain (including hills). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Favored Terrain (Plains) (Ex) You gain a +4 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in plains terrain. Likewise, you get a +4 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Hunting Companions (Ex) You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 2 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.

Improved Evasion (Ex) You can avoid damage from many areaeffect attacks. If you make a successful Reflex save against an attack that normally deals half damage on a successful save, you instead take no damage, and even on a failed saving throw you take only half damage. If you are helpless, you do not gain the benefit of improved evasion.

Keen Senses (Ex) Elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Quarry (Ex) You can, as a standard action, denote one target within your line of sight as your quarry. Whenever you are following the tracks of your quarry, you can take 10 on Survival skill checks while moving at normal speed, without penalty. In addition, you receive a +2 insight bonus on attack rolls made against your quarry and all critical threats are automatically confirmed. You can have no more than one quarry at a time and the creature's type must correspond to one of your favored enemy types. You can end this effect at any time as a free action, but you cannot select a new quarry for 24 hours. If your quarry is killed, you can select a new quarry after waiting 1 hour.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Track (Ex) You gain +8 to Survival checks made to follow tracks.

Undead (Ex) You gain a +6 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +6 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Vermin (Ex) You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against vermin. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Weapon Familiarity (Ex) Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon. **Wild Empathy (Ex)** You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+15 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Woodland Stride (Ex) You may move through any sort of magical undergrowth (such as natural thorns, briars, overgrown areas, and similar terrains) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

💈 Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Far Shot You are more accurate at longer ranges. You only suffer a -1 penalty per full range increment between you and your target when using a ranged weapon.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Point Blank Master You are adept at firing ranged weapons in close quarters. Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rapid Shot You can make an additional ranged attack. When making a fullattack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shot on the Run You can move, fire a ranged weapon, and move again before your foes can react. As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

Weapon Focus (Longbow) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🕈 Treasure

In addition to that described in the stat blocks above, **Sorille** will also typically be carrying an item in transit in her role as a courier. It is left to the GM as to the nature, value, and possible plot implocations of such items.

💐 Habits and Logistics

During daylight hours, **Sorille** will sometimes (25%) be

in the **Mayor's House**, either delivering an item, preparing a delivery, or waiting for **Mayor Symms** to become available to do one of these things. **Sorille** also speaks quite often with **Ota Kuiduru** for these purposes. The remainder of the time, she is out of the city on a delivery, either coming or going.

At night, **Sorille** will be outside the city, preferring to sleep alone in nature under the stars, and generally not trusting to her safety otherwise. She has the same chances as during daytime to be en route on a delivery.

Background

Sorille has never felt completely comfortable around others, feeling distant even from her own family, who live far away elsewhere in the realm. She set out on her own to find fortune as soon as she was able. Although she's had some missteps and adventures along the way, she's settled on a profession that meets her needs, matches well to her skills, and allows her freedom from dealing too closely with others.

9 In the Obelisk Attack

The courier is in the **Mayor's Office** when the **Obelisk Erupts**. **Ota Kuiduru** tasks her with sending a message announcing the emergency to the closest village, and **Sorille** flees the city as rapidly as she can.

Conversation

What do you think of Berinncorte?

"It's okay. Better than some. Not all. I like it here, well enough, but I'm out and about most of the time, so it don't matter."

Do you know anything about the strife between Zugul and Sheergath?

"No. You hear folk talk a little, but I never put two and two together. Is there a conflict?"

What do you think of the Mayor and the government?

Symms is all right. Some rulers, they're all politics, invite you to balls, introduce you to folk, that sort of thing. Symms is all business—here's a message, take this here, thanks for the delivery. I like it that way."

Tell me about being a courier.

"Best way to see a lot of the realm. Not necessarily the safest, but the quickest. You have to be!"

Do you do any... other sorts of work on the side?

Any time I get a commission to deliver, it's a full-time, round-the-clock job until it's done. Sometimes I get lucky, and I can take more than one delivery at a time—stop by someplace on the way to my eventual destination. Apart from that... I hunt. Fish."

Any interesting deliveries lately? Or information you've heard?

"I never unseal deliveries, never ask questions, and keep my head down. It's kept me alive."

Diplomacy check at DC 14, pressing the above matter:

Well, it's true I don't get too nosy in most matters. But if you're there to deliver something, most folk pay you no heed, treat you like furniture. You overhear some things." The succeeding PC may make a free roll on the **Rumors and Lore** table. **Sorille** neither knows, nor says, if the information conveyed is truthful.

Stewy (Apprentice Fisherman / Fledgeling Underlord)

CR 1/2; **XP** 200

Description

He's a young, weakling apprentice to a half-orc boss who couldn't care less about him. And the profession he's apprenticing is *fishing*. **Stewy** has no illusions about his lowly station in life; he realizes full well that if there's a bottom rung on the ladder of society here in **Berinncorte**, it's him.

Little does his master realize that he has been slowly building an underground network of like-minded thieves and miscreants in an attempt to generate a black-market enterprise in this fair city.

i Appearance

Stewy is rail-thin and sparsely built. His nose is a thin and sharp wedge, stark amidst his gaunt cheekbones. His forehead seems much larger than it should be, an effect of early-onset receding hairline. The young man keeps his straight black hair clean, but loose and long; it falls in a strangely soft halo to either side of his head.

He typically wears dark colors of simple clothes, and kneehigh black boots—the one piece of obvious finery he displays.

🆧 Combat Tactics

Stewy knows full well he lacks the physique required to make a realistic combatant, but has been training hard in

expectation of having to defend himself at some point. This has partly been effective, and results in the classes indicated at his various challenge levels.

He will try to maintain conversation with foes, stalling until he can either flee, or catch one of them by surprise. Despite his fundamental lack of strength, he is nimble to excess, and his shady dealings have been sufficiently profitable to keep him equipped far beyond the means of a normal fishery apprentice.

No matter the circumstances, he won't hesitate to call upon townsfolk, the law, or his master to help him out. If battle takes place in or within 20 ft. of the **Fishery / Stables**, there is a **15%** chance per round of combat that **Gumbrew** will arrive in response to his apprentice's shouts. Elsewhere, **Stewy** will try to maneuver to the closest **Militia Guard Post**; upon getting within 30 ft., **1d4+1 Berinncorte Militia** will burst onto the scene in his defense.

Though somewhat unsavory, **Stewy** has never been in trouble with the law, and is recognizable by many townsfolk and Militia; in a combat situation with strangers (such as the PCs), citizens of **Berinncorte** will assume that **Stewy** is the wronged party.

Factions

None currently; **Stewy** pays **tribute** on legally-acquired wages to **Berinncorte City** proper.

His efforts toward underworld dealings represent his plan to form a brand-new faction within city limits, specializing in the contracted theft and fencing of goods of all value.

	🔀 Low	🔀 Moderate	Advanced	× Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male Human; LE Mediui	m humanoid (human)		
Class	Expert 2	Expert 4 / Warrior 2	Expert 5 / Warrior 7	Expert 7 / Warrior 7
Initiative	+3	+3	+3	+3
Senses	Perception +5	Perception +8	Perception +9	Perception +17
Defense				
Armor Class	AC 16, touch 13, ff 13 (+3 Dex, +3 studded leather armor)	AC 16, touch 13, ff 13 (+3 Dex, +3 studded leather armor)	AC 18, touch 14, ff 14 (+3 Dex, +1 dodge, +4 <i>studded leather armor</i> +1)	AC 20, touch 15, ff 16 (+3 Dex, +1 dodge, +1 deflection, +6 studded leather armor +2)
hp / HD	5 (2d8)-2	17 (4d8)+(2d10)-4	37 (5d8)+(7d10)-9	45 (7d8)+(7d10)-9
Saves	Fort -1, Ref +3, Will +6	Fort +3, Ref +6, Will +7	Fort +5, Ref +8, Will +11	Fort +6, Ref +9, Will +12
🖌 Offense				
Movement	Speed 20 ft.			

State 1	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Attacks	Melee club +0 (1d6- 1) or Ranged club (thrown) +4 (1d6-1) or Ranged sling +4 (1d4- 1) or Ranged tanglefoot bag +4 (/none/xo)	Ranged sling +8 (1d4- 1) or Melee morningstar +4 (1d8-1) or Ranged tanglefoot bag +8 (/none/x0) or Melee dagger +4 (1d4- 1/19-20) or Ranged dagger (thrown) +8 (1d4- 1/19-20)	Ranged masterwork sling +14/+9 (1d4) or Melee +1 morningstar +11 (1d8+1) or Ranged tanglefoot bag +13/+8 (/none/x0) or Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +13/+8 (1d4/19-20)	Melee adamantine morningstar +1 +13/+8/+3 (1d8+1) or Ranged +2 sling +17 (1d4+2) or Ranged tanglefoot bag +15/+10/+5 (/none/ x0) or Melee +1 dagger +13/+8/+3 (1d4+1/19- 20) or Ranged +1 dagger (thrown) +16/+11/+6
(Dec.)	Space 5 ft · Reach 5 ft			(1d4+1/19-20) or

Space / Reach Space 5 ft.; **Reach** 5 ft.

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Statistics			·	
Ability Scores	Str 8, Dex 16, Con 9, Int 15, Wis 17, Cha 9	Str 8, Dex 17, Con 9, Int 15, Wis 17, Cha 9	Str 10, Dex 17, Con 9, Int 15, Wis 17, Cha 9	Str 10, Dex 17, Con 9, Int 15, Wis 17, Cha 9
Core Attack	Base Atk +1; CMB +0; CMD 13	Base Atk +5; CMB +4; CMD 17	Base Atk +10; CMB +10; CMD 24	Base Atk +12; CMB +12; CMD 27
Feats	Armor Proficiency, Light, Nimble Moves, Simple Weapon Proficiency, Stealthy	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Fleet, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Dodge, Enforcer, Fleet, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency	Acrobatic Steps, Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Dodge, Enforcer, Fleet, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Nimble Moves, Shield Proficiency, Simple Weapon Proficiency, Stealthy, Tower Shield Proficiency
Skills	Acrobatics +5, Appraise +4, Artistry +2, Bluff +4, Climb +1, Craft (Untrained) +2, Diplomacy +4, Disable Device +2, Disguise -1, Escape Artist +2, Heal +3, Intimidate +4, Perception +5, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +5, Stealth +2, Survival +3, Swim -4	Acrobatics +8, Appraise +7, Artistry +2, Bluff +7, Climb +4, Craft (Untrained) +2, Diplomacy +7, Disable Device +6, Disguise -1, Escape Artist +2, Heal +3, Intimidate +7, Perception +8, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +8, Stealth +2, Survival +3, Swim -4	Acrobatics +13, Appraise +12, Artistry +2, Bluff +12, Climb +10, Craft (Untrained) +2, Diplomacy +12, Disable Device +12, Disguise -1, Escape Artist +2, Heal +3, Intimidate +8, Perception +9, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +9, Stealth +2, Survival +3, Swim -3,	Acrobatics +14, Appraise +13, Artistry +2, Bluff +13, Climb +11, Craft (Untrained) +2, Diplomacy +13, Disable Device +12, Disguise -1, Escape Artist +2, Heal +3, Intimidate +9, Perception +17, Perform (Untrained) -1, Profession (Fisherman) +8, Sense Motive +13, Stealth +2, Survival +3, Swim -3,
Languages	Common, Dwarven, Orc			
pecial Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	club; studded leather armor; sling bullets (20); tanglefoot bag; dagger; sling 23 gp	morningstar; studded leather armor; sling bullets (20); tanglefoot bag; dagger; sling 61 gp	morningstar +1; studded leather armor +1; sling bullets (20); tanglefoot bag; dagger; masterwork sling 12 pp; 71 gp	adamantine morningstar +1; studded leather armor +2 (w/deflection AC bonus +1); sling bullets (20); tanglefoot bag; dagger; sling +2 30 pp; 81 gp

SI

Starting Attitude: 14 (Indifferent)



Table 50: Attitude Modifiers for Stewy Condition Effect Name Notes Conversation Engage in conversation +2Action Does not stack with other attack-based modifiers PCs attack without provocation -15 Action PCs attack with provocation Does not stack with other attack-based modifiers -10 Conversation PCs threaten violence -5 Action Assumes the crime does not involve the NPC; NPC witnesses the PCs commit a -5 crime stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers Action NPC witnesses the PCs commit -10 Assumes the crime does not involve the NPC; murder stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers NPC witnesses the PCs commit Assumes the crime does not involve the NPC; Action -5 stacks with other modifiers that involve crimes murder in self-defense against the NPC; does not stack with other "witnesses crime" modifiers Action NPC witnesses the PCs defend Does not stack with other "witness" modifiers +10a bystander or innocent against violence Does not stack with other "witness" modifiers Action PCs defend this NPC against +15 violence Conversation PCs attempt a bribe (for GM's discretion as to whether the bribe produces -1 information, for action) results (positive or negative!) PCs share Rumors / Lore Per each Rumor shared; maximum +4 Conversation +1 One or more PCs have been -1 Per offense, no limit Extant arrested PCs have slain a Militia guard, Extant -2 Per offense, maximum -10 but have not been caught Per healing spell/potion/skill check or beneficial Action PCs heal or "boon" NPC +5 spell or effect; maximum +15 Action PCs refuse to help when asked Per request; no maximum -3 Action PCs agree to help when asked Per request; maximum +12 +4 Action NPC joins party for any length +5 Does not stack with subsequent iterations of itself of time (maximum effect +5 no matter how many times NPC joins party) +8 Either as part of a Quest, or as an offer made of Action PCs escort NPC to safety in Act Three the party's own initiative Conversation PCs fail at an Intimidate check Per failed check; no maximum -2 for any reason Per successful check; maximum +6 Conversation PCs succeed at a Diplomacy +2 check for any reason Conversation PCs succeed at a Sense Motive +1 Per successful check; maximum +4 check for any reason

Name	Condition	Effect	Notes
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
Special A	bilities	# Hal	oits and Logistics

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🗲 Feats

Acrobatic Steps You can easily move over and through obstacles. Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Enforcer You are skilled at causing fear in those you brutalize. Whenever you deal nonlethal damage with a melee weapon, you can make an Intimidate check to demoralize your target as a free action. If you are successful, the target is shaken for a number of rounds equal to the damage dealt. If your attack was a critical hit, your target is frightened for 1 round with a successful Intimidate check, as well as being shaken for a number of rounds equal to the damage dealt.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Nimble Moves You can move across a single obstacle with ease. Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

During daylight hours, **Stewy** will be fishing in the **river** (**60**%), or helping his master at the **Fishery** (**40**%).

2 At night, **Stewy** will sometimes wrap up his work late (**30%**). The rest of the time, he will be hunting about the city, speaking with connections and executing deals ি **70%**); the GM is encouraged to "place" him anywhere at all, as his business might conceivably take him anywhere inside or outside the city walls.

Background

Stewy has always been a bit "off", even to his parents, who passed away when he was twelve years old. He took a bit too much pleasure in maiming or slaying insects, and was a bit too gleeful when fighting with other children. Such activities seemed not a jest to him, nor an experiment—his mother, shocked at how brutal a bout of fisticuffs had gotten, once classified it as "practice for something far, far worse".

She wasn't entirely wrong: the lanky lad is sociopathic, viewing all other people as simply means to his own ends, deserving of nothing more. Be it an ant; a bird a rabbit; or even a lost halfling bard in an alley, visiting from out of town; **Stewy** is not above wounding or taking another life if it serves his pocket—or simply his pleasure in the moment.

In the Obelisk Attack

Neither fool nor hero, **Stewy** runs out of the city as soon as something loud and rancorous happens, and survives because of it.

In the aftermath of the **Obelisk Eruption**, his fledgeling black-market operation thrives, both to help those displaced and impoverished by the devastation, and to take advantage of them. It's all profit and power to the former fisherman's apprentice.

Conversation

What do you think of Berinncorte?

Seedy little burg. At least that's how I see it. Most don't; they just focus on how you don't get mugged so often in the alleys. That'll change."

Do you know anything about the strife between Zugul and Sheergath?

Chaos and law are illusions of man. Power, money, strength—those are the true influences, the true gods. I've never much respected anyone who gives up their time to sit and be yelled at by someone who knows nothing more than they do about how to be successful. Any conflict that comes up between two faiths—that's always going to happen; it's the unavoidable result of two delusions trying to blame each other for their own inability to follow through on empty promises. Far easier to blame the other guy, than to actually help make people's lives different."

What do you think of the Mayor and the government?

She's all right. Law and order can be good for business, that's true enough, but some folk feel there's not enough wiggle room to do what they want. Lots of different kinds of folk can follow orders, but it's what they want out of it that matters."

Tell me about being a fisherman's apprentice.

✓ "It's just about the most awful job you can think of. No, hear me out—think of everything unsavory you can imagine, when you think about what a fisherman does. Right? Okay, now the *bad* parts of all that—that's my job. I get to do all the stuff a *fisherman* doesn't care to do. So yeah, it's right peachy. Keeps most folk away from me, as my clothes get fish-stink in them no matter how much I wash in the river. I mean, yeah, I'm learning a trade... and it's not like there's lots of other options for folk who want fish in this town. Gumbrew's pretty much it. So there's stability."

Do you do any... other sorts of work on the side?

What on earth could you mean by that, I wonder?" If the party wishes to pursue this line of questioning, please see the quest "Good Fences Make Good Neighbors", below.

Quest: Good Fences Make Good Neighbors

• Summary: The fishery apprentice Stewy reveals his true calling as a fence for stolen goods, and sells the party an item they request.

Rewards: The item requested (at a significant discount).

C Locations: Fishery / Stables.

Rey NPCs: Stewy.

Kickoff: The party meets with **Stewy**, passes a **skill check** inquiring as to the nature of his business on the side, and follows up with him, asking for a particular item.

Oescription:

In conversation with **Stewy**, make a **Diplomacy**, **Sense Motive**, or **Knowledge (Local)** check opposed by **Stewy's Bluff** check. If it is failed, **Stewy** brushes the topic aside, and says nothing; the party may retry the check as many times as desired.

Upon passing the check, the fisherman's apprentice opens up a bit as to his black-market side job:

The most high-brow, law-abiding, do-goody town in the world, you're still gonna have folk who want to take advantage of other folk. It's gonna happen. And one thing I'll agree with Symms about—you don't want it to go down all willy-nilly; chaos can get out of control right-quick. But if it's gonna happen anyway—and it will, make no mistake—you might as well have it organized. Right? Keep it contained, keep it civil, keep blood off the streets... if not necklaces in lockboxes."

If the party then follows up asking for a particular item, **Stewy** coyly accepts:

Well, I can't promise nothing. I am but a simple, humble fishery lad, after all. But I can give it a try. For the right price, of course."

Each time the party requests **Stewy's** services, they may ask for any item worth **1,000 gp** or less. **Stewy** will require one day for items up to **500 gp** in value, two days for items **500-800 gp** in value, and three days for items worth more than **800 gp**.

Good Fences Make Good Neighbors (Request):

🛿 Chaos +1

Each time the PCs request an item of **Stewy**, it generates a **Catalyst Impact**: Chaos +1.

This stacks with other **Catalyst Impacts** for this Quest.

■ If the party returns in the indicated time, there is a **60%** chance that **Stewy** has "acquired" the requested item. He charges only **60%** of the item's value. Alternately, the item may be purchased at the even lower price of **20%** of its value... but **Stewy** will ask the party to do a job for him in return. He takes the lower payment and hands over the item immediately, but this then launches quest "**On the Fence About It**", below.

Whether the party pays the discounted, or even more steeply discounted, price, there is an additional cost: risk. One day after completing the transaction, make a private check: there is a \ge 5% chance per full **100 gp** of the item's full value that the party will be questioned by the **Berinncorte Militia**.

"We've a Few Questions For You Strangers"

The PCs are confronted on the streets by **5** Militia members, led by vice-captain **Skutt Krundar**. **Skutt** and others in the Militia are questioning anyone who might have stolen a lost item recently; the PCs are prime suspects regardless of their nature or actions of late, because they are new to town and therefore unknown quantities.

[™] Good Fences Make Good Neighbors (Militia): ^IChaos +2

Merely being confronted by the **Militia** in the context of this Quest produces a **Catalyst Impact**: Chaos +2.

This stacks with other **Catalyst Impacts** for this Quest.

▶ If the party fights, **Skutt** and the others will summon aid; there is a cumulative ⊇ 10% chance (that is, 10% the first round, 20% the second round, and so on) that a four-strong squad of **Berinncorte Elite Guards** will arrive to join the battle. If the party yields at any time, they will be **Arrested**.

[™] Good Fences Make Good Neighbors (Fight Militia): ☆ Chaos +4

Fighting the **Militia**—whether forced to do so, or as a first reaction—creates a **Catalyst Impact**: Chaos +4.

This stacks with other Catalyst Impacts for this Quest.

▶ If instead the party goes willingly with them, they will be questioned about the theft, their relationship with **Stewy**, their possible knowledge of the theft, of his reputation, and so on. The GM is encouraged to play through the encounter as desired, depending on the "investigation" gameplay preferences of the gaming group. At the core of the matter involves convincing **Skutt** and his interrogators that they had nothing to do with the item's disappearance from its original owner.

At minimum, this should involve each party member making a Diplomacy or Bluff check opposed by Skutt's Sense Motive check. If all party members succeed, they are free to go with no further fuss or bother from the Militia. If a majority of PCs fail, they are Arrested. If some fail, but not a majority, they are free to go for now... but the next day, **Skutt** has a chance of approaching them again, with the same consequences described above: this chance is **10%** per PC who failed the check. If this check does not "trigger", then **Skutt** has decided that the PCs are no longer suspects, and will not question them further on this matter.

Sood Fences Make Good Neighbors (Comply): ¹ Law +2

Going along with the **Militia** results in a **Catalyst Impact** of **I** Law +2.

This stacks with other Catalyst Impacts for this Quest.

▲ At any time, the party can simply return the item to **Skutt** (or indeed, any **Militia** member of the **Mayor**). In so doing, they will be thanked for their honesty, but one party member will have to pass one a ▲ **Diplomacy** or **Bluff** check opposed by **Skutt's Sense Motive** check: success indicates the PCs receive a stern warning to be on their toes in the future, but no further penalty; failure indicates a fine of **100 gp** plus **20%** of the item's full value, which the party must pay immediately or be **Arrested**.

^m◇ Good Fences Make Good Neighbors (Return): ^① Law +3

Returning any "acquired" goods to the **Militia** when confronted means a **Catalyst Impact** of **E Law +3**.

This stacks with other **Catalyst Impacts** for this Quest.

▶ If at any point, the party informs on **Stewy** and his schemes, **Skutt** will nod, and will thank the party for adding their information to a growing pattern of misdeeds linked to the supposed fisherman. Similar to the "return the item" approach above, the party must then select one PC to pass one a ▲ **Diplomacy** or **Bluff** check opposed by **Skutt's Sense Motive** check: success indicates the PCs receive a stern warning to be on their toes in the future, but no further penalty; failure indicates a fine of **100 gp** plus **20%** of the item's full value, which the party must pay immediately or be **Arrested**.

$\stackrel{\tiny{\rm mb}}{=}$ Good Fences Make Good Neighbors (Inform): $\stackrel{\scriptstyle{\rm fh}}{=}$ Law +5, $\stackrel{\scriptstyle{\rm M}}{=}$ Chaos +1

Telling the **Militia** about **Stewy's** burgeoning criminal enterprise produces a **Catalyst Impact** of **Law +5** and **Chaos +1**.

This stacks with other **Catalyst Impacts** for this Quest.

However, once **Skutt** lets the party go after having informed on **Stewy**, the fisherman underlord will soon find out about their betrayal. Within **2**2d8+3 hours, the party is set upon by **2**2d4+1 Hired Goons, who approach the party wherever they are on the streets. "It's nuttin' personal, you unnerstan'," they say, drawing their weapons, "Stewy's gotta make sure his reputation speaks for itself, in the future." They will then attack the party. See their **Combat Tactics** section for their behavior, but suffice it to say, as hired toughs, they will not willingly fight to the death on behalf of their employer.

Once the party has paid their fine for being **Arrested**, defeats **Skutt** and his full complement of **Militia** comrades, successfully passes the checks above, or defeats the gang of goons sent by **Stewy**, this quest is resolved.

🕈 Quest: On the Fence About It

• **Summary:** The PCs are tasked with stealing an item, in return for a significant discount on *another* stolen item they purchased from him already.

Rewards: The discount already taken on the item already obtained. And, possibly, additional booty acquired during the heist (see below).

Q Locations: Fishery / Stables.

Key NPCs: Stewy.

Kickoff: The PCs ask the fishery apprentice for his help obtaining an item via the black market (see quest "**Good Fences Make Good Neighbors**", above), and to get an even better discount, the party offers to steal something for **Stewy**.

Oescription:

Despite his upstart nature, and the underground aspect of his enterprise, **Stewy** is a shrewd businessman, averse to unnecessary risk like those in most legitimate professions. He never does the dirty work himself, if he can avoid it, and instead hires underlings to take care of the gruntwork.

Case in point: the PCs are tasked with acquiring an item of value. This is seemingly a worthless item—a writing quill, belonging to the city's butcher—but its sentimental value is great. Intuitive PCs will swiftly (and correctly) deduce that **Stewy** likely means to blackmail or ransom the item to get money out of **Ganyc**.

The task is simple: sneak into **Ganyc's Suite** and steal the quill, then hand it over to **Stewy**. There are many ways of doing this; how is left to the PCs. While they're doing so, they may of course loot the rest of the suite; there are some valuables to come by in so doing. There is no further reward explicitly for this Quest, however.

➡ On the Fence About It (Return): ☑ Chaos +4

Completing the theft, and delivering the requested item, means a **Catalyst Impact**: Chaos +4.

Note that completing this Quest will prevent the retrieval of **Ganyc's** quill as part of some Quests in **Act Three**, as it will no longer be in his suite.

Refusing the task will earn **Stewy's** displeasure; the GM is encouraged to come up with inventive ways of demonstrating such emotion. One suggestion is that **Bandit!** random encounters may start to plague the party periodically, seemingly unconnected from the refusal of this task.

[™] On the Fence About It (Return): [⊕] Law +2

Explicitly refusing the task produces a **Catalyst Impact** of **E Law +2**.

This Quest terminates if the PCs steal the quill and give it to **Stewy**, or if they complete one of the Quests that involves retrieving the quill on **Ganyc's** behalf in **Act Three**.

Tansden (Militia Captain)

CR 2; **XP** 600

Description

He's stern and tough and unrelenting, but fair, and sweet in his own way. Though it's merely the militia of a medium-sized town, the **Berinncorte Militia** is nevertheless run with military efficiency. **Tansden** has seen and heard enough of war that he greatly fears being unprepared, should the factions at strength in the area turn their greed toward his benevolent and lovely village.

Mayor Symms is attracted to him but has never pursued it given their positions; little does she know, however, that He's gay and sees this as a weakness, hiding it from everyone. he grew up in a family that viewed it as a sin, but what he doesn't realize is that nearly everyone in town wouldn't care in the slightest... and more than one young man in his service would welcome the news!

• Appearance

A handsome and rugged man, **Tansden** wears a full beard, neatly trimmed into severe lines. Even when not strictly necessary, he wears his armor and full kit of weaponry—he feels this not only sends a strong message to his troops that they should always be ready and prepared for combat, but it's also a means of keeping fit

With his heavy armor, longsword and heavy steel shield, he is the prototypical strongman fighter.

🖧 Combat Tactics

Tansden may be an effective leader, but he has focused on directing the actions of others, rather than on improving his own tactical abilities. In an unavoidable conflict, he will focus on the largest, closest melee fighter amongst his opponents, proceeding in similar fashion to the next-closest once that foe is disabled.

Anywhere within the city limits, **Tansden** will summon support to his side: each round, there is a **10%** chance that **114+2 Berrincorte Militia** plus **144 Berinncorte Elite Guard** will arrive to fight by his side. Note that unlike most other fighting support, once a batch of **Guard** arrives, the GM should continue to roll each round to determine whether



additional support arrives.

🏲 Factions

Berinncorte Militia, of course, as its leader.

The **Militia** is ultimately beholden to **Berinncorte City** proper.

Tansden tries to maintain a neutral tone when on duty, but when off duty, he is a follower of **Zugul**, to which his **tribute** is paid.

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Alter Stands	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
👤 General						
CR / XP	CR 2; XP 800	CR 7; XP 3,200	CR 13; XP 19,200	CR 16; XP 76,800		
Sex / Race	Male Human; LG Medium humanoid (human)					
Class	Fighter 3	Fighter 8	Fighter 14	Fighter 18		
Initiative	+5	+6	+6	+6		
Senses	Perception -1	Perception -1	Perception -1	Perception -1		
Defense						
Armor Class	AC 18, touch 11, ff 17 (+1 Dex, +6 chainmail, +1 light steel shield)	AC 25, touch 13, ff 22 (+2 Dex, +1 dodge, +8 half-plate armor, +4 heavy steel shield)	AC 31, touch 13, ff 28 (+2 Dex, +1 dodge, +11 full plate armor +1, +8 impervious tower shield +2)	AC 34, touch 13, ff 31 (+2 Dex, +1 dodge, +12 full plate armor of determination+3, +9 arrow deflecting tower shield)		

on Street	🔀 Low	🔀 Moderate	Advanced	× Elite			
hp / HD	27 (3d10)+3	57 (8d10)+8	87 (14d10)+14	125 (18d10)+18			
Saves	Fort +4, Ref +2, Will +0; +1 vs. Fear	Fort +7, Ref +4, Will +1; +2 vs. Fear	Fort +10, Ref +6, Will +5; +4 vs. Fear	Fort +14, Ref +10, Will +7; +5 vs. Fear			
Offense							
Movement	Speed 30 ft.	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.			
Attacks	Melee longsword +6 (1d8+3/19-20) or Melee light steel shield +6 (1d3+1) or Melee dagger +6 (1d4+3/19-20) or Ranged dagger (thrown) +4 (1d4+3/19-20) or Ranged shortbow +4 (1d6/x3)	Melee +2 longsword +15/+10 (1d8+5/19- 20) or Melee heavy steel shield +11 (1d4+1) or Melee spiked gauntlet +11/+6 (1d4+3) or Melee dagger +12/+7 (1d4+4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+4/19-20) or Ranged shortbow +10/+5 (1d6/x3)	Melee +2 flaming burst longsword +22/+17/+12 (1d8+8/19-20) or Melee +1 bleeding spiked gauntlet +17/+12/+7 (1d4+5) or Ranged +1 cunning shortbow +15/+10/+5 (1d6+1/x3) or Melee +1 dagger +21/+16/+11 (1d4+9/19-20) or Ranged +1 dagger (thrown) +19/+14/+9 (1d4+9/19-20)	Melee +1 bleeding spiked gauntlet +21/+16/+11/+6 (1d4+5) or Melee +4 ghost touch longsword +29/+24/+19/+14 (1d8+11/17-20) or Ranged +1 cunning shortbow +19/+14/+9/+4 (1d6+1/x3) or Melee +1 dagger +27/+22/+17/+12 (1d4+11/19-20) or Ranged +1 dagger (thrown) +25/+20/+15/+10 (1d4+11/19-20)			
Space / Reach	Space 5 ft.; Reach 5 ft.						
E Statistics							
Ability Scores	Str 16, Dex 13, Con 13, Int 12, Wis 9, Cha 15	Str 17, Dex 14, Con 13, Int 12, Wis 9, Cha 15	Str 18, Dex 14, Con 13, Int 12, Wis 9, Cha 15	Str 18, Dex 15, Con 13, Int 12, Wis 9, Cha 15			
Core Attack	Base Atk +3; CMB +6; CMD 17 (20 vs. disarm or trip)	Base Atk +8; CMB +11; CMD 24 (27 vs. bullrush, disarm, grapple, overrun, or trip; 25 vs sunder)	Base Atk +14; CMB +18; CMD 31 (36 vs. bullrush, disarm, grapple, overrun, or trip; 34 vs sunder)	Base Atk +18; CMB +22; CMD 35 (41 vs. bullrush or disarm, 42 vs. grapple, 40 vs. overrun, 41 vs. sunder or trip)			
Feats	Cleave, Improved Initiative, Improved Shield Bash, Persuasive, Power Attack	Cleave, Dodge, Greater Shield Focus, Greater Weapon Focus (Longsword), Improved Initiative, Improved Shield Bash, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)	Cleave, Cleaving Finish, Critical Focus, Dazing Assault, Dodge, Endurance, Greater Shield Focus, Greater Weapon Focus (Longsword), Improved Initiative, Improved Iron Will, Improved Shield Bash, Iron Will, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)	Cleave, Cleaving Finish, Critical Focus, Dazing Assault, Deflect Arrows, Dodge, Endurance, Greater Shield Focus, Greater Weapon Focus (Longsword), Great Fortitude, Improved Critical (Longsword), Improved Initiative, Improved Initiative, Improved Iron Will, Improved Shield Bash, Iron Will, Lightning Reflexes, Missile Shield, Persuasive, Power Attack, Shield Focus, Weapon Focus (Longsword)			
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and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite			
Skills	Acrobatics -4, Appraise +1, Artistry +1, Bluff +2, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -4, Fly -4, Handle Animal +7, Heal -1, Intimidate +9, Knowledge (Dungeoneering) +6, Perception -1, Perform (Untrained) +2, Profession (Soldier) +4, Sense Motive -1, Stealth -4, Survival +3, Swim +2	Acrobatics -5, Appraise +1, Artistry +1, Bluff +2, Climb +2, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -5, Fly -5, Handle Animal +8, Heal -1, Intimidate +11, Knowledge (Dungeoneering) +9, Perception -1, Perform (Untrained) +2, Profession (Soldier) +10, Ride +1, Sense Motive -1, Stealth -5, Survival +5, Swim +2	Acrobatics -9, Appraise +1, Artistry +1, Bluff +2, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -9, Fly -9, Handle Animal +10, Heal -1, Intimidate +23, Knowledge (Dungeoneering) +10, Perception -1, Perform (Untrained) +2, Profession (Soldier) +16, Ride -2, Sense Motive -1, Stealth -9, Survival +7	Acrobatics -8, Appraise +1, Artistry +1, Bluff +2, Climb +3, Craft (Untrained) +1, Diplomacy +4, Disguise +2, Escape Artist -8, Fly -8, Handle Animal +11, Heal -1, Intimidate +27, Knowledge (Dungeoneering) +10, Perception -1, Perform (Untrained) +2, Profession (Soldier) +20, Sense Motive -1, Stealth -8, Survival +10, Swim +2			
Languages	Common, Elven		. 10, 0				
Special Qualities	Armor Training, Bonus CMD (3x), Bonus Feat, Bonus Feats, Bravery, Skilled	Armor Training, Bonus CMD (8x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (14x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (18x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training			
Treasure	longsword; light steel shield; chainmail; arrows (20x); dagger; shortbow 82 gp	+2 longsword; heavy steel shield; half- plate armor; spiked gauntlet; arrows (20x); dagger; shortbow 34 pp; 113 gp	+2 flaming burst longsword; +2 impervious tower shield; +1 full plate armor; +1 bleeding spiked gauntlet; arrows (20x); +1 dagger (2x); +1 cunning shortbow 61 pp; 189 gp	+4 ghost touch longsword; +3 arrow deflecting tower shield; +3 full plate armor of determination; +1 bleeding spiked gauntlet; arrows (20x); +1 dagger (2x); +1 cunning shortbow 81 pp; 219 gp			

🕈 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 51: Attitude Modifiers for Tansden

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Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-5	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+2	Per each Rumor shared; maximum +10
Extant	One or more PCs have been arrested	-2	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-5	Per offense, maximum -15
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus CMD (18x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Bonus CMD Bull Rush (6x); Bonus CMD Disarm (6x); Bonus CMD Grapple (7x); Bonus CMD Overrun (5x); Bonus CMD Sunder (6x); Bonus CMD Trip (6x)

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose

whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +5 bonus to Will saves against fear effects. **Skilled** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Light Blades +4 Thrown Weapons +2

💈 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dazing Assault You can daze foes with wild attacks. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to daze opponents you hit with your melee attacks for 1 round, in addition to the normal damage dealt by the attack. A successful Fortitude save negates the effect. The DC of this save is 10 + your base attack bonus. You must choose to use this feat before making the attack roll, and its effects last until your next turn.

Deflect Arrows You can know arrows and other projectiles off course, preventing them from hitting you. You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a ranged attack doesn't count as an action. Unusually massive ranged weapons (such as boulders or ballista bolts) and ranged attacks generated by natural attacks or spell effects can't be deflected.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Greater Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1. This bonus stacks with the bonus granted by Shield Focus.

Greater Weapon Focus (Longsword) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Longsword) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Shield Bash You can protect yourself with your shield, even if you use it to attack. When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Missile Shield You are skilled at deflecting ranged attacks with your shield. You must be using a light, heavy, or tower shield to use this feat. Once per round when you would normally be hit with an attack from a ranged weapon (not including spell effects, natural attacks, or massive ranged weapons), you may deflect it so that you take no damage, as if you had the Deflect Arrows feat. You must be aware of the attack and not flat-footed.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of

these skills, the bonus increases to +4 for that skill.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with a two-handed weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Focus You are skilled at deflecting blows with your shield. Increase the AC bonus granted by any shield you are using by 1.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

📽 Habits and Logistics

During daylight hours, there is a chance (25%) that **Tansden** will be at the **Garrison/Barracks**, tending to the business of the **Militia**. Some of the time (25%) he will instead be meeting with **Mayor Symms** in the **Mayor's House**. The rest of the time, he will be out and about, patrolling the city as any other of his charge. The GM is encouraged to "place" him anywhere desired.

At night, **Tansden** works late at the **Garrison/Barracks**, then turns in to sleep.

Background

Tansden grew up a farmer; then left his family to pursue adventuring. While away, his family succumbed to the famine and disease of a bad harvest, unbeknownst to him. When he returned with a bounty of treasure to share, he discovered the sad truth of what had become of his parents and older brother. Immediately, he settled down in **Berinncorte** and joined the militia, swiftly rising to Captain since he had had the most experience.

9 In the Obelisk Attack

It just happens to be his day off, so he's in the **Tavern**. He's unscathed, but he loses many of his staff in the attack and in the aftermath. He has survivor's guilt, and never forgives himself for not being there more readily to help save everyone. This strengthens his resolve to become a church-going man of faith given his alignment.

Conversation

What do you think of Berinncorte?

"I love this town. Good people who mean well. The role of the Militia is necessary, even so, and I like to think that your average citizen recognizes the role we serve, the good we do."

Do you know anything about the strife between Zugul and Sheergath?

"It's no secret that I myself am on the Zugul side of things, at least from a belief and involvement standpoint. That's personally, however. Officially, I don't choose sides; if my fellow Zugul-followers take their ideological disagreement too far, I'll arrest them without a second thought. Sheergath folk don't mean ill, generally; they're just unsettled with their lot in life, it seems, and want more. Difficult to blame them for that! But both sides need to keep it a matter of disagreeing faith, and nothing more. It concerns me when I hear folk get too riled up about this."

What do you think of the Mayor and the government?

▲ "Dominika Symms is a fabulous ruler, and does well by the city and its people. We enjoy a healthy partnership in our shared desire to benefit the citizens, to protect them, and to keep businesses and people alike safe."

Tell me about being a militia master.

"It's a grand role. To be at the lead of such a well-oiled organization, promoting a noble cause... well, it's just great."

Do you do any... other sorts of work on the side?

✓ "Friend, Berinncorte may seem a peaceful city, but believe you me, there's more than enough to keep me busy. Peaceful cities *seem* that way because of all the diligence and work and relationships that their security forces provide."

Carsheva Fornwood (Landlord)

CR 1/2; **XP** 200

Description

The strong-willed force of nature that keeps the **Upper-Class Residential District** running single-handedly, **Tarsheva Hornwood** is a cool, efficient half-elf who dominates any situation quietly and with a serene sense of calm. She has an uncanny knack for walking into a situation where one or more people are yelling, screaming, even threatening herself or others, and leaving the room some time later with all parties satisfied that their honor, or sense of being wronged, has been addressed... whether or not any "give" was actually given.

If you put a large handful of **Berinncorte's** most powerful and wealthy individuals together in a single building, there's bound to be drama and interesting occurences. Though **Tarsheva** tries to keep a sense of secrecy to her dealings, and certainly wishes to maintain trust with her tenants, she's also been known to keep **Amadan** informed of nefarious goings-on around the building. Sometimes this is done for a price, and other times simply for the knowledge that she has done the right thing by letting someone else know.

Through these dealings, **Tarsheva** has come to suspect **Amadan's** secret (that **Amadan** is in actuality a woman), but has never pressed the matter. She sympathizes with any number of possible reasons **Amadan** might have for being as she is and acting as she does, and none of it is **Tarsheva's** business. And neither does it matter to the landlord anyway; she keeps the possible secret not out of a sense of honor, or respect for **Amadan**, but out an obliviousness that it should even be an issue worth reporting to others.

i Appearance

Tarsheva Hornwood is a striking half-elf. Her dark brown hair flows straight to her shoulders; while on the job (which is nearly all the time!), she ties it back in a braid or bow. She's slender, and her arms appear too thin to support much at all, and she's constantly fending off assistance from her staffers whenever she lifts anything.

She wears conservative, but smartly-cut and expensive-looking, outfits that she typically has custom-made from **Daratis**; the two entrepreneurs have a good friendship and a strong mutual respect born out of camaraderie, similar senses of humor, and their shared devotion to church.

Combat Tactics

Tarsheva is smart, and in it for the long game. She'll lose a fight and surrender if it means surviving. In that context, however, she will go to great lengths to defend her business, which often means defending her building and its occupants, unsavory as some of those people and their deeds may be.

Factions

Tarsheva worships at the Zugul Church, and pays her Tribute there.

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	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite			
👤 General							
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200			
Sex / Race	Female Half-Elf; LN Med	lium humanoid (elf, huma	an)				
Class	Expert 2	Expert 6	Expert 10	Expert 14			
Initiative	+0	+0	+0	+4			
Senses	Perception +8; Low-Light Vision	Perception +15; Low-Light Vision	Perception +21; Low-Light Vision	Perception +25; Low-Light Vision			
Defense	Defense						
Armor Class	AC 11, touch 10, ff 11 (+1 padded armor)	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 15, touch 10, ff 15 (+5 studded leather armor +2)	AC 17, touch 10, ff 17 (+7 studded leather armor +4)			
hp / HD	15 (2d8)+2	29 (6d8)+6	52 (10d8)+10	77 (14d8)+14			
Saves	Fort +0, Ref +0, Will +4; +2 vs. enchantment spells and effects	Fort +2, Ref +2, Will +6; +2 vs. enchantment spells and effects	Fort +5, Ref +5, Will +8; +2 vs. enchantment spells and effects	Fort +6, Ref +6, Will +12; +2 vs. enchantment spells and effects			
🖌 Offense							
Movement	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.	Speed 20 ft.			

States and a state	AND A DESCRIPTION OF THE OWNER	A DESCRIPTION OF THE OWNER OF THE	and the second second	and the state of the
and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Attacks	Melee shortspear +0 (1d6-1) or Ranged shortspear (thrown) +1 (1d6-1) or Melee dagger +0 (1d4- 1/19-20) or Ranged dagger (thrown) +1 (1d4-1/19- 20) or Ranged sling +1 (1d4- 1)	Melee dagger +3 (1d4- 1/19-20) or Ranged dagger (thrown) +4 (1d4-1/19- 20) or Melee +1 shortspear +4 (1d6) or Ranged +1 shortspear (thrown) +5 (1d6) or Ranged sling +4 (1d4- 1)	Melee dagger +6 (1d4- 1/19-20) or Ranged dagger (thrown) +7/+2 (1d4- 1/19-20) or Melee +2 shortspear +8/+3 (1d6+1) or Ranged +2 shortspear (thrown) +9/+4 (1d6+1) or Ranged sling +7/+2 (1d4-1)	Melee dagger +10 (1d4/19-20) or Ranged dagger (thrown) +10/+5 (1d4/19-20) or Melee +2 frosty shortspear +12/+7 (1d6+2) or Ranged +2 frosty shortspear (thrown) +12/+7 (1d6+2) or Ranged sling +10/+5 (1d4)
_	Space 5 ft.; Reach 5 ft			
E Statistics				
Ability Scores	Str 8, Dex 10, Con 10, Int 15, Wis 12, Cha 17	Str 8, Dex 10, Con 10, Int 15, Wis 12, Cha 18	Str 9, Dex 10, Con 10, Int 15, Wis 12, Cha 18	Str 10, Dex 10, Con 10, Int 15, Wis 12, Cha 18
Core Attack	Base Atk +1; CMB +0; CMD 10	Base Atk +4; CMB +3; CMD 13	Base Atk +7; CMB +6; CMD 16	Base Atk +10; CMB +10; CMD 20
FeatsArmor Proficiency, Light, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper))		Alertness, Armor Proficiency, Light, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper)), Uncanny Alertness	Alertness, Armor Proficiency, Light, Great Fortitude, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper)), Uncanny Alertness	Alertness, Armor Proficiency, Light, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Profession (Innkeeper)), Uncanny Alertness
Skills Appraise +7, Bluff +8, Climb -1, Craft (Untrained) +2, Diplomacy +10, Disguise +3, Heal +1, Intimidate +10, Knowledge (Local) +7, Perception +8, Perform (Untrained) +3, Profession (Innkeeper) +9, Sense Motive +6, Survival +1, Swim -1		Acrobatics -3, Appraise +11, Bluff +13, Climb -4, Craft (Untrained) +2, Diplomacy +15, Disguise +4, Escape Artist -3, Fly -3, Heal +1, Intimidate +15, Knowledge (Local) +11, Perception +15, Perform (Untrained) +4, Profession (Innkeeper) +13, Ride -3, Sense Motive +13, Stealth -3, Survival +1, Swim -4	Acrobatics -3, Appraise +15, Bluff +17, Climb -4, Craft (Untrained) +2, Diplomacy +21, Disguise +4, Escape Artist -3, Fly -3, Heal +1, Intimidate +21, Knowledge (Local) +15, Perception +21, Perform (Untrained) +4, Profession (Innkeeper) +20, Ride -3, Sense Motive +19, Stealth -3, Survival +1, Swim -4	Acrobatics -3, Appraise +19, Bluff +21, Climb -3, Craft (Untrained) +2, Diplomacy +25, Disguise +4, Escape Artist -3, Fly -3, Heal +1, Intimidate +25, Knowledge (Local) +19, Perception +25, Perform (Untrained) +4, Profession (Innkeeper) +24, Ride -3, Sense Motive +23, Stealth -3, Survival +1, Swim -3
Languages	Common, Elven, Dwarve	en, Halfling		
Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented		Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented,	Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented	Adaptability, Elf Blood, Elven Immunities, Humanoid Traits, Keen Senses, Low-Light Vision, Multitalented
Treasure	shortspear; dagger (2x); padded armor; sling; sling bullets (20x) 19 gp	shortspear +1; dagger (2x); studded leather armor; sling; sling bullets (20x) 3 pp; 51 gp	shortspear +2; dagger (2x); studded leather armor +2; sling; sling bullets (20x) 23 pp; 82 gp	frosty shortspear +2; dagger (2x); studded leather armor +4; sling; sling bullets (20x) 40 pp; 131 gp

Attitude Tracker

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Starting Attitude: 20 (Friendly)



Table 52: Attitude Modifiers for Tarsheva Hornwood

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp	Maximum effect +5 for spending 250 gp
	-	spent	
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4

Name	Condition	Effect	Notes
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Adaptability (Ex) Half-elves receive Skill Focus as a bonus feat at 1st level.

Elf Blood (Ex) Half-elves count as both elves and humans for any effect related to race.

Elven Immunities (Ex) Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Keen Senses (Ex) Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Multitalented (Ex) Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Profession (Innkeeper)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

🛿 Habits and Logistics

During daylight hours, **Tarsheva** will be in the **Up-per-Class Residential District**, roaming the halls and making sure everything is going well. There is a slight (**15%**) chance she will be out purchasing provisions in the **Town Square** or at one of the vendor shops in town.

At night, **Tarsheva** will always be on-site at the **District**, in case there are complaints. She oversees all evening meals in the **Dining Hall** and frequently attempts to help cook and serve as needed.

Background

Tarsheva grew up surrounded by prejudice, mainly for

her mixed heritage. Stunning and capable, she was even shunned by fellow half-elves, mainly out of jealousy and contempt that she seemed not to care what others thought of her. As soon as she was able, she left home and struck out on her own, having a number of adventures along the way.

In doing so, she amassed a far sum, and upon finding **Berinncorte**, she purchased a large abandoned warehouse. She spent the next several years renovating it, negotiating for fineries, and opened it as an apartment complex for wellto-do citizens and long-term guests. Though anyone would have laughed at the concept before she arrived, once **Tarsheva** made it happen, suddenly it seemed an obvious need that the city had lacked—all her suites were booked within a month of her opening.

9 In the Obelisk Attack

Tarsheva survives. She's in the **Upper-Class Residential Building** when the **Obelisk Erupts**; she first checks the building and urges every tenant to evacuate the town, then she locks up and flees through the **City Gate** to the east.

Conversation

What do you think of Berinncorte?

"It's a lovely town, full of interesting people. Of course, I'm blessed to have some of the nicest, best, and wealthiest members of society under my care, so I'm a bit partial in my view."

Do you know anything about the strife between Zugul and Sheergath?

"It's such a shame, really. If both sides could simply put aside their differences, I think they'd find that they can safely ignore one another and yet still believe what they wish. They'd all be so much more productive, both in their lives and in their faith."

What do you think of the Mayor and the government?

• Dominika Symms does a good job. Things are peaceful here, and not just for the elite. Common citizens enjoy the same comfort, and protection, as do our wealthiest. That's not often the case, across the Realm, as I've seen it."

Tell me about being a landlord.

"It's *interesting* work, to say the least. I hire a few parttime workers to assist with meals, but other than that, I'm a one-woman show, here. I've picked up skill through necessity in carpentry, negotiations, any number of things I never thought I'd have need to demonstrate. Here, though, and catering to the city's most powerful and hard-to-please folk, it's a never-ending challenge. One that I relish, to be fair, but still, a challenge."

Do you do any... other sorts of work on the side?

Ha! No time for any of that, I'm afraid. My tenants keep me plenty busy. If I'm lucky and have a calm afternoon, I'll take a stroll in the gardens, or as an extravagance, I'll venture out of town for rare provisions."

Chrunne (Serving Wench)

CR 1/3; **XP** 135

Description

Thrunne and **Ownka** are both half-orc serving wenches and sometimes-cooks at the **Leaky Cask Tavern**. The similarities end there, however: **Thrunne** is decidedly the more charming, full-figured, and personable of the two, though in a fight, you'd want **Ownka** by your side, no doubt.

You can't judge a half-orc by her smile, however, and even though that's not really a colloquialism anybody says in town, **Thrunne's** warm demeanor belies her Lawful Evil nature: she'll take advantage of any customer who's had quite too many drinks. Between her bodice and the ale, she can generally upsell a customer to give them a more expensive meal, ask them outright to tip her a certain extra amount, or even buy her items. She's Lawful, however, so will never steal from such customers; it's important to her that they do what they do my their own free will, just... incented, a little bit, as needs be.

Appearance

"Buxom for a half-orc maid" is the way most would describe her, and it's true; **Thrunne** is lovely and warm in all the ways most would expect of a stereotypical serving wench. She's just also got huge incisors, and a somewhat brutish physique underlying her curves. She keeps her blackish-brown hair long and brushed out, usually with a bow of some manner; sometimes she gives braiding a try.

🖧 Combat Tactics

Thrunne has no taste for combat, and will generally avoid it unless it's clear she's about to get killed unless she does something. Given any chance to maneuver, she will flee the **Tavern** and seek the nearest **Militia Guard Post**.

🏲 Factions

None. Thrunne's tribute goes directly to Berinncorte City.

San States	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 4; XP 1,200	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Female Half-Orc; LE Me	dium humanoid (human)		
Class	Commoner 1	Commoner 6	Commoner 12	Commoner 16
Initiative	+1	+1	+1	+1
Senses	Perception +2; Darkvision 60 ft.	Perception +9; Darkvision 60 ft.	Perception +13; Darkvision 60 ft.	Perception +21; Darkvision 60 ft.
Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 13, touch 11, ff 12 (+1 Dex, +2 leather armor)	AC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor)	AC 15, touch 11, ff 14 (+1 Dex, +4 <i>studded</i> <i>leather armor</i> +1)
hp / HD	6 (1d6)+2	44 (6d6)+17	87 (12d6)+35	115 (16d6)+47
Saves	Fort +2, Ref +1, Will -2	Fort +4, Ref +3, Will +0	Fort +8, Ref +7, Will +3	Fort +9, Ref +8, Will +7
S Offense				
Movement	Speed 30 ft.			
Attacks	Melee spiked gauntlet +0 (1d4)	Melee spiked gauntlet +3 (1d4)	Melee +1 spiked gauntlet +7/+2 (1d4+1)	Melee +1 breaking spiked gauntlet +9/+4 (1d4+1)
Space / Reach	Space 5 ft.; Reach 5 ft.	~		
E Statistics				
Ability Scores	Str 11, Dex 12, Con 15, Int 9, Wis 7, Cha 14	Str 11, Dex 12, Con 15, Int 10, Wis 7, Cha 14	Str 11, Dex 12, Con 15, Int 10, Wis 9, Cha 14	Str 11, Dex 12, Con 15, Int 10, Wis 10, Cha 14
Core Attack	Base Atk +0; CMB +0; CMD 11	Base Atk +3; CMB +3; CMD 14	Base Atk +6; CMB +6; CMD 17	Base Atk +8; CMB +8; CMD 19
Feats	Throw Anything	Alertness, Light Armor Proficiency, Throw Anything	Alertness, Light Armor Proficiency, Great Fortitude, Improved Great Fortitude, Lightning Reflexes, Throw Anything	Alertness, Light Armor Proficiency, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Throw Anything

	and the second second	a man and the first	And the second				
	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite			
Skills	Skills Acrobatics +1, Appraise -1, Artistry -1, Bluff +2, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Heal -2, Intimidate +4, Perception +2, Perform (Untrained) +2, Profession (Cook) +2, Ride +1, Sense Motive -2, Stealth +1, Survival -2		Bluff +2, Climb +4, Diplomacy +2, Disguise +2, Heal -1, Intimidate +4, Perception +13, Perform (Untrained) +2, Profession (Cook) +14, Sense Motive +1, Survival -1, Swim +4	Acrobatics +1, Bluff +2, Climb +5, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +1, Intimidate +4, Perception +21, Perform (Untrained) +2, Profession (Cook) +18, Ride +1, Sense Motive +2, Stealth +1, Swim +5			
Languages	s Common, Orc						
Special Qualities	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity	Darkvision, Intimidating, Orc Blood, Orc Ferocity, Single Simple Weapon Proficiency (Gauntlet (Spiked)), Weapon Familiarity			
Treasure	and the second se		+1 spiked gauntlet; peasant's outfit; studded leather armor 23 sp; 71 cp	+1 breaking spiked gauntlet; peasant's outfit; +1 studded leather armor 3 gp; 37 sp; 91 cp			
♥ Attitude Track							
Starting Attitude: 14 (In	different)		_				
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 Fostile Unfriendly Indifferent Friendly Fielpful							
Table 53: Attitude Modif	fiers for Thrunne	and the second second	No. Photo State	COLOR HER COLOR			

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Table 53: Attitud	Table 53: Attitude Modifiers for Thrunne						
Name	Condition	Effect	Notes				
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp				
Conversation	Engage in conversation outside the context of a transaction	+2	-				
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers				
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers				
Conversation	PCs threaten violence	-5	-				
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers				
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers				

Tab

Name	Condition	Effect	
			Notes
	witnesses the PCs commit der in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
a by	witnesses the PCs defend stander or innocent against ence	+10	Does not stack with other "witness" modifiers
	defend this NPC against ence	+15	Does not stack with other "witness" modifiers
	attempt a bribe (for rmation, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation PCs	share Rumors / Lore	+1	Per each Rumor shared; maximum +4
	or more PCs have been sted	-1	Per offense, no limit
	have slain a Militia guard, have not been caught	-2	Per offense, maximum -10
Action PCs	heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action PCs	refuse to help when asked	-3	Per request; no maximum
Action PCs	agree to help when asked	+4	Per request; maximum +12
Action NPC of ti	i joins party for any length me	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action PCs Three	escort NPC to safety in Act	+8	Either as part of a Quest, or as an offer made of the party's own initiative
	fail at an Intimidate check any reason	-2	Per failed check; no maximum
	succeed at a Diplomacy ck for any reason	+2	Per successful check; maximum +6
	succeed at a Sense Motive ck for any reason	+1	Per successful check; maximum +4
	fail at a Diplomacy check for reason	-1	Per failed check; no maximum

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Single Simple Weapon Proficiency (Gauntlet (Spiked)) You understand how to use Gauntlet (Spiked)

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have

10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🛿 Habits and Logistics

During daylight hours, **Thrunne** will either be asleep in quarters in the **Lower-Class Residential District** (**65**%), or be shopping for supplies and catching up with friends in the **Town Square** (**35**%).

At night, she will be working at the **Leaky Cask Tavern** until closing, then heading back to her room after helping clean up.

Background

Thrunne comes from a warm, caring half-orc family, on the other side of the realm. She helped with the farming, but the work bored her; toward the end of her teenage years, her wanderlust and sense of adventure caused her to set out on her own. Her parents, while devastated to lose their darling daughter, were nevertheless supportive, and she was off.

The half-orc had some somewhat tame, timid adventures over the past three years, but has settled in **Berinncorte** for the time being. Serving and cooking pays the bills, and she manages to save a bit here and there, toward the next phase of her adventures... whatever those might be!

In the Obelisk Attack

Ownka and **Thrunne** are shopping for supplies together at the **Town Square** when the **Obelisk Erupts**. Both are sadly slain fairly quickly after the creatures emerge from the fissure into the town.

Conversation

What do you think of Berinncorte?

"Oh, it's a lovely town. Good-hearted, kind, decent folk... and it's not too hard to find a few who take to the drink a bit too much more than they should." She winks.

Do you know anything about the strife between Zugul and Sheergath?

• "Oh, sure, you hear things; how could you not, in a tavern? But I pay it no mind. I've not seen all the realm, but enough of it to know religions will always be at each others' throats. A faith on its own would be a boring thing! No, they need the other chapel across the town, the country, whatever, to compete with. The gods must have great sport of us to watch us posture and accuse in their names!"

What do you think of the Mayor and the government?

Symms seems okay. Never seen her hoist a mug of ale in the Cask, though. I don't trust anyone, thinks themselves too good to drink with the common man."

Tell me about being a serving wench.

Well, it's crude work, and make no mistake. But you meet lots of interesting folks. I daresay nobody knows the citizens of Berinncorte as we do!"

Do you do any... other sorts of work on the side?

If you mean singing, dancing, or a hobby, no, not really. I've a hankering for adventure; always wanted to hunt around in caves and such. But as you can see, I can't go alone; I'd need a group to help, to be sure. Past that, if you're looking for a bed companion, you're best off asking Jozan."

Tudra Coppereye (Sage)

CR 5; **XP** 1,600

Description

Berinncorte's resident Sage, **Tudra** operates out of the **Library**. She's part of why the building is often referred to as the "Library/Sage's".

She typically keeps to herself, isolated and in a strange combination of research and communing with... something. What, exactly, it is that she speaks to, when she's alone and the door is closed, not even her colleagues know.

Despite her bizarre habits and creepy practices, she's often consulted by those who are seeking answers, guesses, or something far beyond what mere books and first-hand experience can provide.

t Appearance

Tudra is a hunched, wizened dwarf with cloudy eyes and tons of off-putting black ear hair. Her movements are jerky, unpredictable, and spastic; they are the motions of something not quite dwarven, not quite humanoid.

An Oracle, she's prone to holding conversations heard oneway, with someone or something unseen. Some of these are legitimate Oracular séances; other times, it's more like she's speaking to herself, but aloud, and in a way that mimics

those spiritual connections.

She dresses in multicolored robes and cloaks, often several piled atop one another. As such, it's very difficult to tell how large she is; a sizable percentage of her apparent volume is simply clothing of various natures.

🖧 Combat Tactics

Tudra will not willingly fight, but if challenged, she will cast spells as best she is able. She'll avoid melee if possible, and will generally speaking not flee.

What little part of her is self-reflective is well aware how bizarre her appearance, demeanor, and actions can appear to be, and she will use this to her advantage in a fighting scenario.

The GM is encouraged to remember that in most circumstances, it's not necessarily apparent to an observer what class and level an NPC is—at any challenge level, for all the PCs know, **Tudra** might well be a 20th-level character! Use this mystique to **Tudra's** advantage, and play up the aura of the bizarre as its own form of "social armor".

🎦 Factions

Tudra has been involved in many mysticisms, and even some organizations some might describe as "cults"... but none, formally, right now.

Her **tribute** thus goes direct to **Berinncorte City**.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 5; XP 1,600	CR 12; XP 1,200	CR 15; XP 51,200	CR 18; XP 153,600
Sex / Race	Female Dwarf; NG Medi	um humanoid (dwarf)		
Class	Expert 4 / Oracle 2	Expert 8 / Oracle 5	Expert 8 / Oracle 8	Expert 8 / Oracle 11
Initiative	+0	+0	+0	+0
Senses	Perception +4; Darkvision 60 ft.	Perception +6; Darkvision 60 ft.	Perception +6; Darkvision 60 ft.	Perception +6; Darkvision 60 ft.
Defense				
Armor Class	AC 10, touch 10, ff 10 (no mods)	AC 12, touch 10, ff 12 (+2 leather armor)	AC 13, touch 10, ff 13 (+3 leather armor +1)	AC 15, touch 10, ff 15 (+5 studded leather armor +2)
hp / HD	32 (4d8)+(2d8)+6	74 (8d8)+(5d8)+13	83 (8d8)+(8d8)+16	97 (8d8)+(11d8)+19
Saves	Fort +2, Ref +1, Will +11 +2 vs. poison, spells, and spell-like abilities	Fort +4, Ref +5, Will +14 +2 vs. poison, spells, and spell-like abilities	Fort +5, Ref +6, Will +18 +2 vs. poison, spells, and spell-like abilities	Fort +8, Ref +7, Will +19 +2 vs. poison, spells, and spell-like abilities
🖌 Offense				
Movement	Speed 20 ft.			
Attacks	Melee dagger +1 (1d4- 3/19-20) or Ranged dagger (thrown) +4 (1d4- 3/19-20)	Melee dagger +6/+1 (1d4-3/19-20) or Ranged dagger (thrown) +9/+4 (1d4- 3/19-20)	Melee +1 dagger +10/+5/+0 (1d4-2/19- 20) or Ranged +1 dagger (thrown) +13/+8/+3 (1d4-2/19-20)	Melee +1 ghost touch dagger +12/+7/+2 (1d4-2/19-20) or Ranged +1 ghost touch dagger (thrown) +15/+10/+5 (1d4-2/19- 20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	-	-	-	Phantom Touch
		There are and		Same -

The second	🔀 Low	🔀 Moderate	🖄 Advanced	≚ Elite
Prepared Spells	Oracle (CL 2 nd): 1 st (5x/day) – command, detect chaos, unseen servant, cure light wounds o th (at will) – detect magic, guidance, light, purify food and drink, read magic	Oracle (CL 5 th): 2 nd (5x/day) – aid, augury, spiritual weapon, cure moderate wounds 1 st (7x/day) – command, detect chaos, entropic shield, know the enemy, unseen servant, cure light wounds 0 th (at will) – detect magic, guidance, light, purify food and drink, read magic	Oracle (CL 8 th): 4 th (3x/day) – discern lies, cure critical wounds, spiritual ally 3rd (5x/day) – discovery torch, invisibility purge, heroism, cure serious wounds 2 nd (7x/day) – aid, augury, calm emotions, spiritual weapon, cure moderate wounds 1 st (7x/day) – command, detect chaos, entropic shield, know the enemy, remove fear, unseen servant, cure light wounds 0 th (at will) – detect magic, guidance, light, purify food and drink, read magic, stabilize	Oracle (CL 11 th): 5 th (4x/day) – dispel chaos, disrupting weapon, cure light wounds (mass), telekinesis 4 th (6x/day) – ancestral gift, discern lies, dismissal, cure critical wounds, spiritual ally 3rd (6x/day) – discovery torch, dispel magic, invisibility purge, magic ricle against chaos, heroism, cure serious wounds 2 nd (7x/day) – aid, augury, calm emotions, hold person, restoration (lesser), spiritual weapon, cure moderate wounds 1 st (7x/day) – command, detect chaos, entropic shield, know the enemy, remove fear, unseen servant, cure light wounds 0 th (at will) – detect magic, guidance, light, purify food and drink, read magic, stabilize
🗎 Statistics				
Ability Scores	Str 5, Dex 10, Con 12, Int 16, Wis 19, Cha 12	Str 5, Dex 10, Con 12, Int 16, Wis 19, Cha 14	Str 5, Dex 10, Con 12, Int 16, Wis 19, Cha 15	Str 5, Dex 10, Con 12, Int 16, Wis 19, Cha 15
Core Attack	Base Atk +4; CMB +1; CMD 11 (15 vs. bullrush or trip)	Base Atk +9; CMB +6; CMD 16 (20 vs. bullrush or trip)	Base Atk +12; CMB +9; CMD 19 (23 vs. bullrush or trip)	Base Atk +14; CMB +11; CMD 21 (25 vs. bullrush or trip)
Feats	Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))	Alertness, Armor Proficiency, Light, Fleet, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))	Alertness, Armor Proficiency, Light, Fleet, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Iron Will, Lightning Reflexes, Run, Simple Weapon Proficiency, Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes))

and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Skills	Appraise +3, Artistry +3, Bluff +2, Climb -3, Craft (Untrained) +3, Diplomacy +1, Disguise +1, Heal +8, Intimidate +1, Knowledge (Arcana) +12, Knowledge (Geography) +10, Knowledge (History) +15, Knowledge (Local) +15, Knowledge (Nature) +12, Knowledge (Nobility) +12, Knowledge (Planes) +15, Knowledge (Religion) +12, Perception +4, Perform (Untrained) +1, Sense Motive +11, Stealth +1, Survival +4, Swim -3, Use Magic Device +2	Acrobatics -3, Appraise +3, Artistry +3, Bluff +3, Climb -6, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal +8, Intimidate +2, Knowledge (Arcana) +19, Knowledge (Geography) +11, Knowledge (History) +25, Knowledge (Local) +25, Knowledge (Nature) +19, Knowledge (Nobility) +19, Knowledge (Planes) +25, Knowledge (Religion) +19, Perception +6, Perform (Untrained) +2, Ride -3, Sense Motive +24, Stealth -2, Survival +4, Swim -6, Use Magic	Acrobatics -3, Appraise +3, Artistry +3, Bluff +3, Climb -6, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal +8, Intimidate +2, Knowledge (Arcana) +22, Knowledge (Geography) +13, Knowledge (History) +28, Knowledge (Local) +28, Knowledge (Nature) +22, Knowledge (Nobility) +22, Knowledge (Planes) +28, Knowledge (Religion) +22, Perception +6, Perform (Untrained) +2, Ride -3, Sense Motive +24, Stealth -2, Survival +4, Swim -6, Use Magic	Acrobatics -3, Appraise +3, Artistry +3, Bluff +3, Climb -6, Craft (Untrained) +3, Diplomacy +2, Disguise +2, Escape Artist -3, Fly -3, Heal +8, Intimidate +2, Knowledge (Arcana) +25, Knowledge (Geography) +13, Knowledge (History) +31, Knowledge (Local) +31, Knowledge (Nature) +25, Knowledge (Nobility) +25, Knowledge (Planes) +31, Knowledge (Religion) +25, Perception +6, Perform (Untrained) +2, Ride -3, Sense Motive +24, Stealth -2, Survival +4, Swim -6, Use Magic
Languages	Common, Abyssal, Dwarven, Giant, Gnome, Orc, Tongues	Common, Abyssal, Celestial, Dwarven, Giant, Gnome, Orc, Tongues	Common, Abyssal, Celestial, Dwarven, Giant, Gnome, Orc, Tongues	Common, Abyssal, Celestial, Dwarven, Giant, Gnome, Orc, Tongues
Special Qualities	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Weapon Familiarity, Wisdom of the Ancestors	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Sacred Council, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Tongues ~ Celestial, Weapon Familiarity, Wisdom of the Ancestors	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Sacred Council, Spirit Shield, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Tongues ~ Celestial, Weapon Familiarity, Wisdom of the Ancestors	Ancestor Mysteries, Darkvision, Defensive Training, Greed, Hardy, Hatred, Orisons, Sacred Council, Spirit Shield, Stability, Steady, Stonecunning, Tongues, Tongues ~ Abyssal, Tongues ~ Celestial, Weapon Familiarity, Wisdom of the Ancestors
Treasure	dagger; scholar's outfit 8 cp	dagger; scholar's outfit; leather armor 12 sp; 3 cp	+1 dagger; scholar's outfit; +1 leather armor 1 pp; 1 gp; 100 cp	+1 ghost touch dagger; scholar's outfit; +2 studded leather armor 2 pp; 20 gp; 30 cp
MAGIC				
Spells per Day	Oracle (CL 2nd): 0/5/0/0/0/0/0/0 DC 12 + spell level	Oracle (CL 5th): 0/7/5/0/0/0/0/0 DC 13 + spell level	Oracle (CL 8th): 0/7/7/5/3/0/0/0/0 DC 13 + spell level	Oracle (CL 11th): 0/7/7/6/6/4/0/0/0 DC 13 + spell level
Attitude Track Starting Attitude: 14 (In				



Table 54: Attitude Modifiers for Tudra Coppereye

Name	Condition	Effect	Notes
Action	Tudra is aware of the party attempting to steal a book from the Library	-5 per book	No maximum effect
Action	The party happens upon Tudra in the Sage's Hall (p 210)	-3	This impact can be negated by any PC succeeding in a Diplomacy check opposed by Tudra's Sense Motive check, trying to explain why they are there
Action	Party is involved in violence occurring inside the Library	-8	Counts regardless as to "who started it"
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)

Name	Condition	Effect	Notes
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Ancestor Mysteries You draw upon the divine mystery of your Ancestors to grant your spells and powers.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Defensive Training (Ex) Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.

Greed (Ex) Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.

Hardy (Ex) Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred (Ex) Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.

Language Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Phantom Touch (Su) As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for 5 rounds. You can use this ability 5/day.

Sacred Council (Su) As a move action, you can call upon your ancestors to provide council. This advice grants you a +2 bonus on any one d20 roll. This effect lasts for 1 round. You can use this ability 2/day.

Spirit Shield (Su) You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +8 armor bonus. You can use this shield for 11 hours per day. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Stability (Ex) Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Steady (Ex) Dwarves never have their speed reduced by armor or encumbrance.

Stonecunning (Ex) Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.

Tongues In times of stress or unease, you speak in tongues. Whenever you are in combat, you can only speak two selected languages. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You can speak and understand any spoken language, as if under the effects of tongues, but your speech is still restricted during combat.

Tongues ~ Abyssal You gain Abyssal as a bonus language.

Tongues ~ Celestial You gain Celestial as a bonus language.

Weapon Familiarity (Ex) Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Wisdom of the Ancestors (Su) You can enter a trance in which you commune with the spirits of your ancestors. Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance you have gained mystical insight into the future. The knowledge you gain is equivalent to a commune spell. This spell effect does not require material components.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Knowledge (History), Knowledge (Local), Knowledge (Planes)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

📽 Habits and Logistics

During daylight hours, **Tudra** will be in the **Library**. There is a **35%** chance she will be asleep, a **35%** chance she will be awake and reading, and a **30%** chance she will be holding a session with a client.

At night, **Tudra** holds the exact same pattern as during the day. It may seem unusual for her to see clients at all hours, but this only adds to the mysteriousness she cultivates with her odd behavior.

Background

There are many strange things about the city's Oracle. Perhaps the oddest is also the most difficult to figure out: nobody in the city knows when and where she came from!

Despite many citizens having been born, raised, and having lived their entire lives in **Berinncorte**, none can quite put their finger on when it as that the venerable dwarf oracle came to be in her current position. Her colleagues, the ones who know her best, perhaps, are no help: both **Biggen Gurble** and **Gunnloda Balderk** have arrived to their positions within the past ten years, and both will swear that old **Tudra** was already in residence at the **Library/Sage** when they did.

In reality, this seemingly otherworldly effect has a much more natural source: **Tudra** is the oldest citizen still living in **Berinncorte**, and is much, much older than she seems. Makeup, a bit of enchantment, and numerous other more mundane effects all contribute to her appearing old, but not as ancient as she truly is.

In the Obelisk Attack

Tudra is in her private quarters during the **Obelisk Eruption**, and stays there. She perhaps knows more about the **Obelisk** and its true purpose than nearly anyone in the city, but is so shocked and unnerved by its appearance and the events that follow that she does not volunteer her knowledge broadly in the aftermath.

🖷 🖻 Conversation

What do you think of Berinncorte?

• One, there was, what might be bold; two, there was, their tale untold." *This is intentionally gibberish, and has nothing to do with any prophecy, city, or citizen.*

Do you know anything about the strife between Zugul and Sheergath?

"One, there was, what might be bold; two, there was, their woes tenfold."

▲ Sense Motive, Knowledge (Local), or Knowledge (Religion) check at DC 17, upon hearing the above: You sense that this may mean that if only one of the faiths had been in the city, without the other, the present conflict would not exist.

What do you think of the Mayor and the government?

Without the stalwart Mayor, the lands would be stripped bare; indeed must be a struggle, but not all fall to rubble."

Sense Motive, Knowledge (Local), or Knowledge (Religion) check at DC 14, upon hearing the above: You're not exactly sure, but your skin tingles with a sense of true prophecy. What precisely this means, you don't yet know.

Tell me about being an Oracle.

She looks at you with a sudden clarity, as though a murky veil had temporarily been dropped. "Why, 'tis wondrous. All folk need answers, and those that have them, needs must give." She smiles, and then, just as quickly as it had begun, her brief moment of happiness and normalcy fades away; her eyes unfocus and stare at something just behind you, or far past you, and her smile exhausts itself on her face.

Do you do any... other sorts of work on the side?

She stares blankly at you, her head shifting forward and back in time with her heartbeat. She says nothing; you cannot be certain she even absorbed the question.

Unglar (Sheergath Guard)

CR 2; **XP** 600

Description

Unglar is a devout half-orc, and serves as a strange combination of security guard and cleric. He helps with temple services, takes out the trash (literally; that's not a euphemism for handling disorderly intruders), cleans up, and will occasionally hold services himself in the absence of **Larissa** or **Denzys**.

i Appearance

The half-orc barbarian cleric is a deep-voiced, solemn sort. His hair is cut like a monk's, and he always wears flowing long cloaks in the colors and symbolic embroidery of **Sheer**- **gath**. His hands are enormous, even for a half-orc's, and bear dozens of scars that reach up his forearms. He will not say anything as to their genesis, only shaking his head in serious remembrance.

Combat Tactics

A vicious, zealous fighter, **Unglar** will fight to the death in defense of his livelihood, his colleagues, or his church. He will also dive into any combat he happens upon, picking a side mostly on instinct and loving a good battle.

Even so, he will tend not to seek out a fight that does not already exist, and will gladly talk or shout at you if you'd prefer to simply have words with him.

Factions

Sheergath Temple; security / enforcer.

and the	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 13; XP 25,600	CR 17; XP 102,400
Sex / Race	Male Half-Orc; CN Medi	um humanoid (orc, huma	n)	
Class	Barbarian 2 / Cleric 1	Barbarian 3 / Cleric 4	Barbarian 6 / Cleric 8	Barbarian 8 / Cleric 10
Initiative	+2	+2	+3	+3
Senses	Perception +7; Darkvision 60 ft.	Perception +12; Darkvision 60 ft.	Perception +19; Darkvision 60 ft.	Perception +28; Darkvision 60 ft.
Defense				
Armor Class	AC 15, touch 13, ff 15 (+2 Dex, +3 studded leather armor)	AC 18, touch 12, ff 18 (+2 Dex, +6 chainmail)	AC 21, touch 13, ff 21 (+3 Dex, +8 breastplate +2)	AC 22, touch 13, ff 22 (+3 Dex, +9 <i>bolstering</i> <i>breastplate</i> +3)
hp / HD	20 (2d12)+(1d8)-1	37 (3d12)+(4d8)-4	71 (6d12)+(8d8)-8	94 (8d12)+(10d8)-10
Saves	Fort +4, Ref +2, Will +5	Fort +6, Ref +4, Will +9 +1 Reflex to avoid traps	Fort +12, Ref +9, Will +12 +2 Reflex to avoid traps	Fort +14, Ref +10, Will +14 +2 Reflex to avoid traps
Defensive Abilities	Uncanny Dodge	Uncanny Dodge, Trap Sense +1	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge	Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge; DR 1/-
🖌 Offense				
Movement	Speed 30 ft.; Fast Mover	nent		
Attacks	Melee bastard sword +2 (2H: 1d10/19-20) or Melee dagger +2 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20)	Melee +1 bastard sword +7/+2 (2H: 1d10+1/19-20) or Melee +1 dagger +7/+2 (1d4+1/19-20) or Ranged +1 dagger (thrown) +9/+4 (1d4+1/19-20)	Melee +2 anarchic bastard sword +14/+9/+4 (2H: 1d10+2/19-20) or Melee +1 dagger +13/+8/+3 (1d4+1/19- 20) or Ranged +1 dagger (thrown) +16/+11/+6 (1d4+1/19-20)	Melee +3 anarchic bastard sword +18/+13/+8 (2H: 1d10+3/19-20) or Melee +3 dagger +18/+13/+8 (1d4+3/19-20) or Ranged +3 dagger (thrown) +21/+16/+11 (1d4+3/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Intimidating Glare, Touch of Chaos (4x/ day)	Intimidating Glare, Touch of Chaos (5x/ day)	Energy Resistance, Intimidating Glare, Touch of Chaos (5x/ day)	Energy Resistance, Intimidating Glare, Touch of Chaos (5x/ day)

and the second	🞽 Low	≚ Moderate	🔀 Advanced	≚ Elite
Prepared Spells	Innate Spell-Like Abilities (Su): augury (1x/day) Cleric (CL 1 st ; Chaos domain): 1 st – command, inflict light wounds O th – light, read magic, spark	Innate Spell-Like Abilities (Su): augury (1x/day) Cleric (CL 4 th ; Chaos domain): 2 nd – darkness, enthrall, protection from law (communal) 1 st – command, detect law, entropic shield, inflict light wounds, protection from law 0 th – detect magic, light, read magic, spark	Innate Spell-Like Abilities (Su): augury (1x/day) Cleric (CL 8 th ; Chaos domain): 4 th – aura of doom, chaos hammer, forceful strike 3 rd – dispel magic, invisibility purge, magic circle against law, wind wall 2 nd – align weapon (chaos), darkness, enthrall, hold person, protection from law (communal) 1 st – command, compel hostility, detect law, entropic shield, inflict light wounds, protection from law 0 th – detect magic, light, read magic, spark	Innate Spell-Like Abilities (Su): augury (1x/day) Cleric (CL 10 th ; Chaos domain): 5 th – break enchantment, command (greater), dispel law 4 th – aura of doom, chaos hammer, dismissal, forceful strike 3 rd – dispel magic, inflict serious wounds, invisibility purge, magic circle against law, wind wall 2 nd – align weapon (chaos), darkness, enthrall, hold person (2x), protection from law (communal) 1 st – command, compel hostility, detect law, entropic shield, inflict light wounds, protection from law O th – detect magic, light, read magic, spark
🗎 Statistics				
Ability Scores	Str 10, Dex 15, Con 8, Int 12, Wis 13, Cha 12	Str 10, Dex 15, Con 8, Int 12, Wis 14, Cha 12	Str 10, Dex 16, Con 8, Int 12, Wis 15, Cha 12	Str 10, Dex 16, Con 8, Int 12, Wis 16, Cha 12
Core Attack	Base Atk +2; CMB +2; CMD 14	Base Atk +6; CMB +6; CMD 18	Base Atk +12; CMB +12; CMD 25	Base Atk +15; CMB +15; CMD 28
Feats	Endurance, Iron Will	Antagonize, Endurance, Iron Will, Persuasive	Antagonize, Combat Reflexes, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Persuasive	Alertness, Antagonize, Combat Reflexes, Endurance, Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Persuasive
Skills	Acrobatics -1, Appraise +1, Artistry +1, Bluff +1, Climb -3, Craft (Untrained) +1, Diplomacy +1, Disguise +1, Escape Artist -1, Fly -1, Heal +1, Intimidate +9, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +2, Perception +7, Perform (Untrained) +1, Ride -1, Sense Motive +1, Survival +1, Swim -3, Use Magic Device +2	Acrobatics -3, Appraise +1, Artistry +1, Bluff +1, Climb -5, Craft (Untrained) +1, Diplomacy +3, Disguise +1, Escape Artist -3, Fly -3, Heal +2, Intimidate +15, Knowledge (Arcana) +7, Knowledge (Dungeoneering) +2, Knowledge (Religion) +7, Perception +12, Perform (Untrained) +1, Ride -3, Sense Motive +8, Sleight of Hand -2, Stealth -2, Survival +2, Swim -5,	Appraise +1, Artistry +1, Bluff +1, Climb -3, Craft (Untrained) +1, Diplomacy +3, Disguise +1, Heal +2, Intimidate +24, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +2, Knowledge (Religion) +14, Perception +19, Perform (Untrained) +1, Sense Motive +12, Sleight of Hand +1, Stealth +1, Survival +2, Swim -3, Use Magic Device +2	Appraise +1, Artistry +1, Bluff +1, Climb -3, Craft (Untrained) +1, Diplomacy +3, Disguise +1, Heal +3, Intimidate +28, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +2, Knowledge (Religion) +16, Perception +28, Perform (Untrained) +1, Sense Motive +20, Sleight of Hand +1, Stealth +1, Survival +3, Swim -3, Use Magic Device +2
Languages	Common, Orc, Infernal	Use Magic Device +2		
Languages	common, orc, internal			

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Special Qualities	Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/ day), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity	Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/ day), Darkvision, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity	Agent of Fate, Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Chaos Blade (4 rounds, 1/ day), Darkvision, Fast Movement, Guarded Stance, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity	Agent of Fate, Augury, Aura, Aura of Chaos, Channel Positive Energy (-1d6, DC 9, 4/day), Chaos Blade (5 rounds, 1/day), Damage Reduction, Darkvision, Fast Movement, Guarded Stance, Intimidating, Orc Blood, Orc Ferocity, Orisons, Rage, Rolling Dodge, Spontaneous Casting, Variant Channeling - Destruction, Weapon Familiarity
Treasure	bastard sword; studded leather armor; cleric's vestments; dagger 8 sp; 34 cp	+1 bastard sword; chainmail; cleric's vestments; +1 dagger; wand of inflict light wounds 12 gp; 38 sp; 91 cp	+2 anarchic bastard sword; +2 breastplate; cleric's vestments; +1 dagger; wand of inflict moderate wounds 2 pp; 16 gp; 61 sp	+3 anarchic bastard sword; +3 bolstering breastplate; cleric's vestments; +3 dagger; wand of inflict serious wounds 12 pp; 61 gp; 89 sp
MAGIC				
Spells per Day	Cleric (CL 1st): 3 / 2+1 / 0 / 0 / 0 / 0 / 0 / 0 / 0 DC 12 + spell level	Cleric (CL 4th): 4 / 4+1 / 3+1 / 0 / 0 / 0 / 0 / 0 / 0 DC 13 + spell level	Cleric (CL 8st): 4 / 5+1 / 4+1 / 3+1 / 2+1 / 0 / 0 / 0 / 0 DC 13 + spell level	Cleric (CL 10th): 4 / 5+1 / 5+1 / 4+1 / 3+1 / 2+1 / 0 / 0 / 0 DC 14 + spell level
Attitude Track	er			
Starting Attitude: 14 (In	different)			

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29

Unfriendly Indifferent

Table 55: Attitude Modifiers for Unglar

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Dramatis Personae

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Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
		1 111	and with no light course at all out to a range energified

Agent of Fate (Su) When you use your augury spell-like ability, you gain a benefit that lasts until the end of your next combat. If the result was "weal," all curing effects used on you cure an additional +1d10 hit points. If the result was "woe," your melee attacks deal an additional +1d6 points of damage. If the result is "weal and woe" or "nothing," you gain a +2 insight bonus to your Armor Class.

Augury (Sp) Once per day, you can use augury as a spell-like ability.

Aura (Ex) A cleric of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the detect evil spell for details).

Aura of Chaos (Ex) You project a strong chaotic aura.

Channel Positive Energy (Su) You can unleash a wave of positive energy. You must choose to deal -1d6 points of positive energy damage to undead creatures or to heal living creatures of -1d6 points of damage. Creatures that take damage from channeled energy receive a DC 9 Will save to halve the damage. You can use this ability 4 times per day.

Chaos Blade (Su) You can give a weapon tocuhed the Anarchic special weapon quality for 5 rounds. You can use this ability 1 times per day.

Damage Reduction (Ex) You gain damage reduction. Subtract 1 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to o but not below o.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary

ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Energy Resistance (Ex) While raging, the barbarian gains resistance to one energy type (acid, cold, electricity, fire, or sonic) equal to 1/2 her barbarian level (minimum 1). The energy type is chosen when this rage power is selected and it cannot be changed. This rage power can be selected more than once. Its effects do not stack. Each time is applies to a different energy type.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Guarded Stance (Ex) You gain a +2 dodge bonus to your Armor Class against melee attacks for 1 rounds. Activating this ability is a move action that does not provoke attacks of opportunity.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Intimidating Glare (Ex) You can make an Intimidate check against one adjacent foe as a move action. If you successfully demoralize your opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which your check exceeds the DC.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Orisons You can prepare a number of orisons, or o-level spells. These spells are cast like any other spells, but they are not expended when used and may be used again.

Rage You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 17 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 36 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 17 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +4 morale bonus to your Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 36 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Rolling Dodge (Ex) You gain a +2 dodge bonus to your Armor Class against ranged attacks for 1 round against ranged attacks. Activating this ability is a move action that does not provoke attacks of opportunity.

Touch of Chaos (Sp) You can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability 6 times per day.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Variant Channeling - Destruction Heal - Creatures gain a + channel bonus on attack and damage rolls against objects, CMB for sunder attempts, and Strength checks to break objects until the end of your next turn. Harm - Unattended objects take full channel damage (not half).

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Endurance Harsh conditions or long exertions do not easily tire you. You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

🛿 Habits and Logistics

During daylight hours, **Unglar** will typically (**70%**) be in the **Sheergath Temple**, tending to his duties with the church. The remainder of the time (**30%**), he will be in the **Town Square**, buying supplies, speaking with others, and so on.

At night, **Unglar** sleeps in the church itself, on one of the pews. He does this out of a sense of devotion, but in truth, it's also an easily-defensible way of being frugal and saving money.

Background

Unglar was a brutal adventurer in his youth, traveling the realm, slaying monsters, and winning treasure. He made enemies of his allies easily, however, and one day, his comrades turned on him, leaving him for death in a cavern. **Unglar** fought his way out, and one by one, tracked his betrayers down and slew them all.

Though he survived and got his vengeance, he was left psychologically battered, and uncertain as to his fate going forward. Weary, weeping, and in pain, he stumbled into the **Sheergath Temple** of **Berinncorte**, and found within the peace and direction he had so desperately sought.

Ever since, he has been a loyal, dedicated servant of the church and its god.

9 In the Obelisk Attack

Unglar hears the commotion, and charges across town, wading into the fray and doing battle with the monsters that attack the town. He is overcome, however, and perishes amid the horrid intruders.

Conversation

What do you think of Berinncorte?

"It is the location of my salvation, and home to a sterling example of faith to the one true god, Sheergath."

Do you know anything about the strife between Zugul and Sheergath?

✓ "Quite. Sheergath devout such as myself see the wisdom of hear teachings: that chaos is a word we use to label human nature, and order is the enemy of the true attitude of all beings. Nature, the gods, the realm entire—it is all chaos, and any attempt to view it otherwise is foolishness. The 'strife' of which you speak is at the very core of our faith, and cannot be resolved until the town rids itself of the falsehoods of Zugul."

What do you think of the Mayor and the government?

Symms is embattled with the very nature of her citizens. Rather than accept, embrace, nurture, or harness the chaos of their lives, she tries to squash that core aspect of their being. Many feel as though the rules, the law, the order of the city are punishingly unreasonable, even if they are meant well and toward a noble purpose of peace and prosperity. Given proper direction, all can prosper under chaos."

Tell me about being a... cleric?

Ah, my role is quite interesting, no? I am indeed a humble, novice, cleric of Sheergath, though not of the caliber of my colleagues. I am still but a learner, as are we all in the wisdom of Sheergath, but the more so me. In that capacity, Sheergath on occasion requires my... baser talents, of combat and raw physical power, to aid her, that her word may reach many."

Do you do any... other sorts of work on the side?

"I am a full-time worshipper of Sheergath, and a parttime devotee of Sheergath, and on the side, my hobbies include learning more of Sheergath's wisdom and teachings."

Vanya Berezin (Merchant)

CR 1/2; **XP** 200

• Description

There are many places to go in **Berinncorte** for a bite to eat—but for the adventurer or traveler, few vendors do as good a job, and have as many wares, as **Vanya Berezin**. The petulant yet persistent human hawks all manner of rations and trail food, and does so at prices that undercut most other sources in town. He's only in the city for a part of the year, and then on to other towns in his rotation. Of late, though, sales here have been so good that he's condsidering putting down roots for the first time ever.

i Appearance

Vanya is a scrawny man, slender in both build and bones. He wears black facial hair in erratic tufts that seems unintentional—which likely means he spends a great deal of time cultivating the look, which has the effect mainly of suggesting to onlookers that he possesses no mirrored surface.

🖧 Combat Tactics

No other way to put it: **Vanya Berezin** is a corward, plain and simple. He shies away from violence, and will threaten to call the **Militia** for the least little thing. In game terms, any **Intimidate** check the party attempts against the man will result in him summoning the **Militia** to his aid. To the party's benefit, however, most **Militia** members know **Vanya** well for this frequent "crying wolf"; they feel duty-bound to approach, but will start conversation **Unfriendly** to the merchant and **Indifferent** to whomever is the "cause" of the complaint.

In an actual fight, **Vanya** will flee no matter what the circumstances; if cornered and further escape is physically impossible, he will attempt to surrender or offer the assailants whatever they wish.

🎦 Factions

Vanya is a member of the **Antimagic Shell**, mainly out of his hatred and jealousy of those who wield magical powers. He himself was picked on as a child by acquaintances with an aptitude; his prejudice is born partly from those memories.

The Real Property of the Party	and the second second	and the second second	and the second second	and the second second
and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200
Sex / Race	Male Human; LE Mediu	m humanoid (human); olo	d age	
Class	Commoner 2	Commoner 6	Commoner 10	Commoner 14
Initiative	+0	+0	+0	+0
Senses	Perception +5	Perception +11	Perception +17	Perception +21
Defense				
Armor Class	AC 11, touch 10, ff 11 (+1 padded armor)	AC 12, touch 10, ff 12 (+2 leather armor)	AC 13, touch 10, ff 13 (+3 studded leather armor)	AC 14, touch 10, ff 14 (+4 chain shirt)
hp / HD	5 (2d6)-2	16 (6d6)-6	26 (10d6)-10	49 (14d6)
Saves	Fort -2, Ref +0, Will +0	Fort +0, Ref +2, Will +2	Fort +3, Ref +3, Will +3	Fort +5, Ref +4, Will +4
🖌 Offense				
Movement	Speed 30 ft.	Speed 35 ft.	Speed 20 ft.	Speed 20 ft.
Attacks	Melee sickle +0 (1d6- 1) or Melee shortspear +0 (1d6-1) or Ranged shortspear (thrown) +1 (1d6-1)	Melee sickle +2 (1d6- 1) or Melee shortspear +2 (1d6-1) or Ranged shortspear (thrown) +3 (1d6-1)	Melee masterwork shortspear +5 (1d6-1) or Ranged masterwork shortspear (thrown) +6 (1d6-1) or Melee masterwork sickle +5 (1d6-1)	Melee masterwork shortspear +7/+2 (1d6-1) or Ranged masterwork shortspear (thrown) +8/+3 (1d6-1) or Melee masterwork sickle +7 (1d6-1)
Space / Reach	Space 5 ft.; Reach 5 ft.			
B Statistics				
Ability Scores	Str 8, Dex 11, Con 7, Int 9, Wis 11, Cha 13	Str 8, Dex 11, Con 7, Int 9, Wis 11, Cha 14	Str 8, Dex 11, Con 7, Int 10, Wis 11, Cha 14	Str 8, Dex 11, Con 8, Int 10, Wis 11, Cha 14
Core Attack	Base Atk +1; CMB +0; CMD 10	Base Atk +3; CMB +2; CMD 12	Base Atk +5; CMB +4; CMD 14	Base Atk +7; CMB +6; CMD 16

A DESCRIPTION OF THE OWNER OF THE	Series Streems Brown			and the second
a state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Feats	Armor Proficiency, Light, Persuasive	Alertness, Armor Proficiency, Light, Fleet, Persuasive	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Persuasive	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Persuasive, Run, Throw Anything
Skills	Appraise -1, Bluff +1, Climb -1, Craft (Untrained) -1, Diplomacy +3, Disguise +1, Intimidate +3, Perception +5, Perform (Untrained) +1, Profession (Cook) +5, Swim -1	Appraise -1, Bluff +2, Climb -1, Craft (Untrained) -1, Diplomacy +4, Disguise +2, Intimidate +4, Perception +11, Perform (Untrained) +2, Profession (Cook) +9, Sense Motive +2, Swim -1	Acrobatics -3, Bluff +2, Climb -4, Diplomacy +4, Disguise +2, Escape Artist -3, Fly -3, Intimidate +4, Perception +17, Perform (Untrained) +2, Profession (Baker) +9, Profession (Cook) +13, Profession (Herbalist) +7, Ride -3, Sense Motive +2, Stealth -3, Swim -4	Acrobatics -3, Bluff +2, Climb -4, Diplomacy +4, Disguise +2, Escape Artist -3, Fly -3, Intimidate +4, Perception +21, Perform (Untrained) +2, Profession (Baker) +11, Profession (Cook) +17, Profession (Herbalist) +9, Ride -3, Sense Motive +2, Stealth -3, Swim -4
Languages	Common			
ecial Qualities	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled	Bonus Feat, Humanoid Traits, Single Simple Weapon Proficiency (Sickle), Skilled
Treasure	sickle; shortspear; padded armor; traveler's outfit 41 cp; 7 sp	sickle; shortspear; leather armor; traveler's outfit 81 cp; 16 sp; 2 gp	masterwork sickle; masterwork shortspear; studded leather armor; traveler's outfit 18 gp; 34 sp	masterwork sickle; masterwork shortspear; chain shirt; traveler's outfit 51 gp; 87 sp
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Dramatis Personae

🛛 Attitude Tracker

Spe

Starting Attitude: 14 (Indifferent)



Table 56: Attitude Modifiers for Vanya Berezin

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

ľ	Name	Condition	Effect	Notes
Actio	n	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Actio	n	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Actio	n	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Actio	n	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conv	ersation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conv	ersation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extai	nt	One or more PCs have been arrested	-1	Per offense, no limit
Extai	nt	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Actio	n	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Actio	n	PCs refuse to help when asked	-3	Per request; no maximum
Actio	n	PCs agree to help when asked	+4	Per request; maximum +12
Actio	n	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Actio	n	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conv	ersation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conv	ersation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conv	ersation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conv	ersation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Dramatis Personae

Special Abilities

Bonus Feat Humans select one extra feat at 1st level.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Single Simple Weapon Proficiency (Sickle) You understand how to use Sickle

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist

diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🕺 Habits and Logistics

During daylight hours, there is a good (255%) chance you will find Vanya Berezin in his kiosk in Town Square; the balance of his time, he will spend out of **Berinncorte**, making the rounds to his suppliers and other towns along the wav.

At night, the man will frequently (**70**%) be found in the **Shanty Town** area of **Town Square.**

Background

Vanya will describe himself as always having been the underdog: physically weak, not gifted intellectually, and struggling at all ages to find his place in the Realm. This pattern continues to this day; though he has found some success in his current profession, it grants him no sense of fulfillment, of true purpose, and he is restless.

Worse still, he's never even had much in the way of dreams. Even in his childhood, when friends predicted they would be fighting dragons, or described themselves as "future kings", or assumed they would wind up being wealthy merchants, **Vanya** could only stare at the clouds and see blots, stains on an otherwise blue sky. It isn't that the man lacks imagination—just as it applies to his own life.

9 In the Obelisk Attack

Vanya is in his kiosk when the **Obelisk Erupts**, and is slain instantly. The good thing is that he feels no pain, but it's hard comfort and a sorry end for a man who never quite found himself and his reason for being.

Conversation

What do you think of Berinncorte?

"People here are just as hungry as they are elsewhere, I've found. Past that, it's a nice town, no real crime to speak of, and mercantile enterprises such as mine aren't interfered with."

Do you know anything about the strife between Zugul and Sheergath?

"I'm really not here long enough to form an opinion. I mean, yeah, I've heard some things, but likely not much more than you yourselves have, and I say that realizing you're strangers here."

What do you think of the Mayor and the government?

Symms gets a reputation for telling everyone what to do and not do. I don't get it. She's never told me what to do or not do, and I like it that way. But I really don't *do* all that much, I suppose."

Tell me about being a food merchant.

▲ "People need to eat. I help out with that. They seem to like my stuff. I try and do a good job, but let's be honest—I sell trail rations. Traveling food, you know? If it's awful, I'll not hear of it for many moons."

Do you do any... other sorts of work on the side?

A, to have such drive, such ambition. No, good folk, I do not have any other enterprises on the side. Do you mean it's not enough? Selling food? Well... actually, I tend to agree with you on that. But it's what I do, and it seems I do it well. Keeps me fed. Not a bad life. Not a great one, barely even a good one, really. But not bad."

Waywocket Ningel (Jeweler)

CR 2; **XP** 600

Description

This humble-looking gnome is one of **Berinncorte's** finer and more reputed artisans, specializing in jewelcrafting and masonry. For her, it's a hobby, something to keep her mind busy; for others, it's a work of art.

She can't remember a time when she didn't have at least one project in the works; when one is nearing completion, someone always tends to come along with another one, so she is never bored. She does her work at the **Leaky Cask Tavern**; see **RTE-2: A Waywocket With Jewels**.

Appearance

A middle-aged gnome with a sunken face, she seems unremarkable at first glance: matted dark-brown hair tied back in a bun, drab clothes, and ever hunched over her work. One is tempted to overlook her, scanning on to the rest of the room, but there is something noteworthy about the obvious passion in her hands, in her focus, as she goes about the

business of stonecrafting.

🖧 Combat Tactics

Waywocket is an artisan, not a soldier, and will shy away from a fight however it presents itself. She keeps a crossbow and dagger primarily for hunting game outside city limits, but knows how to use them both well enough to fight back should the absolute necessity present itself.

She is much loved in **Berinncorte**, and so will attract support if attacked. In any building, **2d4+2 Townsfolk** will join the fight one round after combat begins; on the streets, she will seek the nearest **Militia Guard Post** to similar, but more martially competent, effect.

Factions

Although her talent would allow her a pick of any of a number of merchant and crafting guilds, she keeps to herself, giving her share of **tribute** directly to the **City of Berinncorte**.

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 2; XP 600	CR 7; XP 3,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Female Gnome; TN Sma	ll humanoid (gnome)		
Class	Expert 4	Expert 9	Expert 14	Expert 18
Initiative	+3	+3	+3	+4
Senses	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision	Perception +2; Low-Light Vision
Defense				
Armor Class	AC 13, touch 12, ff 12 (+1 size, +1 Dex, +1 padded armor (small))	AC 14, touch 12, ff 13 (+1 size, +1 Dex, +2 leather armor (small))	AC 16, touch 12, ff 15 (+1 size, +1 Dex, +4 <i>studded leather armor</i> +1 (small))	AC 18, touch 12, ff 17 (+1 size, +1 Dex, +6 <i>studded leather armor</i> +3 (small))
hp / HD	27 (4d8)+8	61 (9d8)+18	99 (14d8)+28	123 (18d8)+40
Saves	Fort +3, Ref +4, Will +4; +2 vs. illusion spells or effects	Fort +7, Ref +8, Will +6; +2 vs. illusion spells or effects	Fort +8, Ref +9, Will +11; +2 vs. illusion spells or effects	Fort +10, Ref +12, Will +13; +2 vs. illusion spells or effects
🖌 Offense				
Movement	Speed 15 ft.			
Attacks	Ranged light crossbow (small) +7 (1d6/19- 20) or Melee dagger (small) +2 (1d3-2/19-20) or Ranged dagger (small/ thrown) +7 (1d3-2/19- 20)	Ranged light crossbow (small) +10/+5 (1d6/19-20) or Melee dagger (small) +5/+0 (1d3-2/19-20) or Ranged dagger (small/ thrown) +10/+5 (1d3- 2/19-20)	Ranged +2 light crossbow +16/+11 (1d6+2/19-20) or Melee dagger (small) +9/+4 (1d3-2/19-20) or Ranged dagger (small/ thrown) +14/+9 (1d3- 2/19-20)	Ranged +3 light crossbow (small) +21/+16/+11 (1d6+3/19-20) or Melee dagger (small) +12/+7/+2 (1d3-2/19- 20) or Ranged dagger (small/ thrown) +18/+13/+8 (1d3-2/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 6, Dex 17, Con 15, Int 15, Wis 10, Cha 7	Str 6, Dex 17, Con 15, Int 16, Wis 10, Cha 7	Str 6, Dex 17, Con 15, Int 16, Wis 10, Cha 8	Str 6, Dex 18, Con 15, Int 16, Wis 10, Cha 8

	🔀 Low	Moderate	Advanced	× Elite
Core Attack	Base Atk +3; CMB +0; CMD 13	Base Atk +6; CMB +3; CMD 16	Base Atk +10; CMB +7; CMD 20	Base Atk +13; CMB +10; CMD 24
Feats	Armor Proficiency, Light, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))	Armor Proficiency, Light, Great Fortitude, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))	Armor Proficiency, Light, Great Fortitude, Improved Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))	Armor Proficiency, Light, Fleet, Great Fortitude, Improved Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency, Skill Focus (Craft (Gemcutting), Craft (Jewelry))
Skills	Acrobatics -3, Appraise +9, Artistry +2, Bluff -2, Climb -8, Craft (Gemcutting) +11, Craft (Jewelry) +12, Craft (Locks) +9, Craft (Sculptures) +6, Craft (Stonemasonry) +9, Craft (Untrained) +2, Diplomacy -2, Disguise -2, Escape Artist -3, Fly -1, Intimidate -2, Knowledge (History) +9, Knowledge (Local) +9, Perception +2, Perform (Untrained) -2, Ride -3, Stealth +1, Swim -8	Acrobatics -3, Appraise +15, Artistry +12, Bluff -2, Climb -8, Craft (Gemcutting) +17, Craft (Jewelry) +18, Craft (Locks) +15, Craft (Sculptures) +12, Craft (Stonemasonry) +15, Craft (Untrained) +3, Diplomacy +7, Disguise -2, Escape Artist -3, Fly -1, Knowledge (History) +15, Knowledge (Local) +15, Perception +2, Perform (Untrained) -2, Ride -3, Stealth +1, Swim -8	Acrobatics -3, Appraise +20, Artistry +17, Bluff -1, Climb -8, Craft (Gemcutting) +22, Craft (Jewelry) +26, Craft (Locks) +20, Craft (Sculptures) +12, Craft (Stonemasonry) +20, Craft (Untrained) +3, Diplomacy +20, Disguise -1, Escape Artist -3, Fly -1, Intimidate +1, Knowledge (History) +20, Knowledge (Local) +20, Perception +2, Perform (Untrained) -1, Ride -3, Stealth +1, Swim -8	Acrobatics -2, Appraise +24, Artistry +21, Bluff -1, Climb -8, Craft (Gemcutting) +26, Craft (Jewelry) +30, Craft (Locks) +24, Craft (Sculptures) +21, Craft (Stonemasonry) +24, Craft (Untrained) +3, Diplomacy +20, Disguise -1, Escape Artist -2, Intimidate +1, Knowledge (History) +24, Knowledge (Local) +24, Perception +2, Perform (Untrained) -1, Ride -2, Stealth +2, Swim -8
Languages	Common, Dwarven, Elve	en, Gnome, Sylvan		
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Weapon Familiarity
Treasure	artisan's outfit (small); padded armor (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); light crossbow (small) dull garnet (12 gp); chipped square emerald (34 gp); 61 gp	artisan's outfit (small); leather armor (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); light crossbow (small) ivory sphere (19 gp); scuffed ruby (130 gp); 12 pp; 61 gp	artisan's outfit (small); +1 studded leather armor (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); +2 light crossbow (small) small emerald (150 gp); tiny diamond (80 pp); 101 gp	artisan's outfit (small); +3 studded leather armor (small); crossbow bolts (10x); artisan's tools (gemcutting); artisan's tools (jewelry); artisan's tools (locks); artisan's tools (locks); artisan's tools (stonemasonry); merchant's scale; dagger (small); +3 light crossbow (small) incomplete sapphire pendant (312 gp); nearly finished diamond earrings (181 gp); 190 gp

Attitude Tracker Starting Attitude: 14 (Indifferent)



Table 57: Attitude Modifiers for Waywocket Ningel

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4

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Name	Condition	Effect	Notes
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
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Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

🖌 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Craft (Gemcutting), Craft (Jewelry)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

🛿 Habits and Logistics

During daylight hours, **Waywocket** typically (**70%**) will be in the **Town Square**, shopping for materials and components for her craft. The remainder of the time, she will be outside city limits, hunting or traveling.

At night, the gnome artisan will almost always (**2** 80%) be at the **Leaky Cask Tavern**, plying her trade and taking on customers if she's a mind to. The remainder of the time, she will be out of town, either delivering a particularly expensive item by hand, or searching for rare materials.

Background

Waywocket was always a quiet sort, heads-down over one project or another, and always curious about stones, rocks, and tools. She's worked in various side jobs, but has always considered her main focus to be stonework and jewelry. She views it as tremendously fortunate that she herself has no interest in jewels or adornments of her own—this frees her to be able to work without wanting to keep her creations.

9 In the Obelisk Attack

The gnome is hunched over her work at the **Tavern**, and hears the commotion. **Jozan** (page 675) helps her escape through the **Tavern's** southern door.

Conversation

What do you think of Berinncorte?

"It's fine. Love the Leaky Cask, and Jozan lets me do as much work as I want, here. Good business, quiet, and safe."

Do you know anything about the strife between Zugul and Sheergath?

* "Not particularly. I'm aware there are two churches in town, but that's fairly it."

What do you think of the Mayor and the government?

"I suppose Symms keeps the peace? Or is that the Militia? Who gets credit?" She shrugs, clearly disinterested.

Tell me about being a jeweler.

"I'd say 'stone artisan'. Or 'tinkerer', heh. It's fine work. I get to focus on something I do quite well, and do it as much as I want. I've no shop or upkeep, no children, no family... it's nice to be freed, entirely, to focus on exactly and only what I want."

Do you do any... other sorts of work on the side?

"No. Mine's a quiet life, truly; work and sleep, with occasional interesting jaunts to deliver or acquire materials."

Welby Goodbarrel (Merchant)

CR 1/2; **XP** 200

Description

Berinncorte's General Store is owned by a childlike, cherubic halfling. **Welby Goodbarrel** is a humorous, energetic chap with a taste for fine wine.

Appearance

Welby appears to be an indulged child, writ slightly larger: chubby cheeks, wet eyes, perpetually-tousled light-brown hair, and freckles dotting his face and arms. Nevertheless, he's a ruthless tactician and negotiator, and though his demeanor feels ingratiating and generous, he is ever focused on his profit.

He dresses in extremely fine, well-made, and hand-tailored clothes, with only slight embroidery: riding the line, visually, between appearing fashionable and excessive.

ස Combat Tactics

Welby pays his long-time friend and good companion **Oneib** (page 725) in large part to ensure that he himself will never see battle first-hand. The halfling merchant will avoid armed conflict at all costs.

If possible, he will shout to his bodyguard to take the fight outside—partly to distance himself from the action, but also to ensure support from the **Berinncorte Militia**, **2d4+2** of whom will arrive promptly if fighting commences in the vicinity of the **General Store**.

If the combatants are distracted, **Welby** will watch the action as entertainment. If foes notice or creep toward him, or if the battle appears to be going poorly for the **Militia** and/or **Oneib**, he will escape. Make no mistake, he will feel truly guilty for abandoning his longtime comrade... but he will feel



this guilt alive and well and prosperous somewhere else, to be sure.

Factions

Welby is a 3% tribute-paying member of the Adamantium Trail.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 16; XP 76,800
Sex / Race	Male Halfling; CN Small	humanoid (halfling)		
Class	Expert 2	Expert 6	Expert 12	Expert 18
Initiative	+1	+1	+1	+1
Senses	Perception +6	Perception +10	Perception +16	Perception +21
Defense				
Armor Class	AC 12, touch 12, ff 11 (+1 size, + 1 Dex)	AC 15, touch 12, ff 14 (+1 size, + 1 Dex, +3 studded leather armor (small))	AC 23, touch 17, ff 22 (+1 size, + 1 Dex, +3 deflection, +2 misc (luck), +6 <i>chain shirt</i> +2 (small))	AC 25, touch 17, ff 24 (+1 size, + 1 Dex, +3 deflection, +2 misc (luck), +8 mithral shirt +4 (small))
hp / HD	6 (2d8)-4	16 (6d8)-12	34 (12d8)-12	49 (18d8)-18
Saves	Fort -1, Ref +2, Will +6; +2 vs. fear	Fort +1, Ref +4, Will +8; +2 vs. fear	Fort +6, Ref +6, Will +11; +2 vs. fear	Fort +8, Ref +10, Will +14; +2 vs. fear
S Offense				
Movement	Speed 20 ft.	Speed 20 ft.	Speed 15 ft.	Speed 20 ft.

				the second second second second
S. Martine	🔀 Low	🔀 Moderate	🔀 Advanced	🗡 Elite
Attacks	Melee silver masterwork dagger (small) +1 (1d3-3/19- 20) or Ranged silver masterwork dagger (small/thrown) +4 (1d3-3/19-20) or Ranged dart (small) +3 (1d3-2)	Melee silver masterwork dagger (small) +4 (1d3-3/19- 20) or Ranged silver masterwork dagger (small/thrown) +7 (1d3-3/19-20) or Melee +2 dagger (small) +5 (1d3/19- 20) or Ranged +2 dagger (small/thrown) +8 (1d3/19-20) or Ranged dart (small) +6 (1d3-2)	Melee +2 dagger (small) +10 (1d3/19- 20) or Ranged +2 dagger (small/thrown) +13/+8 (1d3/19-20) or Melee +1 dancing dagger (small) +9/+4 (1d3-1/19-20) or Ranged +1 dancing dagger (small/thrown) +12/+7 (1d3-1/19-20) or Ranged dart (small) +11/+6 (1d3-2)	Melee +2 dagger (small) +15 (1d3+1/19- 20) or Ranged +2 dagger (small/thrown) +17/+12/+7 (1d3+1/19- 20) or Melee +1 dancing dagger (small) +14/+9/+4 (1d3/19- 20) or Ranged +1 dancing dagger (small/thrown) +16/+11/+6 (1d3/19- 20) or Ranged dart (small) +16/+11/+6 (1d3/19- 20) or Ranged -3 bleeding dagger (small) +16/+11/+6 (1d3+2/19-20) or Melee +3 corrosive burst dagger (small) +16/+11/+6 (1d3+2/19-20) or Ranged +3 corrosive burst dagger (small/ thrown) +18/+13/+8 (1d3+2/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
repared Spells	-	-	wand of lightning bolt	wand of lightning bolt
E Statistics				
Ability Scores	Str 7, Dex 12, Con 7, Int 14, Wis 15, Cha 14	Str 7, Dex 12, Con 7, Int 15, Wis 15, Cha 14	Str 7, Dex 12, Con 7, Int 16, Wis 15, Cha 14	Str 8, Dex 12, Con 8, Int 16, Wis 15, Cha 14
Core Attack	Base Atk +1; CMB -2; CMD 9	Base Atk +4; CMB +1; CMD 12	Base Atk +9; CMB +6; CMD 22	Base Atk +13; CMB +11; CMD 27
Feats	Light Armor Proficiency, Childlike, Simple Weapon Proficiency	Light Armor Proficiency, Childlike, Persuasive, Quick Draw, Simple Weapon Proficiency	Light Armor Proficiency, Betrayer, Childlike, Deceitful, Great Fortitude, Persuasive, Quick Draw, Simple Weapon Proficiency	Light Armor Proficiency, Medium Armor Proficiency, Betrayer, Childlike, Deceitful, Great Fortitude, Lightning Reflexes, Persuasive, Quick Draw, Simple Weapon Proficiency, Throw Anything
	and the first of the		1000000	

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and the second	🔀 Low	🔀 Moderate	Advanced	× Elite
Skills	Acrobatics +3, Appraise +7, Artistry +2, Bluff +7, Craft (Untrained) +2, Diplomacy +7, Disguise +2, Escape Artist +1, Fly +3, Handle Animal +3, Heal +3, Intimidate +7, Knowledge (History) +3, Knowledge (Nobility) +3, Linguistics(Drow) +3, Perception +6, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +5, Survival +3, Swim -2, Use Magic Device +3	Acrobatics +2, Appraise +11, Artistry +2, Bluff +9, Climb -1, Craft (Untrained) +2, Diplomacy +13, Disguise +2, Fly +2, Handle Animal +3, Heal +3, Intimidate +9, Knowledge (Geography) +7, Knowledge (History) +8, Knowledge (Nobility) +8, Linguistics(Drow) +3, Perception +10, Perform (Untrained) +2, Profession (Merchant) +8, Ride +1, Sense Motive +2, Stealth +4, Survival +3, Swim -3, Use Magic Device +3	Appraise +18, Artistry +3, Bluff +21, Climb -3, Craft (Untrained) +3, Diplomacy +21, Disguise +4, Escape Artist -2, Handle Animal +5, Heal +4, Intimidate +21, Knowledge (Geography) +9, Knowledge (History) +15, Knowledge (Local) +7, Knowledge (Local) +7, Knowledge (Nobility) +15, Linguistics(Drow) +4, Perception +16, Perform (Untrained) +2, Profession (Merchant) +14, Ride -1, Sense Motive +2, Stealth +2, Survival +5, Swim -5, Use Magic Device +3	Acrobatics +3, Appraise +23, Artistry +3, Bluff +26, Climb +1, Craft (Untrained) +3, Diplomacy +26, Disguise +4, Escape Artist +1, Fly +3, Handle Animal +11, Heal +4, Intimidate +26, Knowledge (Geography) +13, Knowledge (History) +20, Knowledge (Local) +16, Knowledge (Nobility) +20, Linguistics(Drow) +4, Perception +21, Perform (Untrained) +2, Profession (Merchant) +20, Ride +2, Sense Motive +2, Stealth +5, Survival +5, Swim -1, Use Magic Device +3
Languages	Common, Drow, Dwarven, Gnome, Halfling	Common, Drow, Dwarven, Gnome, Halfling	Common, Drow, Dwarven, Elven, Gnome, Halfling	Common, Drow, Dwarven, Elven, Gnome, Halfling
Special Qualities	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Weapon Familiarity
Treasure	silver masterwork dagger (small); dart (small, x6); noble's outfit (small); signet ring 134 gp	silver masterwork dagger (small); +2 dagger (small); studded leather armor (small); dart (small, x6); noble's outfit (small); signet ring 51 pp; 287 gp	+2 dagger (small); +1 dancing dagger (small); +2 chain shirt (small); cloak of deflection +3; boots of luck +2 (AC); noble's outfit (small); signet ring; wand of lightning bolt 83 pp; 413 gp	+2 dagger (small); +1 dancing dagger (small); cloak of deflection +3; +4 mithral shirt; boots of luck +2 (AC); wand of lightning bolt; +3 bleeding dagger (small); +3 corrosive burst dagger (small); signet ring; noble's outfit (small) 91 pp; 609 gp; 400 sp

🕈 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 58: Attitude Modifiers for Welby Goodbarrel

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp

Name	Condition	Effect	Notes
Conversation	Engage in conversation outside	+2	
Conversation	the context of a transaction	T2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
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Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

💈 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are
proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Betrayer You can charm people into lowering their defenses, allowing you to ambush them more effectively. When you succeed at a Diplomacy check to change a creature's attitude, you can draw a weapon and make a single melee attack against that creature as an immediate action. If you changed your target's attitude to friendly or better, your target is considered flat-footed against this attack. If the target survives, it takes a -2 penalty on its initiative check for this combat. Once you attack a creature, its attitude becomes hostile.

Childlike Your resemblance to a human child tends to make others trust you, perhaps more than they should. You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +2 bonus on Disguise skill checks to pose as a human child, and ignore the check penalties for disguising yourself as a different race and age category while doing so.

Deceitful You are skilled at deceiving others, both with the spoken word ans with physical disguises. You get a +2 bonus on all Bluff and Disguise skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🛾 Treasure

In addition to the gear and loot described above, **Welby** carries on him the keys to the entire **General Store**, whose contents of course represent a great deal more wealth than he carries on his person.

The halfling merchant also holds sizable investments in many establishments across the realm.

🛚 Habits and Logistics

During daylight hours, **Welby** will be in the **General Store**, tending to business or counting coin.

At night, he will also remain in the **General Store**. Any food, drink, or other needs he has, he will typically send **Oneib** to obtain and bring back to his establishment. This partly serves the halfling's desire for comfort, but also security—the town's most prosperous merchant sitting down to rub elbows at the **Leaky Cask Tavern** might be a too-tempting invitation for mischief.

Background

Welby was born to a dirt-poor halfling family well across the realm. Struggling, and desperate, they sold their youngest son **Welby** to a seedy caravan.

Though the transaction, and that caravan's reputation, was nearly indistinguishable from slavery, the halfling was treated well, and given work to which his physique was adequate. One day, he happened to overhear a conversation at the right time, and put in a quick comment to aid his master, the lead merchant in the caravan. **Welby's** keen eye noticed a style imperfection in what was later discovered to be a fake masterpiece; the merchant was saved from a very costly mistake.

From that time onward, **Welby** was taken under the wing of the caravan leader as though a son never had. The change in relationship and stature served both men well, and ten years later, the caravan leader gifted **Welby** with two things: his freedom, and a retroactive **10%** commission on every transaction in which the halfling slave had been of assistance. Tears in his eyes, **Welby** parted from the only father figure he had ever truly valued, and set out to make his own profit.

9 In the Obelisk Attack

The halfling survives, though not without cost: he closes the doors to the store on **Oneib**, his longtime companion (and one-time lover). Tears may bead his eyes when he does so... but still, he does so.

Conversation

What do you think of Berinncorte?

Great! It's great. Well, not so much for fashion. Or fine dining. Or, truth be told, its ale, though don't go saying that to Jozan. I'm glad of the business, and thrilled I can give back so much to the citizens who have helped me prosper."

Do you know anything about the strife between Zugul and Sheergath?

"This god, that god—makes little difference to me, unless you're in the market for a specific religious icon crafted of cold iron, or the like. Devotion isn't bad for business, so long as you're in that business. Past that, I stay out of the way can't afford to be taking sides, or to be *seen* to be taking sides."

What do you think of the Mayor and the government?

Symms keeps things orderly around here, and the Militia helps keep the store safe. It's a boon to all citizens, this humble establishment, so it well behooves Her Honorableness Dominika to lend a hand as she will to help ensure no tomfoolery derails the enterprise."

Tell me about being a merchant.

Well, let me tell you—it's far more than the simple cliché of 'buy low, sell high'. That may work if you're a caravan master, but a small-town merchant? You're in it for more than just the profit, friend. I don't sell ladders, I sell repaired roofs. I don't sell foodstuffs, I sell a full tummy and a clear head. I don't just sell feather mattresses, I sell a good night's sleep, well-earned at the end of a day of hard, honest work. I sell the comforts, and the necessities, of life, here, and all are better for it."

Do you do any... other sorts of work on the side?

"I buy, I sell, and in my spare time, I buy and sell, a little. Or is that what you meant?"

You must come across interesting rumors and tales, in your line of work. ***** "From time to time, the odd tidbit hits my ears, it's true."

Diplomacy check at DC 15, or a bribe of at least **10 gp**, pressing the above topic:

"Well, now you mention it, there's something might interest a fine group of adventuring-types such as yourselves." The party may make a free roll on the **Rumors** and Lore table. Welby typically does not know, and in any event never tells, if the information is true or false.

Zook Beren (Brewer / Cook)

CR 1/3; **XP** 135

Description

The **Leaky Cask Tavern**'s resident ale brewer and cook, **Zook Beren** is also the employee of smallest stature. He's inquisitive, and demanding of himself, despite **Jozan** (page 675) not really caring about the quality of what he serves. **Zook** may be a cook and brewer in a tavern in a medium-sized village, but he wants more out of his work than merely to avoid giving his guests food poisoning.

i Appearance

Zook is a grimy, hands-on gnome. He's young, but looks

middle-aged at times: black hair with streaks of grey, and a stature hunched from long hours at the stove.

A Combat Tactics

Zook won't seek combat, but neither will he shy away from it if it's necessary. He has but meager skill, but passion to spare, and will wield both as best as he's able in defense of his fellow man.

Factions

Zook holds no allegiance to any group. His **tribute** goes to the **City of Berinncorte**.

State on Lands				
All ALL TINE	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 5; XP 1,600	CR 13; XP 25,600	CR 16; XP 76,800
Sex / Race	Male Gnome; LN Small h	numanoid (gnome)		
Class	Commoner 1	Commoner 7	Commoner 15	Commoner 18
Initiative	+1	+1	+1	+1
Senses	Perception +7; Low-Light Vision	Perception +9; Low-Light Vision	Perception +9; Low-Light Vision	Perception +24; Low-Light Vision
🖸 Defense				
Armor Class	AC 12, touch 12, ff 11 (+1 size, +1 Dex)	AC 12, touch 12, ff 11 (+1 size, +1 Dex)	AC 15, touch 12, ff 14 (+1 size, +1 Dex, +3 studded leather armor (small))	AC 16, touch 12, ff 15 (+1 size, +1 Dex, +4 chain shirt (small))
hp / HD	3 (1d6)	29 (7d6)	54 (15d6)	64 (18d6)
Saves	Fort +0, Ref +1, Will +1; +2 vs. illusion spells or effects	Fort +4, Ref +3, Will +3; +2 vs. illusion spells or effects	Fort +7, Ref +8, Will +8; +2 vs. illusion spells or effects	Fort +8, Ref +9, Will +9; +2 vs. illusion spells or effects
🖌 Offense				
Movement	Speed 20 ft.			
Attacks	Ranged sling (small) +2 (1d3) or Melee dagger (small) +1 (1d3/19-20) or Ranged dagger (small/ thrown) +2 (1d3/19- 20)	Ranged sling (small) +5 (1d3) or Melee +1 silver dagger (small) +5 (1d3/19- 20) or Ranged +1 silver dagger (small/thrown) +6 (1d3/19-20) or Melee dagger (small) +4 (1d3/19-20) or Ranged dagger (small/ thrown) +5 (1d3/19- 20)	Ranged sling (small) +9/+4 (1d3) or Melee +1 icy burst dagger (small) +9 (1d3+1/19-20) or Ranged +1 icy burst dagger (small/thrown) +10/+5 (1d3+1/19-20) or Melee +1 silver dagger (small) +9/+4 (1d3/19- 20) or Ranged +1 silver dagger (small/thrown) +10/+5 (1d3/19-20)	Melee +1 icy burst dagger (small) +11 (1d3+1/19-20) or Ranged +1 icy burst dagger (small/thrown) +12/+7 (1d3+1/19-20) or Ranged +2 sling (small) +13/+8 (1d3+2) or Melee +1 silver dagger (small) +11/+6 (1d3/19-20) or Ranged +1 silver dagger (small/thrown) +12/+7 (1d3/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Prepared Spells	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/ day)	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/ day)	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/ day)	Innate Spell-Like Abilities: dancing lights (1x/day); ghost sound (1x/day); prestidigitation (1x/day); speak with animals (1x/ day)
Statistics				
Ability Scores	Str 11, Dex 12, Con 11,	Str 11, Dex 12, Con 11,	Str 11, Dex 12, Con 11,	Str 11, Dex 12, Con 11,
100	Int 6, Wis 12, Cha 12	Int 7, Wis 12, Cha 12	Int 9, Wis 12, Cha 12	Int 10, Wis 12, Cha 12
Core Attack	Base Atk +0; CMB -1; CMD 10	Base Atk +3; CMB +2; CMD 13	Base Atk +7; CMB +6; CMD 17	Base Atk +9; CMB +8; CMD 19
Feats	Acrobatic	Acrobatic, Great Fortitude, Skill Focus (Profession (Brewer)), Throw Anything	Acrobatic, Light Armor Proficiency, Medium Armor Proficiency, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Profession (Brewer)), Throw Anything	Acrobatic, Alertness, Light Armor Proficiency, Medium Armor Proficiency, Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Profession (Brewer)), Throw Anything
Skills	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +5, Heal +1, Intimidate +1, Perception +7, Perform (Untrained) +1, Profession (Brewer) +7, Ride +1, Sense Motive +1, Stealth +5, Survival +1	Acrobatics +3, Appraise -2, Artistry -2, Bluff +1, Craft (Untrained) -2, Diplomacy +1, Disguise +1, Escape Artist +1, Fly +5, Heal +1, Intimidate +1, Perception +9, Perform (Untrained) +1, Profession (Brewer) +16, Ride +1, Sense Motive +1, Stealth +5, Survival +1	Acrobatics +2, Appraise -1, Artistry -1, Bluff +1, Climb -1, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Fly +4, Heal +1, Intimidate +1, Perception +9, Perform (Untrained) +1, Profession (Brewer) +27, Profession (Cook) +13, Sense Motive +1, Stealth +4, Survival +1, Swim -1	Acrobatics +1, Bluff +1, Climb -2, Diplomacy +1, Disguise +1, Escape Artist -1, Fly +3, Heal +1, Intimidate +1, Perception +24, Perform (Untrained) +1, Profession (Baker) +6, Profession (Brewer) +30, Profession (Butcher) +5, Profession (Cook) +22, Ride -1, Sense Motive +3, Stealth +3, Survival +1, Swim -2
Languages	Common, Gnome, Sylvar	1		
Special Qualities	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity	Defensive Training, Gnome Magic, Hatred, Illusion Resistance, Keen Senses, Low-Light Vision, Obsessive, Single Simple Weapon Proficiency (Dagger), Weapon Familiarity
Treasure	dagger (small); peasant's outfit (small); sling (small); sling bullets (20x) 12 cp	+1 silver dagger (small); dagger (small); peasant's outfit (small); sling (small); sling bullets (20x) 3 sp; 49 cp	+1 icy burst dagger (small); +1 silver dagger (small); dagger (small); studded leather armor (small); peasant's outfit (small); sling (small); sling bullets (20x) 2 gp; 51 sp; 90 cp	+1 icy burst dagger (small); +1 silver dagger (small); dagger (small); chain shirt (small); peasant's outfit (small); +2 sling (small); sling bullets (20x) 13 gp; 81 sp; 100 cp

Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 59: Attitude Modifiers for Zook Beren

Name	Condition	Effect	Notes
Commerce	Make a purchase	+1 per full 50 gp spent	Maximum effect +5 for spending 250 gp
Conversation	Engage in conversation outside the context of a transaction	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4

Name	Condition	Effect	Notes
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Defensive Training (Ex) Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic (Sp) Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.

Hatred (Ex) Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance (Ex) Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses (Ex) Gnomes receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Obsessive (Ex) Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Single Simple Weapon Proficiency (Dagger) You understand how to use a Dagger.

Weapon Familiarity (Ex) Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

🗲 Feats

Acrobatic You are skilled at leaping, jumping, and flying. You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Profession (Brewer)) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

🛿 Habits and Logistics

During daylight hours, **Zook** will be out and about; the GM is encouraged to "place" him anywhere desired.

At night, **Zook** works at the **Leaky Cask Tavern** until it closes, and then turns in to quarters in the **Lower-Class Residential District**.

Background

The gnomish brewer grew up on a vegetable farm, where he tried his hand at brewing and acquired quite a lot of skill as the family chef. As his teenage years grew late, he yearned for something more, and set out on his own. He sends a share of his earnings at the **Tavern** back to his family, whose farm is within a day's journey of **Berinncorte**.

9 In the Obelisk Attack

Zook is working in the cellar of the **Tavern** when the **Obelisk Erupts**, working on a new concoction. Torn between wanting to help, curiosity at what was happening, and a degree of cowardice, he stays put... and survives.

Conversation

What do you think of Berinncorte?

"It's fine enough, I suppose. The Cask lets me work on cooking and brewing, and that's what I enjoy most. It's fun. The people are interesting, too, so that's all right."

Do you know anything about the strife between Zugul and Sheergath?

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What do you think of the Mayor and the government?

Symms is fine, though she's never in the Cask, which is weird to the point of oddity."

Tell me about being a brewer, cook, or whatever it is you do here.

"It's great. The Cask is good; Jozan treats us well, and the patrons keep the peace, even if they do get a bit rowdy from time to time."

Do you do any... other sorts of work on the side?

Nope. No time. I mean, I cook and brew for work, and then, as a side hobby, I work on improving my cooking and brewing."

Common NPCs

Conversation

For common NPCs who have **Conversation** sections, the notes therein are intended to represent average dialogue options. Of course, individual members of the **Berinncorte Militia**, for example, will behave and believe differently; the GM is encouraged to play reactions as desired to give the greatest degree of immersion.

Common NPC Index

[...]

Berinncorte Militia

CR 1/2; **XP** 200

O Description

Militia members will gladly give any information about the town they have available—for example, the location of town services or key landmarks. As a group, they have very little opinion about specific NPCs.

i Appearance

Militia walk around wearing a standard uniform, emblazoned with the crest of **Berinncorte**—a quartered shield in alternating crimson and parchment.

Combat Tactics

Berrincorte Militia start as **Indifferent** toward the party (and indeed to most townsfolk). Although gruff, they live in a generally Lawful city, and therefore will not attack unless provoked or given a reason to intervene (threatening innocents or other townsfolk is typically sufficient reason to at least come over and have a look). If engaged in combat, they will seek first to attract others of their ranks, maneuvering if possible toward another **? Militia Guard Post** or the **Parracks** to further their numbers.

🖀 Factions

Berinncorte Militia, naturally.

Individual members may also worship at the **Sheergath Temple** (230% chance), the **Zugul Church** (250% chance), or neither (20% chance).

La start	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 15; XP 51,200
Sex / Race	Male or Female Human;	TN Medium humanoid (h	uman)	
Class	Fighter 1	Fighter 5	Fighter 11	Fighter 16
Initiative	+0	+1	+1	+1
Senses	Perception +2	Perception +2	Perception +2	Perception +2
Defense				
Armor Class	AC 13, touch 10, ff 13 (+2 leather armor, +1 light wooden shield)	AC 16, touch 11, ff 15 (+1 Dex, +3 studded leather armor, +2 heavy wooden shield)	AC 19, touch 11, ff 18 (+1 Dex, +6 chainmail, +2 heavy steel shield)	AC 20, touch 11, ff 19 (+1 Dex, +7 banded mail, +2 heavy steel shield)
hp / HD	11 (1d10)+1	25 (5d10)+5	46 (11d10)+11	87 (16d10)+16
Saves	Fort +3, Ref +0, Will -1	Fort +5, Ref +2, Will +0; +1 Will vs. fear	Fort +10, Ref +6, Will +4; +3 Will vs. fear	Fort +13, Ref +8, Will +6; +4 Will vs. fear
🖌 Offense				
Movement	Speed 30 ft.	Speed 30 ft.	Speed 20 ft.	Speed 30 ft.
Attacks	Melee light mace +3 (1d6+2) or Melee light wooden shield +3 (1d3+1) or Melee dagger +3 (1d4+2/19-20) or Ranged dagger (thrown) +1 (1d4+2/19-20)	Melee heavy mace +8 (1d8+3) or Melee heavy wooden shield +7 (1d4+1) or Melee dagger +7 (1d4+2/19-20) or Ranged dagger (thrown) +6 (1d4+2/19-20)	Melee +1 heavy mace +16/+11/+6 (1d8+5) or Melee heavy steel shield +13 (1d4+1) or Melee dagger +13/+8/+3 (1d4+2/19- 20) or Ranged dagger (thrown) +12/+7/+2 (1d4+2/19-20)	Melee heavy steel shield +19 (1d4+1) or Melee +2 heavy mace +24/+19/+14/+9 (1d8+8) or Melee +1 dagger +21/+16/+11/+6 (1d4+5/19-20) or Ranged +1 dagger (thrown) +19/+14/+9/+4 (1d4+5/19-20) or Melee gauntlet +19/+14/+9/+4 (1d3+3)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 14, Dex 11, Con 12, Int 9, Wis 9, Cha 10	Str 14, Dex 12, Con 12, Int 9, Wis 9, Cha 10	Str 15, Dex 12, Con 12, Int 9, Wis 9, Cha 10	Str 16, Dex 13, Con 12, Int 9, Wis 9, Cha 10

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Cart Said	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Core Attack	Base Atk +1; CMB +3; CMD 13	Base Atk +5; CMB +7; CMD 18	Base Atk +11; CMB +13; CMD 24	Base Atk +16; CMB +19 (+23 bullrush); CMD 24 (32 vs. bullrush)
Feats	Alertness, Light Armor Proficiency, Combat Reflexes	Alertness, Light Armor Proficiency, Medium Armor Proficiency, Cleave, Combat Reflexes, Power Attack, Run	Alertness, Light Armor Proficiency, Medium Armor Proficiency, Blind-Fight, Bludgeoner, Cleave, Cleaving Finish, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Run	Alertness, Light Armor Proficiency, Medium Armor Proficiency, Blind- Fight, Bludgeoner, Bull Rush Strike, Cleave, Cleaving Finish, Combat Reflexes, Greater Bull Rush, Great Fortitude, Improved Bull Rush, Iron Will, Lightning Reflexes, Power Attack, Quick Bull Rush, Run, Strike Back
Skills	Acrobatics -1, Appraise -1, Artistry -1, Climb +1, Craft (Untrained) -1, Escape Artist -1, Fly -1, Heal -1, Perception +2, Ride -1, Sense Motive +2, Stealth -1, Survival -1, Swim +1	Acrobatics -1, Appraise -1, Artistry -1, Craft (Untrained) -1, Escape Artist -1, Fly -1, Heal -1, Intimidate +6, Perception +2, Profession (Soldier) +7, Ride -1, Sense Motive +2, Stealth -1, Survival -1	Acrobatics -3, Appraise -1, Artistry -1, Climb -2, Craft (Untrained) -1, Escape Artist -3, Fly -3, Heal -1, Intimidate +14, Perception +2, Profession (Soldier) +11, Ride -3, Sense Motive +2, Stealth -3, Survival -1, Swim -2	Acrobatics -3, Appraise -1, Artistry -1, Climb -1, Craft (Untrained) -1, Escape Artist -3, Fly -3, Heal -1, Intimidate +17, Perception +2, Profession (Soldier) +18, Ride -3, Sense Motive +2, Stealth -3, Survival -1, Swim -1
Languages	Common			
Special Qualities	Bonus Feat, Bonus Feats, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training
Treasure	light mace; light wooden shield; leather armor; soldier's uniform; dagger	heavy mace; heavy wooden shield; studded leather armor; soldier's uniform; dagger	+1 heavy mace; heavy steel shield; chainmail; soldier's uniform; dagger	+2 heavy mace; heavy steel shield; banded mail; soldier's uniform; +1 dagger
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🕈 Attitude Tracker



Table 60: Attitude Modifiers for Berinncorte Militia

Name	Condition	Effect	Notes
Commerce	Attempt a bribe, on its own.	-2	Trying this twice will get the PC Arrested (p 48).
Commerce	Attempt a bribe, with a successful Diplomacy check opposed by the guard's Sense Motive check.	+4	The soldier accepts the bribe.

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Name	Condition	Effect	Notes
Conversation	Ask about the soldier's day.	+1	Everyone likes to talk about their job.
Conversation	Ask about the Militia in a favorable manner.	+2	-
Conversation	Praise the Militia and the work they do for the city and its citizens.	+3	-
Conversation	Praise the Mayor and her relationship with the Militia.	+1	-
Conversation	Ask about gossip the Militia may have heard.	-2	"We're not here to gossip."
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
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Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +2 Light Blades +1 Hammers +3

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Bludgeoner You can knock foes out cold with just about any blunt instrument. You take no penalty on attack rolls for using a lethal bludgeoning weapon to deal nonlethal damage. [Normal] You take a -4 penalty on attack rolls when using a lethal weapon to deal nonlethal damage. You cannot use a lethal weapon to deal nonlethal damage in a sneak attack. [Special] A rogue with this feat can use a lethal bludgeoning weapon to deal nonlethal damage with a sneak attack.

Bull Rush Strike Your critical hits can push back your foes. Whenever you score a critical hit with a melee attack, you can push your opponent back, in addition to the normal damage dealt by the attack. If your confirmation roll exceeds your opponent's CMD, you may push your opponent back as if from the bull rush combat maneuver. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to o or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Reflexes You can make additional attacks of opportunity. You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Greater Bull Rush Your bull rush attacks throw enemies off balance. You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Bull Rush You can barrel into your opponent and follow this with an attack. On your turn, you can perform a single bull rush combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the bull rush. [Normal] A bull rush combat maneuver is a standard action.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Strike Back You can strike at foes that attack you using their superior reach, by targeting their limbs or weapons as they come at you. You can ready an action to make a melee attack against any foe that attacks you in melee, even if the foe is outside of your reach.

📽 Habits and Logistics

During daylight hours, **Militia** patrol the city, either stationed at **Militia Guard Posts** or walking around the city.

At night, individual **Militia** may rest, but some sparse patrols also walk around the village, keeping the peace.

Background

Militia members come from all walks of life. Some are farmers or peasants who wanted a bit more job security

and prestige. Others were impoverished and desperate for something that would give them an ability to support herself, or their families.

In the Obelisk Attack

Roughly **20%** of the **Militia** forces in **Berinncorte** perish in the immediate **Obelisk Eruption**. In the aftermath, the **Militia** faces the brunt of the monsters that emerge; an additional **40%** of their number die defending citizens and helping to evacuate the city.

Conversation

What do you think of Berinncorte?

Tis a fine city."

Do you know anything about the strife between Zugul and Sheergath?

"It's part of life in a large town. Get enough people together, some of them will disagree."

What do you think of the Mayor and the government?

Symms does a fine job. Keeps the peace. Helps us do the same."

Tell me about being a militia member.

"It's a job. It pays. It's interesting work, sometimes. Most of the time, it's just getting paid to walk around, you know?"

Do you do any... other sorts of work on the side?

"Not typically, no."

Berinncorte Militia (Elite / Gate Guard)

CR 3; **XP** 800

Description

The **Elite Gate Guard** are hardened soldiers whose primary duty is to defend the city's single main gate. Those entering the town are typically questioned, though not harshly, as to their business in town and their intent. First-time visitors to **Berinncorte** may also get some guidance and directions as to where in town they might find, say, a **Tavern**, a **blacksmith**, and so on.

Militia members will gladly give any information about the town they have available—for example, the location of town services or key landmarks. As a group, they have very little opinion about specific NPCs.

Appearance

Stern in appearance, these soldiers take their duties seriously, and tend not to engage in banter, or even eye contact, with passersby. When not actively questioning visitors, they stand at attention at either side of the gate, halberd upstanding with the shaft resting against their arms and the butt on the ground.

🏝 Combat Tactics

Berrincorte Militia start as **Indifferent** toward the party (and indeed to most townsfolk). Although gruff, they live in a generally Lawful city, and therefore will not attack unless provoked or given a reason to intervene (threatening innocents or other townsfolk is typically sufficient reason to at least come over and have a look). If engaged in combat, they will seek first to attract others of their ranks, maneuvering if possible toward another **? Militia Guard Post** or the **? Barracks** to further their numbers.

Factions

Berinncorte Militia, naturally.

Individual members may also worship at the **Sheergath Temple** (230% chance), the **Zugul Church** (250% chance), or neither (20% chance).

	🗵 Low	🔀 Moderate	Advanced	🔀 Elite
👤 General				
CR / XP	CR 3; XP 800	CR 8; XP 4,800	CR 12; XP 19,200	CR 17; XP 102,400
Sex / Race	Male or Female Human;	TN Medium humanoid (h	uman)	
Class	Fighter 4	Fighter 9	Fighter 13	Fighter 18
Initiative	+2	+2	+2	+6
Senses	Perception +0	Perception +0	Perception +0	Perception +0
🖸 Defense				
Armor Class	AC 18, touch 13, ff 10 (+2 Dex, +1 dodge, +5 scale mail)	AC 21, touch 13, ff 18 (+2 Dex, +1 dodge, +8 half-plate armor)	AC 22, touch 13, ff 19 (+2 Dex, +1 dodge, +9 full plate armor)	AC 24, touch 13, ff 21 (+2 Dex, +1 dodge, +11 full plate armor +2)
hp / HD	27 (4d10)+8	61 (9d10)+13	92 (13d10)+17	128 (18d10)+22
Saves	Fort +5, Ref +3, Will +1; +1 Will vs. fear	Fort +9, Ref +7, Will +3; +2 Will vs. fear	Fort +11, Ref +8, Will +4; +3 Will vs. fear	Fort +14, Ref +10, Will +6; +5 Will vs. fear
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Melee halberd +8 (2H: 1d10+4/x3) or Melee longsword +7 (1d8+3/19-20) or Melee dagger +7 (1d4+3/19-20) or Ranged dagger (thrown) +6 (1d4+3/19-20)	Melee +1 halberd +16/+11 (2H: 1d10+7/ x3) or Melee dagger +12/+7 (1d4+3/19-20) or Ranged dagger (thrown) +11/+6 (1d4+3/19-20) or Melee +1 longsword +14/+9 (1d8+5/19-20) or Melee gauntlet +12/+7 (1d3+3)	Melee +3 impervious halberd +23/+18/+13 (2H: 1d10+10/x3) or Melee +1 courageous spiked gauntlet +17/+12/+7 (1d4+4) or Melee dagger +17/+12/+7 (1d4+4/19-20) or Ranged dagger (thrown) +16/+11/+6 (1d4+4/19-20) or Melee +3 longsword +21/+16/+11 (1d8+8/19-20)	Melee +1 courageous spiked gauntlet +23/+18/+13/+8 (1d4+5) or Melee +3 shocking burst halberd +31/+26/+21/+16 (2H: 1d10+13/19-20/x3) or Melee dagger +24/+19/+14/+9 (1d4+6/19-20) or Ranged dagger (thrown) +22/+17/+12/+7 (1d4+6/19-20) or Melee +3 longsword +28/+23/+18/+13 (1d8+10/19-20)

	And the second		and the second	The state of the second second second
Contraction of the local division of the loc	🔀 Low	🔀 Moderate	Advanced	🔀 Elite
🗎 Statistics				
Ability Scores	Str 16, Dex 14, Con 13, Int 10, Wis 11, Cha 10	Str 16, Dex 15, Con 13, Int 10, Wis 11, Cha 10	Str 17, Dex 15, Con 13, Int 10, Wis 11, Cha 10	Str 18, Dex 15, Con 13, Int 10, Wis 11, Cha 10
Core Attack	Base Atk +4; CMB +7; CMD 20	Base Atk +9; CMB +12; CMD 25 (30 vs. disarm or grapple)	Base Atk +13; CMB +16; CMD 29 (34 vs. bullrush, disarm or grapple; 32 vs. trip)	Base Atk +18; CMB +22; CMD 35 (41 vs. bullrush, disarm or grapple; 40 vs. trip or overrun)
Feats	Cleave, Cleaving Finish, Combat Reflexes, Dodge, Power Attack, Weapon Focus (Halberd)	Bloody Assault, Cleave, Cleaving Finish, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Lightning Reflexes, Lightning Reflexes, Power Attack, Weapon Focus (Halberd)	Bloody Assault, Cleave, Cleaving Finish, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Lightning Reflexes, Lightning Reflexes, Lookout, Mobility, Penetrating Strike, Power Attack, Pushing Assault, Weapon Focus (Halberd)	Bloody Assault, Cleave, Cleaving Finish, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (Halberd), Great Fortitude, Improved Critical (Halberd), Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Lookout, Mobility, Penetrating Strike, Pin Down, Power Attack, Pushing Assault, Weapon Focus (Halberd)
Skills	Acrobatics -1, Escape Artist -1, Fly -1, Intimidate +7, Profession (Soldier) +7, Ride -1, Stealth -1, Survival +7	Acrobatics -3, Climb -2, Escape Artist -3, Fly -3, Intimidate +12, Profession (Soldier) +12, Ride -3, Stealth -3, Survival +12, Swim -2	Acrobatics -1, Escape Artist -1, Fly -1, Intimidate +16, Profession (Soldier) +16, Ride -1, Stealth -1, Survival +16	Acrobatics +1, Climb +3, Escape Artist +1, Fly +1, Intimidate +21, Profession (Soldier) +21, Ride +1, Stealth +1, Survival +21, Swim +3
Languages	Common			
Special Qualities	Armor Training, Bonus Feat, Bonus Feats, Bravery, Skilled	Armor Training, Bonus CMD (5x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (9x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training	Armor Training, Bonus CMD (14x), Bonus Feat, Bonus Feats, Bravery, Skilled, Weapon Training
Treasure	halberd; scale mail; longsword; dagger	+1 halberd; half-plate armor; +1 longsword; dagger; gauntlet	+3 impervious halberd; full plate armor; +3 longsword; dagger; +1 courageous spiked gauntlet	+3 shocking burst halberd; +2 full plate armor; +3 longsword; dagger; +1 courageous spiked gauntlet

💙 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Name	Condition	Effect	Notes
Commerce	Attempt a bribe, on its own.	-2	Trying this twice will get the PC Arrested (p 48).
Commerce	Attempt a bribe, with a successful Diplomacy check opposed by the guard's Sense Motive check.	+4	The soldier accepts the bribe.
Conversation	Ask about the soldier's day.	+1	Everyone likes to talk about their job.
Conversation	Ask about the Militia in a favorable manner.	+2	-
Conversation	Praise the Militia and the work they do for the city and its citizens.	+3	-
Conversation	Praise the Mayor and her relationship with the Militia.	+1	-
Conversation	Ask about gossip the Militia may have heard.	-2	"We're not here to gossip."
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative

Table 61: Attitude Modifiers for Berinncorte Militia (Elite / Gate Guard)

Name	Condition	Effect	Notes
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus CMD (14x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Bonus CMD Bull Rush (6x); Bonus CMD Disarm (6x); Bonus CMD Grapple (6x); Bonus CMD Overrun (5x); Bonus CMD Trip (5x)

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +5 bonus to Will saves against fear effects. **Skilled** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +3 Light Blades +2 Pole Arms +4.

🗲 Feats

Bloody Assault Sacrificing accuracy, you can inflict bloody wounds that are slow to heal. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to inflict 1d4 points of bleed damage with your weapon melee attacks, in addition to the normal damage dealt by the weapon. A creature continues to take bleed damage every round at the start of its turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing. Bleed damage from this feat does not stack with itself. You must choose to use this feat before making the attack roll, and its effects last until your next turn (although the bleeding lasts until healed, as normal).

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Reflexes You can make additional attacks of opportunity.

You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Halberd) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Halberd) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Lookout Your allies help you avoid being surprised. Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Penetrating Strike Your attacks with your chosen weapon are capable of penetrating the defenses of some creatures. Your attacks made with weapons selected with Weapon Focus ignore up to 5 points of damage reduction. This feat does not apply to damage reduction without a type (such as DR 10/-).

Pin Down You easily block enemy escapes. Whenever an opponent

you threaten takes a 5-foot step or uses the withdraw action, that opponent provokes an attack of opportunity from you. If the attack hits, you deal no damage, but the targeted creature is prevented from making the move action that granted a 5-foot step or the withdraw action and does not move.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pushing Assault A strike made with a two-handed weapon can push a similar sized opponent backward. When you hit a creature your size or smaller with a two-handed weapon attack modif ied by the Power Attack feat, you can choose to push the target 5 feet directly away from you instead of dealing the extra damage from Power Attack. If you score a critical hit, you can instead push the target 10 feet directly away from you. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

Weapon Focus (Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Clerical Lay Staff (Zugul Church)

CR 1/3; **XP** 135

• Description

Lay staff are administrators, cooks, clerks, and readers those who perform the much-needed, but rarely-lauded everyday tasks of running a church and tending to the faithful.

Appearance

All manner of folk volunteer their time in this career. The

profile below is given for a **human**, but all races participate.

^A Combat Tactics

None. **Lay Staff** are not trained combatants, and will flee most any armed conflict.

🕈 Factions

Zugul Church (26), of course.

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C. Britster	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 3; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200
Sex / Race	Male or Female Human;	LN Medium humanoid (h	uman)	
Class	Expert 1	Expert 5	Expert 10	Expert 14
Initiative	+1	+1	+1	+1
Senses	Perception +1	Perception +1	Perception +1	Perception +11
Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 12, touch 11, ff 11 (+1 Dex, +1 padded armor)	AC 13, touch 11, ff 12 (+1 Dex, +1 leather armor)	AC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor)
hp / HD	5 (1d8)-1	24 (5d8)	53 (10d8)	77 (14d8)+4
Saves	Fort -1, Ref +1, Will +3	Fort +1, Ref +4, Will +5	Fort +5, Ref +6, Will +10	Fort +6, Ref +7, Will +12
🖌 Offense				
Movement	Speed 30 ft.	Speed 35 ft.	Speed 35 ft.	Speed 20 ft.
Attacks	Melee dagger -1 (1d4- 1/19-20) or Ranged dagger (thrown) +1 (1d4-1/19- 20)	Melee dagger +2 (1d4- 1/19-20) or Ranged dagger (thrown) +4 (1d4- 1/19-20)	Melee +1 dagger +7/+2 (1d4/19-20) or Ranged +1 dagger (thrown) +9/+4 (1d4/19-20)	Melee +2 dagger +11/+6 (1d4+1/19-20) or Ranged +2 dagger (thrown) +13/+8 (1d4+1/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
B Statistics				
Ability Scores	Str 8, Dex 13, Con 9, Int 16, Wis 13, Cha 11	Str 8, Dex 13, Con 10, Int 16, Wis 13, Cha 11	Str 8, Dex 13, Con 9, Int 17, Wis 13, Cha 11	Str 8, Dex 13, Con 9, Int 18, Wis 13, Cha 11
Core Attack	Base Atk +0; CMB -1; CMD 10	Base Atk +3; CMB +2; CMD 13	Base Atk +7; CMB +6; CMD 17	Base Atk +10; CMB +9; CMD 20
Feats	Light Armor Proficiency, Persuasive, Run, Simple Weapon Proficiency	Light Armor Proficiency, Fleet, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency	Light Armor Proficiency, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency	Light Armor Proficiency, Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Lightning Reflexes, Persuasive, Run, Simple Weapon Proficiency

and the second second	Low	Moderate	Advanced	× Elite
Skills	Acrobatics +1, Appraise +7, Artistry +3, Bluff +4, Climb -1, Craft (Untrained) +3, Diplomacy +6, Escape Artist +1, Fly +1, Heal +1, Intimidate +2, Knowledge (Arcana) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Local) +7, Knowledge (Local) +7, Knowledge (Religion) +7, Perception +1, Profession (Librarian) +2, Profession (Scribe) +5, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim -1	Acrobatics +1, Appraise +11, Artistry +3, Bluff +8, Climb -1, Craft (Untrained) +3, Diplomacy +10, Escape Artist +1, Fly +1, Heal +1, Intimidate +2, Knowledge (Arcana) +11, Knowledge (Geography) +11, Knowledge (History) +11, Knowledge (Local) +11, Knowledge (Local) +11, Knowledge (Local) +11, Knowledge (Local) +11, Knowledge (Religion) +11, Perception +1, Profession (Librarian) +2, Profession (Scribe) +9, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim -1	Acrobatics +1, Appraise +16, Artistry +3, Bluff +13, Climb -1, Craft (Untrained) +3, Diplomacy +17, Escape Artist +1, Fly +1, Heal +1, Intimidate +2, Knowledge (Arcana) +16, Knowledge (Geography) +16, Knowledge (History) +16, Knowledge (Local) +16, Knowledge (Nobility) +16, Knowledge (Religion) +16, Perception +1, Profession (Librarian) +6, Profession (Scribe) +14, Ride +1, Sense Motive +1, Stealth +1, Survival +1, Swim -1	Acrobatics -2, Appraise +21, Artistry +4, Bluff +17, Climb -4, Craft (Untrained) +4, Diplomacy +21, Escape Artist -2, Fly -2, Heal +1, Intimidate +2, Knowledge (Arcana) +21, Knowledge (Geography) +21, Knowledge (History) +21, Knowledge (Local) +21, Knowledge (Nobility) +21, Knowledge (Religion) +21, Perception +11, Profession (Librarian) +14, Profession (Scribe) +18, Ride -2, Sense Motive +1, Stealth -2, Survival +1,
The Taken				Swim -4
Languages	Common, Dwarven, Elven, Halfling	Common, Dwarven, Elven, Halfling	Common, Dwarven, Elven, Halfling	Common, Dwarven, Elven, Halfling, Orc
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	dagger; cleric's vestments	dagger; cleric's vestments; padded armor	+ <i>1 dagger</i> ; cleric's vestments; leather armor	+2 dagger; cleric's vestments; studded leather armor

💙 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 62: Attitude Modifiers for Clerical Lay Staff (Zugul Church)

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

News			
Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Extant	Party contains at least one Paladin, or Lawful character	+1	Per Lawfully-aligned PC, maximum +4
Extant	Party contains at least one Chaotic character	-1	Per Chaotically-aligned PC, maximum -3
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🖌 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Common Thief

CR 1/2; **XP** 200

• Description

Though quite lawful in nature and in application of justice, Berinncorte sports its own share of Common Thieves, who come from all manner of background and motivation.

Some are destitute and desperate, others greedy; some small handful are former adventurers who miss the sport of combat and test of their skills; and some seek a fresh start and career as an adventuring rogue, but are uncertain of their talents and wish to put them to a test safer than facing the monsters of the wilderness.

No matter the background, a **Common Thief** counts as a level-one rogue. The GM is encouraged to alter the thief's race and/or weaponry or equipment as desired if the party encounters more than one in their travels in Berinncorte.

Appearance

The thing about thieves is, they can look just like anyone else! In garb and demeanor, they resemble most any other

townfolk.

🖧 Combat Tactics

Common Thieves might be motivated by avarice, thrill, and/ or desperation, but the one thing they all have in common is a fervent desire to avoid getting caught in the act of demonstrating their talents. They will fight if necessary, but their primary goal when spotted is to escape. If cornered, they will fight, but will ever be on the lookout for a means of avoiding conflict.

If wounded but not killed, the Thief may attempt to negotiate for her safe release; the party may let her go, slay her, turn her in to any 🛛 Berinncorte Militia or 🗳 Mayoral House Guard. As GM, you are encouraged to reward XP for the party choosing one of these options in service to their Alignment as though they had defeated the thief in combat.

Factions

Thieves typically serve no one but themselves.

Occasionally, they will be found in the employ of others (e.g., Stewy).

The and the		Contraction of the local division of the loc	and the second second	
and the second s	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 15; XP 51,200
Sex / Race	Male or Female Halfling	; CN Small humanoid (ha	lfling)	
Class	Rogue 1	Rogue 5	Rogue 11	Rogue 16
Initiative	+4	+4	+4	+5
Senses	Perception +1	Perception +1	Perception +1	Perception +13
🖸 Defense	Defense			
Armor Class	AC 18, touch 15, ff 14 (+1 size, +4 Dex, +3 studded leather armor (small))	AC 19, touch 15, ff 19 (+1 size, +4 Dex, +4 <i>studded leather armor</i> +1 (small))	AC 22, touch 16, ff 22 (+1 size, +4 Dex, +1 dodge, +6 studded leather armor +3 (small))	AC 24, touch 17, ff 24 (+1 size, +5 Dex, +1 dodge, +7 shadow studded leather armor +4 (small))
hp / HD	9 (1d8)+1	26 (5d8)+5	69 (11d8)+11	96 (16d8)+16
Saves	Fort +2, Ref +7, Will +0; +2 vs. fear	Fort +3, Ref +9, Will +1; +2 vs. fear ; +2 Reflex to avoid traps	Fort +5, Ref +12, Will +3; +2 vs. fear ; +3 Reflex to avoid traps	Fort +7, Ref +16, Will +5; +2 vs. fear ; +5 Reflex to avoid traps
Defensive Abilities	-	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge	Evasion, Improved Uncanny Dodge, Trap Sense +5, Uncanny Dodge
🗹 Offense				
Movement	Speed 20 ft			

Movement | Speed 20 ft.

			and the second second	the state of the second st
and a strange	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Attacks	Melee rapier (small) +0 (1d4-1/18-20) or Ranged dart (small) +5 (1d3-1) or Melee dagger (small) +0 (1d3-1/19-20) or Ranged dagger (small/ thrown) +5 (1d3-1/19- 20)	Ranged dart (small) +8 (1d3-1) or Melee +1 rapier (small) +4 (1d4/18- 20) or Melee dagger (small) +3 (1d3-1/19-20) or Ranged dagger (small/ thrown) +8 (1d3-1/19- 20)	Ranged dart (small) +13 (1d3) or Melee +2 corrosive rapier (small) +12/+7 (1d4+2/18-20) or Melee dagger (small) +9/+4 (1d3/19-20) or Ranged dagger (small/ thrown) +13/+8 (1d3/19-20)	Ranged dart (small) +18 (1d3) or Melee +3 corrosive burst rapier (small) +17/+12/+7 (1d4+3/18-20) or Melee dagger (small) +13/+8/+3 (1d3/19- 20) or Ranged dagger (small/ thrown) +18/+13/+8 (1d3/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Sneak Attack 6d6	Fast Getaway, Offensive Defense, Sneak Attack 8d6
Statistics				
Ability Scores	Str 8, Dex 18, Con 12, Int 14, Wis 8, Cha 13	Str 9, Dex 18, Con 12, Int 14, Wis 8, Cha 13	Str 10, Dex 18, Con 12, Int 14, Wis 8, Cha 13	Str 10, Dex 20, Con 12, Int 14, Wis 8, Cha 13
Core Attack	Base Atk +0; CMB -2; CMD 12	Base Atk +3; CMB +1; CMD 15	Base Atk +8; CMB +7; CMD 22	Base Atk +12; CMB +11; CMD 27
Feats	Stealthy	Improved Steal, Stealthy	Deft Hands, Dodge, Go Unnoticed, Improved Steal, Quick Draw, Stealthy, Weapon Focus (Rapier)	Combat Expertise, Critical Focus, Deft Hands, Dodge, Go Unnoticed, Improved Steal, Quick Draw, Stealthy, Weapon Focus (Rapier)
Skills	Acrobatics +5, Appraise +2, Artistry +2, Bluff +1, Craft (Untrained) +2, Diplomacy +5, Disable Device +8, Disguise +5, Escape Artist +9, Fly +5, Heal -1, Intimidate +5, Knowledge (Local) +6, Perception +1, Perform (Untrained) +1, Ride +3, Sense Motive -1, Sleight of Hand +7, Stealth +13, Swim -2, Use Magic Device +5	Acrobatics +6, Appraise +2, Artistry +2, Bluff +1, Climb +1, Craft (Untrained) +2, Diplomacy +9, Disable Device +14, Disguise +9, Escape Artist +14, Fly +6, Heal -1, Intimidate +9, Knowledge (Local) +10, Perception +1, Perform (Untrained) +1, Ride +4, Sense Motive +7, Sleight of Hand +12, Stealth +18, Survival +2, Swim -1, Use Magic Device +7	Acrobatics +6, Appraise +2, Artistry +2, Bluff +1, Climb +2, Craft (Untrained) +2, Diplomacy +15, Disable Device +27, Disguise +15, Escape Artist +22, Fly +6, Heal -1, Intimidate +15, Knowledge (Local) +16, Perception +1, Perform (Untrained) +1, Ride +4, Sense Motive +13, Sleight of Hand +22, Stealth +26, Survival +7, Use Magic Device +12	Acrobatics +7, Appraise +2, Artistry +2, Bluff +1, Climb +2, Craft (Untrained) +2, Diplomacy +20, Disable Device +36, Disguise +20, Escape Artist +28, Fly +7, Heal -1, Intimidate +20, Knowledge (Local) +21, Perception +13, Perform (Untrained) +1, Ride +5, Sense Motive +18, Sleight of Hand +28, Stealth +37, Survival +7, Use Magic Device +14
Languages	Common, Elven, Gnome,	Halfling		
Special Qualities	Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity	Combat Swipe, Fast Fingers, Fearless, Halfling Luck, Keen Senses, Sure-Footed, Trapfinding, Weapon Familiarity,	Combat Swipe, Fast Fingers, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Keen Senses, Rogue Crawl, Sure- Footed, Terrain Mastery, Trapfinding, Weapon Familiarity	Camouflage, Combat Swipe, Deft Palm, Fast Fingers, Favored Terrain (Urban) +2, Fearless, Halfling Luck, Keen Senses, Rogue Crawl, Sure- Footed, Terrain Mastery, Trapfinding, Weapon Familiarity

and the	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Treasure	rapier (small);	+1 rapier (small);	+2 corrosive rapier	+3 corrosive burst
A DESCRIPTION OF THE OWNER OF THE	dart (small) 5x;	dart (small) 5x;	(small); dart (small)	rapier (small);
A CONTRACTOR	pickpocket's outfit	pickpocket's outfit	5x; pickpocket's outfit	dart (small) 5x;
Course Street	(small); studded	(small); +1 studded	(small); +3 studded	pickpocket's outfit
A CONTRACTOR OF	leather armor (small);	leather armor (small);	leather armor (small);	(small); +4 shadow
And a state of the	dagger (small)	dagger (small)	dagger (small)	studded leather armor
				(small); dagger (small)

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Combat Swipe A rogue who selects this talent gains Improved Steal as a bonus feat.

Deft Palm (Ex) A rogue with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while she is being observed.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Fingers (Ex) 4/day, a rogue with this talent can roll two dice while making a Sleight of Hand check and take the better result. She must choose to use this talent before making the Sleight of Hand check. A rogue can use this ability one additional time per day for every 5 rogue levels she possesses.

Fast Getaway (Ex) After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Fearless (Ex) Halflings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.

Halfling Luck (Ex) Halflings receive a +1 racial bonus on all saving throws.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 20.

Keen Senses (Ex) Halflings receive a +2 bonus on Perception skill checks.

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Rogue Crawl (Ex) While prone, you can move at half speed. This movement provokes attacks of opportunity as normal. You cannot take a 5-foot steps while crawling.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 8d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Sure-Footed (Ex) Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Terrain Mastery (Ex) A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Trapfinding (Ex) You add +8 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +5 bonus on Reflex saves made to avoid traps, and a +5 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Weapon Familiarity (Ex) Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

🗲 Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -4 penalty on melee attack rolls and combat maneuver checks to gain a +4 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Deft Hands You have exceptional manual dexterity. You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Go Unnoticed Your small size lets you quickly duck out of sight. During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth skill checks, allowing you to make a Stealth check that round to hide from them.

Improved Steal You have a knack for snatching items from your opponents. You do not provoke an attack of opportunity when performing a steal combat maneuver. In addition, you receive a +2 bonus on checks made to steal an item from a foe. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries to steal an item from you.

Quick Draw You can draw weapons faster than most. You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow). Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Rapier) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

CR 2; **XP** 400

0 Description

A generic term of a type of hireling whose primary job is to look tough and prevent violence, **hired goons** are useful in all manner of negotiations and enterprise, particularly criminal endeavors.

i Appearance

Goons are typically large, brutish folk of above-average fighting capability. Although handy in battle, they are usu-

ally selected based on the level of passive intimidation their mere physical presence can be relied upon to convey.

A Combat Tactics

They fight. Isn't that what they're there for? **Hired Goons** are no strangers to battle; many are ex-mercenaries or ex-warriors. Although they appreciate being paid, they appreciate being alive far more—rare is the **Goon** who will avoidably die to protect their employer.

🟲 Factions

They have no love for any faction save that of the coin.

State State State	🔀 Low	🔀 Moderate	Advanced	× Elite
👤 General				
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male or Female Half-Orc	; CN Medium humanoid ((human, orc)	
Class	Fighter 4	Fighter 8	Fighter 12	Fighter 16
Initiative	+1	+3	+3	+3
Senses	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 15, touch 11, ff 14 (+1 Dex, +4 armored coat)	AC 17, touch 11, ff 16 (+1 Dex, +6 chainmail)	AC 17, touch 11, ff 16 (+1 Dex, +6 breastplate)	AC 19, touch 11, ff 18 (+1 Dex, +8 half-plate armor)
hp / HD	45 (4d10)+8	73 (8d10)+16	103 (12d10)+24	133 (16d10)+32
Saves	Fort +6, Ref +2, Will +1; +1 Will vs. fear	Fort +8, Ref +3, Will +2; +2 Will vs. fear	Fort +10, Ref +7, Will +6; +3 Will vs. fear	Fort +14, Ref +8, Will +7; +4 Will vs. fear
Solution Offense				
Movement	Speed 30 ft.			
Attacks	Melee greatclub +9 (2H: 1d10+6) or Melee dagger +8 (1d4+4/19-20) or Ranged dagger (thrown) +5 (1d4+4/19-20)	Melee masterwork greatclub +16/+11 (2H: 1d10+7/19-20) or Melee dagger +12/+7 (1d4+4/19-20) or Ranged dagger (thrown) +9/+4 (1d4+4/19-20)	Melee masterwork greatclub +22/+17/+12 (2H: 1d10+9/19-20) or Melee dagger +17/+12/+7 (1d4+5/19-20) or Ranged dagger (thrown) +13/+8/+3 (1d4+5/19-20)	Melee masterwork greatclub +27/+22/+17/+12 (2H: 1d10+10/19-20) or Melee dagger +21/+16/+11/+6 (1d4+5/19-20) or Ranged dagger (thrown) +17/+12/+7/+2 (1d4+5/19-20) or Melee gauntlet +22/+17/+12/+7 (1d3+6)
Space / Reach	Space 5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 18, Dex 12, Con 15, Int 6, Wis 10, Cha 10	Str 19, Dex 12, Con 15, Int 6, Wis 10, Cha 10	Str 20, Dex 12, Con 15, Int 6, Wis 10, Cha 10	Str 21, Dex 12, Con 15, Int 6, Wis 10, Cha 10
Core Attack	Base Atk +4; CMB +8; CMD 19 (21 vs. bullrush, disarm, grapple, or trip)	Base Atk +8; CMB +12; CMD 23 (27 vs. bullrush, disarm, grapple, or trip)	Base Atk +12; CMB +17; CMD 28 (34 vs. bullrush, disarm, grapple, or trip)	Base Atk +16; CMB +21; CMD 32 (40 vs. bullrush, disarm, grapple, or trip)

	Low Cleave, Great Cleave, Intimidating Prowess, Power Attack, Weapon Focus (Greatclub)	Moderate Antagonize, Cleave, Great Cleave, Greater Weapon Focus (Greatclub), Improved Critical (Greatclub), Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus (Greatclub)	Advanced Antagonize, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Greatclub), Improved Critical (Greatclub), Intimidating Prowess, Iron Will, Lightning Reflexes, Power	Elite Antagonize, Cleave, Combat Reflexes, Fortified Armor Training, Furious Focus, Great Cleave, Greater Weapon Focus (Greatclub), Great Fortitude, Improved
	Intimidating Prowess, Power Attack, Weapon	Great Cleave, Greater Weapon Focus (Greatclub), Improved Critical (Greatclub), Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus	Combat Reflexes, Great Cleave, Greater Weapon Focus (Greatclub), Improved Critical (Greatclub), Intimidating Prowess, Iron Will, Lightning	Combat Reflexes, Fortified Armor Training, Furious Focus, Great Cleave, Greater Weapon Focus (Greatclub), Great Fortitude, Improved
			Attack, Pushing Assault, Skill Focus (Intimidate), Weapon Focus (Greatclub)	Critical (Greatclub), Improved Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Pushing Assault, Skill Focus (Intimidate), Weapon Focus (Greatclub)
and the second second	Appraise -2, Artistry -2, Climb +3, Craft (Untrained) -2, Intimidate +13, Swim +3	Acrobatics -2, Appraise -2, Artistry -2, Climb +1, Craft (Untrained) -2, Escape Artist -2, Fly -2, Intimidate +20, Ride -2, Stealth -2, Swim +1	Appraise -2, Artistry -2, Climb +4, Craft (Untrained) -2, Intimidate +28, Swim +4	Acrobatics -2, Appraise -2, Artistry -2, Climb +2, Craft (Untrained) -2, Escape Artist -2, Fly -2, Intimidate +32, Ride -2, Stealth -2, Swim +2
Languages	Common, Orc			
	Armor Training, Bonus CMD (4x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity	Armor Training, Bonus CMD (8x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity, Weapon Training	Armor Training, Bonus CMD (12x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity, Weapon Training	Armor Training, Bonus CMD (16x), Bonus Feats, Bravery, Darkvision, Intimidating, Orc Blood, Orc Ferocity, Weapon Familiarity, Weapon Training
- North Statement	greatclub; armored coat; dagger (2x) 30 sp	masterwork greatclub; chainmail; dagger (2x) 5 gp; 85 sp	masterwork greatclub; breastplate; dagger (2x) 12 gp; 61 sp	masterwork greatclub; half-plate armor; dagger (2x); gauntlet 34 gp

Sp

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 4 and increase the maximum Dexterity bonus allowed by your armor by +4

Bonus CMD (16x) Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice. Bonus CMD Bull Rush (8x); Bonus CMD Disarm (8x); Bonus CMD Grapple (8x); Bonus CMD Trip (8x)

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat or the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot

be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Intimidating (Ex) Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Orc Blood (Ex) Half-orc count as both humans and orcs for any effect related to race.

Orc Ferocity (Ex) Once per day, when a half-orc is brought below o hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above o hit points, he immediately falls unconscious and begins dying.

Weapon Familiarity (Ex) Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Close Weapons +1 Double Weapons +2 Hammers +3

Feats

Antagonize Whether with biting remarks or hurtful words, you are adept at making creatures angry with you. You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. The benefits you gain for this check depend on the

skill you use. This is a mind-affecting effect.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 1 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Fortified Armor Training You have learned to let your armor bear the brunt of the worst attacks. If an opponent scores a critical hit against you, you can turn the critical hit into a normal hit. If you do, either your armor or your shield gains the broken condition (your choice).

Furious Focus Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home. When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Greatclub) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Critical (Greatclub) Attacks made with your chosen weapon are quite deadly. When using the weapon you selected, your threat range is doubled.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Intimidating Prowess Your physical might is intimidating to others. Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with a total damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Pushing Assault A strike made with a two-handed weapon can push a similar sized opponent backward. When you hit a creature your

size or smaller with a two-handed weapon attack modif ied by the Power Attack feat, you can choose to push the target 5 feet directly away from you instead of dealing the extra damage from Power Attack. If you score a critical hit, you can instead push the target 10 feet directly away from you. This movement does not provoke attacks of opportunities, and the target must end this move in a safe space it can stand in. You choose which effect to apply after the attack roll has been made, but before the damage is rolled.

Skill Focus (Intimidate) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Greatclub) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Mayoral Fouse Guard

CR 1/3; **XP** 135

Description

House Guard are typically **Berinncorte Militia** who have earned special attention or favor with the Mayor or her staff, or relatives of administrative workers. Most have received militia training in town, though a few have very little previous combat experience.

The profile given here is for a **human**, though the **Mayor** employs all manner and race of guard; feel free to adjust the profile accordingly.

i Appearance

Though they come from many walks of life and are of many races, all **Mayoral House Guard** wear a tunic bearing the **Berinncorte** colors (crimson and parchment).

🖧 Combat Tactics

Mayoral House Guard start as Indifferent toward the party

(and indeed to most townsfolk) when encountered during daylight hours. In the evening, however, if the party is in the **P Mayor's House**, their starting **Attitude** is instead **Un-friendly**. If the PCs cannot convince them using a plausible excuse, they will draw weapons and try to get the PCs to leave the premises, threatening arrest and/or attack if they resist.

If engaged in combat, or if the PCs do not comply and leave immediately, they will attack. **A Mayor Symms'** reputation for obedience and lawfulness is typically sufficient incentive for them to defend the building with their lives, though at the GM's discretion, the PCs may encounter inexperienced **A Guard** who will run at the first sight of their own blood.

🎦 Factions

Berrincorte City government. Many are also either ex-Militia members, or serve part-time when not at the **Mayor's** House.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1/2; XP 200	CR 3; XP 800	CR 9; XP 12,800	CR 14; XP 38,400
Sex / Race	Male Human; LN Mediu	m humanoid (human)		
Class	Warrior 1	Warrior 5	Warrior 11	Warrior 16
Initiative	+1	+1	+1	+2
Senses	Perception +0	Perception +3	Perception +9	Perception +15
Defense				
Armor Class	AC 12, touch 11, ff 11 (+1 Dex, +1 padded armor)	AC 14, touch 11, ff 13 (+1 Dex, +3 studded leather armor)	AC 16, touch 11, ff 15 (+1 Dex, +5 scale mail)	AC 18, touch 12, ff 16 (+2 Dex, +5 scale mail)
hp / HD	8 (1d10)+2	26 (5d10)+10	60 (11d10)+22	92 (16d10)+32
Saves	Fort +3, Ref +3, Will +1	Fort +7, Ref +4, Will +2	Fort +10, Ref +6, Will +4	Fort +13, Ref +9, Will +6
Contraction of the second seco	S Offense			
Movement	Speed 30 ft.	Speed 30 ft.	Speed 20 ft.	Speed 20 ft.
Attacks	Melee shortsword +3 (1d6+2/19-20) or Melee dagger +3 (1d4+1/19-20) or Ranged dagger (thrown) +2 (1d4+2/19-20)	Melee dagger +7 (1d4+1/19-20) or Ranged dagger (thrown) +6 (1d4+2/19-20) or Melee +1 shortsword +9 (1d6+3/19-20)	Melee +2 shortsword +17/+12/+7 (1d6+5/19-20) or Melee +1 dagger +15 (1d4+2/19-20) or Ranged +1 dagger (thrown) +13/+8/+3 (1d4+4/19-20)	Melee +3 shortsword +23/+18/+13/+8 (1d6+6/19-20) or Melee +2 dagger +21 (1d4+3/19-20) or Ranged +2 dagger (thrown) +20/+15/+10/+5 (1d4+5/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 14, Dex 12, Con 12, Int 10, Wis 9, Cha 9	Str 15, Dex 12, Con 12, Int 10, Wis 9, Cha 9	Str 16, Dex 12, Con 12, Int 10, Wis 9, Cha 9	Str 16, Dex 14, Con 12, Int 10, Wis 9, Cha 9
Core Attack	Base Atk +1; CMB +3; CMD 14	Base Atk +5; CMB +7; CMD 18	Base Atk +11; CMB +14; CMD 25	Base Atk +16; CMB +19; CMD 31

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State of the	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Cleave, Great Fortitude, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Martial Weapon Proficiency, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))
Skills	Acrobatics +1, Bluff -1, Climb +2, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal -1, Intimidate -1, Knowledge (Local) +1, Perform (Untrained) -1, Ride +1, Stealth +1, Survival -1, Swim +2	Bluff -1, Climb +1, Diplomacy -1, Disguise -1, Heal -1, Intimidate -1, Knowledge (Local) +5, Perception +3, Perform (Untrained) -1, Profession (Soldier) +7, Survival -1, Swim +1	Acrobatics -3, Bluff -1, Climb -1, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate -1, Knowledge (Local) +8, Perception +9, Perform (Untrained) -1, Profession (Soldier) +13, Ride -3, Sense Motive +3, Stealth -3, Survival -1, Swim -1	Acrobatics -3, Bluff -1, Climb -2, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal -1, Intimidate -1, Knowledge (Local) +12, Perception +15, Perform (Untrained) -1, Profession (Soldier) +18, Ride -3, Sense Motive +3, Stealth -3, Survival -1, Swim -2
Languages	Common			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	shortsword; dagger; padded armor; soldier's uniform	+1 shortsword; dagger; studded leather armor; soldier's uniform	+2 shortsword; +1 dagger; scale mail; soldier's uniform	+3 shortsword; +2 dagger; chainmail; soldier's uniform

🕈 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 63: Attitude Modifiers for Mayoral House Guard

Name	Condition	Effect	Notes
Commerce	Attempt a bribe, on its own.	-2	Trying this twice will get the PC Arrested (p 48).
Commerce	Attempt a bribe, with a successful Diplomacy check opposed by the guard's Sense Motive check.	+4	The soldier accepts the bribe.
Conversation	Ask about the soldier's day.	+1	Everyone likes to talk about their job.
Conversation	Ask about the Militia in a favorable manner.	+2	-

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Name	Condition	Effect	Notes
Conversation	Praise the Militia and the work they do for the city and its citizens.	+3	-
Conversation	Praise the Mayor and her relationship with the Militia.	+1	-
Conversation	Ask about gossip the Militia may have heard.	-2	"We're not here to gossip."
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum
Snecial Al		Skilled H	umans gain an additional skill rank at first level and one

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🖌 Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Shield Proficiency You are trained in how to properly use a shield. When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Tower Shield Proficiency You are trained in how to properly use a tower shield. When you use a tower shield, the shield's armor check penalty only applies to Strength and Dexterity-based skills.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

CR 1/3; **XP** 135

Description

The salt of the earth, the common man, the free people: **townsfolk** form the bulk of society in **Berinncorte**.

i Appearance

The profile given is for a **human**, which is the most common race; feel free to adjust as needed for other races, which are

many. **Townsfolk** typically dress in a commoner's outfit, but the exact garb is quite varied (though often drab).

Å Combat Tactics

Your average person on the street has no taste for violence; many will run merely at the sight of blood.

Factions

Individuals may have alleigances to churches or organizations, but as a rule, **townsfolk** have no Faction orientation.

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🗡 Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 3; XP 800	CR 9; XP 6,400	CR 14; XP 38,400
Sex / Race	Male or Female Human;	TN Medium humanoid (h	uman)	
Class	Commoner 1	Commoner 5	Commoner 11	Commoner 16
Initiative	+1	+1	+2	+2
Senses	Perception +6	Perception +10	Perception +18	Perception +23
Defense				
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 12, touch 11, ff 11 (+1 Dex, +1 padded armor)	AC 14, touch 12, ff 12 (+2 Dex, +2 leather armor)	AC 14, touch 12, ff 13 (+2 Dex, +3 studded leather armor)
hp / HD	6 (1d6)+1	22 (5d6)+5	46 (11d6)+11	64 (16d6)+16
Saves	Fort +0, Ref +1, Will +0	Fort +3, Ref +2, Will +1	Fort +5, Ref +7, Will +5	Fort +7, Ref +9, Will +7
🖌 Offense				
Movement	Speed 35 ft.			
Attacks	Melee dagger +0 (1d4/19-20) or Ranged dagger (thrown) +1 (1d4/19- 20)	Melee dagger +2 (1d4/19-20) or Ranged dagger (thrown) +3 (1d4/19- 20)	Melee dagger +5 (1d4/19-20) or Ranged dagger (thrown) +7 (1d4/19- 20)	Melee dagger +9/+4 (1d4+1/19-20) or Ranged dagger (thrown) +10/+5 (1d4+1/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 11, Dex 12, Con 10, Int 11, Wis 10, Cha 10	Str 11, Dex 13, Con 10, Int 11, Wis 10, Cha 10	Str 11, Dex 14, Con 10, Int 11, Wis 10, Cha 10	Str 12, Dex 14, Con 10, Int 11, Wis 10, Cha 10
Core Attack	Base Atk +0; CMB +0; CMD 11	Base Atk +2; CMB +2; CMD 13	Base Atk +5; CMB +5; CMD 17	Base Atk +8; CMB +9; CMD 21
Feats	Alertness, Fleet	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Throw Anything	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything
Skills Languages	Acrobatics +1, Climb +4, Escape Artist +1, Fly +1, Knowledge (Local) +1, Perception +6, Ride +1, Sense Motive +2, Stealth +1 Common	Acrobatics +1, Climb +8, Escape Artist +1, Fly +1, Knowledge (Local) +5, Perception +10, Ride +1, Sense Motive +2, Stealth +1	Acrobatics +2, Climb +14, Escape Artist +2, Fly +2, Knowledge (Local) +11, Perception +18, Ride +2, Sense Motive +2, Stealth +2	Acrobatics +1, Climb +19, Escape Artist +1, Fly +1, Knowledge (Local) +16, Perception +23, Ride +1, Sense Motive +2, Stealth +1
Lungunges	common			

and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Special Qualities	Bonus Feat, Single Simple Weapon Proficiency (Grapple), Skilled			
Treasure	dagger; peasant's outfit	dagger; padded armor; peasant's outfit	dagger; leather armor; peasant's outfit	dagger; studded leather armor; peasant's outfit

💟 Attitude Tracker

Starting Attitude: 14 (Indifferent)



Table 64: Attitude	Modifiers for	Townsfolk
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	Table 04. Attitude Modifier's for Townsjotk					
	Name	Condition	Effect	Notes		
(Conversation	Engage in conversation	+2	-		
ŀ	Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers		
I	Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers		
(Conversation	PCs threaten violence	-5	-		
4	Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers		
ł	Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers		
ł	Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers		
ł	Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers		
ł	Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers		
(Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)		
(Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4		
J	Extant	One or more PCs have been arrested	-1	Per offense, no limit		
1	Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10		
ł	Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15		
I	Action	PCs refuse to help when asked	-3	Per request; no maximum		
A	Action	PCs agree to help when asked	+4	Per request; maximum +12		

Name	Condition	Effect	Notes	
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)	
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative	
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum	
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6	
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4	
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum	

Bonus Feat Humans select one extra feat at 1st level.

Single Simple Weapon Proficiency (Grapple) You understand how to use Grapple.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Werewolf (Fiuman Form)

CR 2; **XP** 600

Description

The profile given is for the human form of a **lycanthrope**.

i Appearance

Most **werewolves** resemble **townsfolk** while in their human form.

^A Combat Tactics

Werewolves will fight if it's necessary, but unless a given NPC has motivation, or is influenced to do so, they will normally not start a fight that's avoidable.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Male or Female Human;	CN Medium humanoid (h	uman)	
Class	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Initiative	+5	+5	+6	+6
Senses	Perception +4; Scent; Low-Light Vision	Perception +9; Scent; Low-Light Vision	Perception +11; Scent; Low-Light Vision	Perception +13; Scent; Low-Light Vision
Defense				
Armor Class	AC 17, touch 11, ff 16 (+1 Dex, +6 chainmail)	AC 18, touch 12, ff 16 (+1 Dex, +6 masterwork agile breastplate, +1 dodge)	AC 20, touch 13, ff 17 (+2 Dex, +7 agile breastplate +1, +1 dodge)	AC 21, touch 13, ff 18 (+2 Dex, +8 agile breastplate +2, +1 dodge)
hp / HD	19 (2d10)+6	58 (6d10)+18	93 (10d10)+30	137 (14d10)+42
Saves	Fort +5, Ref +1, Will +2; +1 Will vs. fear	Fort +7, Ref +3, Will +4; +2 Will vs. fear	Fort +9, Ref +5, Will +5; +3 Will vs. fear	Fort +11, Ref +8, Will +8; +4 Will vs. fear
🗹 Offense				
Movement	Speed 20 ft.	Speed 30 ft.		
Attacks	Ranged light crossbow +3 (1d8/19-20) or Melee longsword +5 (1d8+3/19-20)	Ranged masterwork light crossbow +9/+4 (1d8/19-20) or Melee masterwork longsword +12/+7 (1d8+4/19-20)	Ranged masterwork light crossbow +16/+11 (1d8+1/19-20) or Melee +1 longsword +17/+12 (1d8+5/19- 20)	Ranged masterwork light crossbow +21/+16/+11 (1d8+2/19-20) or Melee +2 longsword +23/+18/+13 (1d8+7/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft			
Special Attacks	ks Curse of Lycanthropy			
E Statistics				
Ability Scores	Str 17, Dex 13, Con 14, Int 8, Wis 14, Cha 8	Str 18, Dex 13, Con 14, Int 8, Wis 14, Cha 8	Str 18, Dex 14, Con 14, Int 8, Wis 14, Cha 8	Str 19, Dex 14, Con 14, Int 8, Wis 14, Cha 8
Core Attack	Base Atk +2; CMB +5; CMD 16	Base Atk +6; CMB +10; CMD 22	Base Atk +10; CMB +12; CMD 27	Base Atk +14; CMB +16; CMD 31

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Feats	Cleave, Combat Reflexes, Improved Initiative, Power Attack	Cleave, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (Crossbow (Light), Longsword)	Agile Maneuvers, Cleave, Combat Reflexes, Critical Focus, Dodge, Greater Weapon Focus (Crossbow (Light), Longsword), Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (Crossbow (Light), Longsword)	Agile Maneuvers, Catch Off-Guard, Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (Crossbow (Light), Longsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (Crossbow (Light), Longsword)
Skills	Acrobatics -4, Appraise -1, Bluff -1, Climb +3, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -4, Fly -4, Heal +2, Intimidate +4, Perception +4, Perform (Untrained) -1, Ride -4, Sense Motive +2, Stealth -4, Survival +2, Swim -2	Acrobatics -1, Appraise -1, Bluff -1, Climb +12, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -1, Fly -1, Heal +2, Intimidate +8, Perception +9, Perform (Untrained) -1, Ride -1, Sense Motive +2, Stealth -1, Survival +2, Swim +2	Acrobatics +1, Appraise -1, Bluff -1, Climb +15, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +1, Fly +1, Heal +2, Intimidate +12, Perception +11, Perform (Untrained) -1, Ride +1, Sense Motive +2, Stealth +1, Survival +2, Swim +3	Acrobatics +2, Appraise -1, Bluff -1, Climb +18, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +2, Intimidate +16, Perception +13, Perform (Untrained) -1, Ride +2, Sense Motive +2, Stealth +2, Survival +2, Swim +4
Languages	Common, Lycanthrophic Empathy			-
cial Qualities	Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training
Treasure	crossbow bolt (20x); chainmail; longsword; light crossbow	crossbow bolt (20x); masterwork agile breastplate; masterwork longsword; masterwork light crossbow	crossbow bolt (20x); +1 agile breastplate; +1 longsword; masterwork light crossbow	crossbow bolt (20x); +2 agile breastplate; +2 longsword; masterwork light crossbow

Spec

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the fighter loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose

whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Change Shape (Su) All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are
so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +1 Light Blades +3 Crossbows +2

🖌 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Catch Off-Guard Foes are surprised by your skilled use of unorthodox and improvised weapons. You do not suffer any penalties for using an improvised melee weapon. Unarmed opponents are flat-footed against any attacks you make with an improvised melee weapon.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Greater Weapon Focus (Crossbow (Light), Longsword) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Crossbow (Light), Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Werewolf (Fybrid Form)

CR 2; **XP** 600

Description

The profile given is for the **hybrid form** of a werewolf.

Appearance

Half-man, half-wolf, the hybrid form of a **lycanthrope** can be terrifying to behold.

[&] Combat Tactics

Werewolves in **hybrid form** will fight ferociously, far more so than their human-form version.

and the set	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 11; XP 12,800	CR 16; XP 76,800
Sex / Race	Male Human; CN Medium humanoid (natural werewolf)		Male Human (Advanced); CN Medium humanoid (natural werewolf)	Male Human (Advanced, Giant); CN Large humanoid (natural werewolf)
Class	Fighter 2	Fighter 6	Fighter 10	Fighter 14
Initiative	+6	+6	+8	+7
Senses	Perception +4; Scent; Low-Light Vision	Perception +8; Scent; Low-Light Vision	Perception +14; Scent; Low-Light Vision	Perception +18; Scent; Low-Light Vision
Defense				
Armor Class	AC 18, touch 12, ff 16 (+2 Dex, +6 chainmail)	AC 19, touch 13, ff 16 (+2 Dex, +6 agile breastplate, +1 dodge)	AC 25, touch 15, ff 20 (+4 Dex, +3 natural, +7 agile breastplate +1, +1 dodge)	AC 27, touch 13, ff 23 (-1 size, +3 Dex, +6 natural, +8 agile breastplate +2, +1 dodge)
hp / HD	22 (2d10)+10	65 (6d10)+30	132 (10d10)+70	213 (14d10)+126
Saves	Fort +7, Ref +2, Will +2; +1 Will vs. fear	Fort +9, Ref +4, Will +4; +2 Will vs. fear	Fort +13, Ref +7, Will +7; +3 Will vs. fear	Fort +17, Ref +7, Will +8; +4 Will vs. fear
Defensive Abilities	DR 10/silver			
S Offense				
Movement	Speed 35 ft.	Speed 50 ft.		
Attacks	Ranged light crossbow +4 (1d8/19-20) or Melee longsword +6 (1d8+4/19-20) or Melee bite +1 (1d6+2)	Melee masterwork longsword +13/+8 (1d8+5/19-20) or Melee bite +7 (1d8+2) or Ranged crossbow (light) +8/+3 (1d8/19- 20)	Melee +1 longsword +21/+16 (1d8+9/19- 20) or Melee bite +14 (1d8+3) or Ranged crossbow (light) +14/+9 (1d8/19-20)	Ranged +1 light crossbow (large) +17 (2d6+1/19-20) or Melee +2 longsword (large) +28/+23/+18 (2d6+13/19-20) or Melee bite +20 (2d6+5)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Curse of Lycanthrophy,	Ггір		
🗎 Statistics			-	
Ability Scores	Curse of Lycanthrophy, Trip	Str 25, Dex 19, Con 23, Int 12, Wis 18, Cha 12	Str 29, Dex 17, Con 27, Int 12, Wis 18, Cha 12	Core Attack
Core Attack	Base Atk +2; CMB +6; CMD 18	Base Atk +6; CMB +11; CMD 24	Base Atk +10; CMB +17; CMD 32	Base Atk +14; CMB +18 (+20 overrun); CMD 38 (40 vs. overrun)

The state of the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Cleave, Combat Reflexes, Improved Initiative, Power Attack	Cleave, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Bite), Power Attack, Weapon Focus (Bite, Longsword)	Cleave, Combat Reflexes, Critical Focus, Dodge, Greater Weapon Focus (Bite, Longsword), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Power Attack, Weapon Focus (Bite, Longsword)	Agile Maneuvers, Cleave, Combat Reflexes, Critical Focus, Dodge, Fleet, Greater Weapon Focus (Bite, Longsword), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Improved Overrun, Power Attack, Run, Weapon Focus (Bite, Longsword)
Skills	Acrobatics -3, Appraise -1, Bluff -1, Climb +4, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Escape Artist -3, Fly -3, Heal +2, Intimidate +4, Perception +4, Perform (Untrained) -1, Ride -3, Sense Motive +2, Stealth -3, Survival +2, Swim -1	Appraise -1, Bluff -1, Climb +11, Craft (Untrained) -1, Diplomacy -1, Disguise -1, Heal +2, Intimidate +8, Perception +8, Perform (Untrained) -1, Sense Motive +2, Survival +2, Swim +3	Acrobatics +3, Appraise +1, Bluff +1, Climb +22, Craft (Untrained) +1, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Heal +4, Intimidate +14, Perception +14, Perform (Untrained) +1, Ride +3, Sense Motive +4, Stealth +3, Survival +9, Swim +19	Acrobatics +3, Appraise +1, Bluff +1, Climb +29, Craft (Untrained) +1, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +1, Heal +4, Intimidate +18, Perception +18, Perform (Untrained) +1, Ride +3, Sense Motive +4, Stealth -1, Survival +9, Swim +26
Languages	Common, Lycanthropic I	Empathy		
becial Qualities	Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training	Armor Training, Bonus Feat, Bonus Feats, Bravery, Change Shape, Humanoid Traits, Low-Light Vision, Lycanthropic Empathy, Scent, Skilled, Weapon Training
Treasure	crossbow bolt (20x); chainmail; longsword; light crossbow	crossbow bolt (20x); masterwork agile breastplate; masterwork longsword; light crossbow	crossbow bolt (20x); +1 agile breastplate; +1 longsword; light crossbow	crossbow bolt (20x); +2 agile breastplate (large); +2 longsword (large); +1 light crossbow (large)

Spe

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feat Humans select one extra feat at 1st level.

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +4 bonus to Will saves against fear effects.

Change Shape (Su) All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, a natural lycanthrope can shift to any of its three alternate forms as a move-equivalent action A slain lycanthrope reverts to its humanoid form, although it remains dead.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Lycanthropic Empathy (Ex) In any form, natural lycanthropes can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check. Afflicted lycanthropes only gain this ability in animal or hybrid form.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Trip (Ex) You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Heavy Blades +2 Light Blades +3 Natural Weapons +1

🖌 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Greater Weapon Focus (Bite, Longsword) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as

if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Focus (Bite, Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.



Dramatis Personae

Zugul Church Acolyte

CR 1/3; **XP** 135

Description

Acolytes are halfway between a **Lay Staff** and a member of the **church leadership** (e.g., **Cleric Maghana**). They have some abilities, but their devotion is to study, more than preaching and converting.

Appearance

All **Acolytes** wear clerical vestments. The profile given is for a **human**, but many races serve **Zugul**.

Combat Tactics

They will avoid a fight if possible, but will always come to the defense of innocents, even if it means their own death.

Factions

Zugul Temple, naturally.

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 4; XP 1,200	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Male or Female Human;	LN Medium humanoid (h	uman)	
Class	Adept 1	Adept 6	Adept 12	Adept 16
Initiative	+1	+1	+1	+1
Senses	Perception +3	Perception +3	Perception +4	Perception +4
Defense		-		-
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)	AC 11, touch 11, ff 10 (+1 Dex)	AC 12, touch 11, ff 11 (+1 Dex, +1 padded armor)	AC 13, touch 11, ff 12 (+1 Dex, +2 padded armor)
hp / HD	5 (1d6)-1	22 (6d6)-1	51 (12d6)-1	80 (16d6)+15
Saves	Fort -1, Ref +1, Will +7	Fort +3, Ref +5, Will +10	Fort +5, Ref +7, Will +14	Fort +7, Ref +8, Will +16
🗹 Offense				
Movement	Speed 30 ft.			
Attacks	Melee unarmed strike -1 (1d3-1)	Melee unarmed strike +3 (1d3) or Melee dagger +3 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20)	Melee unarmed strike + $6/+1$ (1d3) or Melee dagger + 6 (1d4/19-20) or Ranged dagger (thrown) + $7/+2$ (1d4/19-20)	Melee unarmed strike +8/+3 (1d3) or Melee +1 dagger +9 (1d4+1/19-20) or Ranged +1 dagger (thrown) +10/+5 (1d4+1/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Prepared Spells	Adept (CL 1 st): 1 st – bless, cure light wounds 0 th – detect magic, light, read magic	Adept (CL 6 th): 2 nd – aid, cure moderate wounds 1 st – bless, comprehend languages, cure light wounds 0 th – detect magic, light, read magic	Adept (CL 12 th): 4 th – cure critical wounds 3 rd – cure serious wounds, remove curse, remove disease 2 nd – aid, cure moderate wounds, mirror image, see invisibility 1 st – bless, comprehend languages, cure light wounds, detect chaos 0 th – detect magic, light, read magic	Adept (CL 16 th): 4 th - cure critical wounds, minor creation, restoration 3 rd - cure serious wounds, neutralize poison, remove curse, remove disease 2 nd - aid, cure moderate wounds, mirror image, see invisibility 1 st - bless, comprehend languages, cure light wounds, detect chaos 0 th - detect magic, light, read magic
🗎 Statistics				
Ability Scores	Str 9, Dex 12, Con 9, Int 11, Wis 16, Cha 11	Str 10, Dex 12, Con 9, Int 11, Wis 16, Cha 11	Str 10, Dex 12, Con 9, Int 11, Wis 18, Cha 11	Str 10, Dex 12, Con 10, Int 11, Wis 18, Cha 11
Core Attack	Base Atk +0; CMB -1; CMD 11	Base Atk +3; CMB +3; CMD 14	Base Atk +6; CMB +6; CMD 17	Base Atk +8; CMB +8; CMD 19

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	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Iron Will, Persuasive, Simple Weapon Proficiency	Great Fortitude, Iron Will, Lightning Reflexes, Persuasive, Simple Weapon Proficiency	Armor Proficiency, Light, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Minor Spell Expertise, Persuasive, Simple Weapon Proficiency	Armor Proficiency, Light, Combat Casting, Great Fortitude, Iron Will, Lightning Reflexes, Minor Spell Expertise, Persuasive, Simple Weapon Proficiency, Spell Focus (Evocation, Transmutation)
Skills	Acrobatics +1, Climb -1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +3, Intimidate +2, Knowledge (Arcana) +4, Knowledge (Religion) +4, Perception +3, Ride +1, Sense Motive +3, Stealth +1, Survival +3, Swim -1	Acrobatics +1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +3, Intimidate +2, Knowledge (Arcana) +6, Knowledge (Local) +9, Knowledge (Religion) +9, Perception +3, Ride +1, Sense Motive +3, Spellcraft +6, Stealth +1, Survival +3	Acrobatics +1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +4, Intimidate +2, Knowledge (Arcana) +11, Knowledge (Local) +9, Knowledge (Religion) +15, Perception +4, Ride +1, Sense Motive +4, Spellcraft +13, Stealth +1, Survival +4	Acrobatics +1, Diplomacy +3, Escape Artist +1, Fly +1, Heal +4, Intimidate +2, Knowledge (Arcana) +13, Knowledge (Local) +11, Knowledge (Religion) +19, Perception +4, Ride +1, Sense Motive +4, Spellcraft +17, Stealth +1, Survival +4
Languages	Common			
Special Qualities	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled	Bonus Feat, Skilled
Treasure	cleric's vestments	cleric's vestments; dagger	cleric's vestments; dagger; padded armor	cleric's vestments; +1 dagger; leather armor
MAGIC				
Spells per Day	Adept (CL 1st) 3/2/0/0/0/0/0/0 DC 14 + spell level	Adept (CL 6th) 3/3/2/0/0/0/0/0 DC 14 + spell level	Adept (CL 12 th) 3/4/4/3/1/0/0/0/0 DC 15 + spell level	Adept (CL 16 th) 3/4/4/3/0/0/0/0 DC 15 + spell level
Attitude Track	or			
 Attitude Track Starting Attitude: 14 (In 				
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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29

Unfriendly Indifferent

Table 65: Attitude Modifiers for Townsfolk

Name	Condition	Effect	Notes
Conversation	Engage in conversation	+2	-
Action	PCs attack without provocation	-15	Does not stack with other attack-based modifiers
Action	PCs attack with provocation	-10	Does not stack with other attack-based modifiers
Conversation	PCs threaten violence	-5	-
Action	NPC witnesses the PCs commit a crime	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs commit murder	-10	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers

Station Street		- 44	A second s
Name	Condition	Effect	Notes
Action	NPC witnesses the PCs commit murder in self-defense	-5	Assumes the crime does not involve the NPC; stacks with other modifiers that involve crimes against the NPC; does not stack with other "witnesses crime" modifiers
Action	NPC witnesses the PCs defend a bystander or innocent against violence	+10	Does not stack with other "witness" modifiers
Action	PCs defend this NPC against violence	+15	Does not stack with other "witness" modifiers
Conversation	PCs attempt a bribe (for information, for action)	-1	GM's discretion as to whether the bribe produces results (positive or negative!)
Conversation	PCs share Rumors / Lore	+1	Per each Rumor shared; maximum +4
Extant	One or more PCs have been arrested	-1	Per offense, no limit
Extant	PCs have slain a Militia guard, but have not been caught	-2	Per offense, maximum -10
Action	PCs heal or "boon" NPC	+5	Per healing spell/potion/skill check or beneficial spell or effect; maximum +15
Action	PCs refuse to help when asked	-3	Per request; no maximum
Action	PCs agree to help when asked	+4	Per request; maximum +12
Action	NPC joins party for any length of time	+5	Does not stack with subsequent iterations of itself (maximum effect +5 no matter how many times NPC joins party)
Action	PCs escort NPC to safety in Act Three	+8	Either as part of a Quest, or as an offer made of the party's own initiative
Conversation	PCs fail at an Intimidate check for any reason	-2	Per failed check; no maximum
Conversation	PCs succeed at a Diplomacy check for any reason	+2	Per successful check; maximum +6
Conversation	PCs succeed at a Sense Motive check for any reason	+1	Per successful check; maximum +4
Conversation	PCs fail at a Diplomacy check for any reason	-1	Per failed check; no maximum

Bonus Feat Humans select one extra feat at 1st level.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

💈 Feats

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Combat Casting You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Minor Spell Expertise You are able to cast a 1st-level spell as a spell-like ability. Choose one 1st-level spell that you know. You may cast that spell twice per day as a spell-like ability. The caster level for this spell-like ability is equal to your caster level in the class from whose spell list the spell is taken. The spell-like ability's save

DC is Charisma-based. If the spell has an expensive focus or material component, it may not be chosen for this feat. You cannot apply metamagic feats to this spell.

Persuasive You are skilled at swaying attitudes and intimidating others into your way of thinking. You get a +2 bonus on Diplomacy and Intimidate skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Spell Focus (Evocation, Transmutation) Any spells you cast of your chosen school of magic are more difficult to resist. Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.





Forces of the Obelisk

When the **Obelisk Erupts**, various chaotic and undead creatures emerge from the chasm beneath the city. These magical beasts, aberrations, undead, and other monstrosities, together with undead forces raised or acquired from the surface realm, are collectively referred to as **"Forces of the Obelisk"**.

This section describes these creatures in detail.

Forces of the Obelisk Index

[...]

Babau (Demon)

CR 8; **XP** 4,800

AT					
	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 6; XP 2,400	CR 9; XP 6,400	CR 13; XP 25,600	CR 17; XP 102,400	
Sex / Race	Male or Female Babau; ((chaotic, demon, evil, ex		Male or Female Babau (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar)	Male or Female Babau (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar)	
Class	Outsider 7	Outsider 11	Outsider 15	Outsider 19	
Initiative	+5	+5	+7	+6	
Senses	Perception +19; See Invisibility; Darkvision 60 ft.	Perception +23; See Invisibility; Darkvision 60 ft.	Perception +29; See Invisibility; Darkvision 60 ft.	Perception +33; See Invisibility; Darkvision 60 ft.	
🖸 Defense					
Armor Class	AC 19, touch 11, ff 18 (+1 Dex, +8 natural)	AC 20, touch 12, ff 18 (+1 Dex, +8 natural, +1 dodge)	AC 24, touch 14, ff 20 (+3 Dex, +10 natural, +1 dodge)	AC 27, touch 12, ff 24 (-1 size, +2 Dex, +15 natural, +1 dodge)	
hp / HD	64 (7d10)+35	114 (11d10)+55	194 (15d10)+105	272 (19d10)+171	
Saves	Fort +10, Ref +6, Will +5	Fort +12, Ref +8, Will +6	Fort +16, Ref +12, Will +10	Fort +20, Ref +13, Will +11	
Defensive Abilities	Protective Slime; DR 10/cold iron or good Resistance 17	; Immune Electricity, Poi	son; Resistances Acid 10	, Cold 10, Fire 10; Spell	
🖌 Offense					
Movement	Speed 30 ft.				
Attacks	Melee longspear +12/+7 (2H: 1d8+7/ x3) or Melee bite (primary) +12 (1d6+5) or Melee claw +12/+12 (1d6+5) or Melee bite (with weapon attack) +7 (1d6+2)	Melee masterwork cold iron longspear +18/+13/+8 (2H: 1d8+9/x3) or Melee bite (primary) +17 (1d6+6) or Melee bite (with weapon attack) +12 (1d6+3) or Melee claw +17/+17 (1d8+6)	Melee +1 longspear +24/+19/+14 (2H: 1d8+13/x3) or Melee bite (primary) +23 (1d8+8) or Melee bite (with weapon attack) +18 (1d8+4) or Melee claw +23/+23 (1d8+8)	Melee +2 longspear (large) +31/+26/+21/+16 (2H: 2d6+18/x3) or Melee bite (primary) +29 (2d6+11) or Melee bite (with weapon attack) +24 (2d6+5) or Melee claw +29/+29 (2d6+11)	
Space / Reach	Space 5 ft.; Reach 5 ft.	· · · ·		·	
Special Attacks	Sneak Attack 2d6				
Prepared Spells	Innate Spell-Like Abilities: At Will – darkness, dispel magic, see invisibility, greater teleport (self plus 50 lbs. of objects only) 1x/day – summon monster III (1 Babau 40%)				
E Statistics					
Ability Scores	Str 21, Dex 13, Con 20, Int 14, Wis 13, Cha 16	Str 22, Dex 13, Con 20, Int 14, Wis 13, Cha 16	Str 27, Dex 17, Con 24, Int 18, Wis 17, Cha 20	Str 32, Dex 15, Con 28, Int 18, Wis 17, Cha 20	
Core Attack	Base Atk +7; CMB +12; CMD 23	Base Atk +11; CMB +17; CMD 29	Base Atk +15; CMB +23; CMD 37	Base Atk +19; CMB +31; CMD 44	

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the states	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Feats	Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)		
Skills	Acrobatics +11, Appraise +2, Bluff +12, Climb +6, Craft (Untrained) +2, Diplomacy +3, Disable Device +11, Disguise +3, Escape Artist +11, Fly +1, Heal +1, Intimidate +3, Perception +19, Perform (Untrained) +3, Ride +1, Sense Motive +11, Sleight of Hand +11, Stealth +22, Survival +1, Swim +5	Acrobatics +15, Appraise +2, Bluff +16, Climb +7, Craft (Untrained) +2, Diplomacy +3, Disable Device +15, Disguise +3, Escape Artist +15, Fly +1, Heal +1, Intimidate +3, Perception +23, Perform (Untrained) +3, Ride +1, Sense Motive +15, Sleight of Hand +15, Stealth +29, Survival +1, Swim +6	Acrobatics +21, Appraise +4, Bluff +23, Climb +23, Craft (Untrained) +4, Diplomacy +5, Disable Device +21, Disguise +5, Escape Artist +21, Fly +3, Heal +3, Intimidate +19, Perception +29, Perform (Untrained) +5, Ride +3, Sense Motive +21, Sleight of Hand +21, Stealth +35, Survival +3, Swim +9	Acrobatics +24, Appraise +4, Bluff +27, Climb +30, Craft (Untrained) +4, Diplomacy +5, Disable Device +24, Disguise +5, Escape Artist +24, Heal +3, Intimidate +24, Perception +33, Perform (Untrained) +5, Ride +2, Sense Motive +25, Sleight of Hand +20, Stealth +34, Survival +3, Swim +15		
Languages		Abyssal, Celestial, Draconic, Telepathy 100 ft.				
ecial Qualities		Darkvision, Outsider Trai		-		
Treasure	longspear	masterwork cold iron longspear	+1 longspear	+2 longspear		

Spe

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage. **See Invisibility (Sp)** You can See Invisibility, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated a as a swift action.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

🗲 Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Bodak

CR 8; **XP** 4,800

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
👤 General						
CR / XP	CR 8; XP 4,800	CR 10; XP 9,600	CR 14; XP 38,400	CR 17; XP 102,400		
Sex / Race	Male or Female Bodak; CE Medium undead (extraplanar)		Male or Female Bodak (Advanced); CE Medium undead (extraplanar)	Male or Female Bodak (Advanced, Giant); CE Large undead (extraplanar)		
Class	Undead 10	Undead 13	Undead 16	Undead 19		
Initiative	+6	+6	+8	+7		
Senses	Perception +14; Darkvision 60 ft.	Perception +17; Darkvision 60 ft.	Perception +26; Darkvision 60 ft.	Perception +29; Darkvision 60 ft.		
Defense						
Armor Class	AC 21, touch 13, ff 18 (+2 Dex, +8 natural, +1 dodge)	AC 21, touch 13, ff 18 (+2 Dex, +8 natural, +1 dodge)	AC 25, touch 15, ff 20 (+4 Dex, +10 natural, +1 dodge)	AC 26, touch 13, ff 22 (-1 size, +3 Dex, +13 natural, +1 dodge)		
hp / HD	85 (10d8)+40	114 (13d8)+52	172 (16d8)+96	200 (19d8)+114		
Saves	Fort +6, Ref +5, Will +8	Fort +7, Ref +6, Will +9	Fort +10, Ref +9, Will +13	Fort +11, Ref +9, Will +14		
Defensive Abilities	Ability Drain, Death Effe	ances Acid 10, Fire 10; We ects, Death from Massive I nd-Affecting Effects, Nonl	Damage, Disease, Electric	city, Energy Drain,		
✓ Offense						
Movement	Speed 20 ft.	Speed 25 ft.				
Attacks	Melee slam +9/+9 (1d8+1)	Melee slam +12/+12 (2d6+2)	Melee slam +17/+17 (2d6+4)	Melee slam +20/+20 (3d6+6)		
Space / Reach	Space 5 ft.; Reach 5 ft.					
Special Attacks	Death Gaze (DC 18)	Death Gaze (DC 19)	Death Gaze (DC 23)	Death Gaze (DC 24)		
Statistics						
Ability Scores	Str 13, Dex 15, Con *, Int 6, Wis 13, Cha 16	Str 14, Dex 15, Con *, Int 6, Wis 13, Cha 16	Str 19, Dex 19, Con *, Int 10, Wis 17, Cha 20	Str 23, Dex 17, Con *, Int 10, Wis 17, Cha 20		
Core Attack	Base Atk +7; CMB +8; CMD 21	Base Atk +9; CMB +11; CMD 24	Base Atk +12; CMB +16; CMD 31	Base Atk +14; CMB +21; CMD 35		
Feats	Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (Slam)	Dodge, Fleet, Improved Initiative, Improved Natural Attack (Slam), Mobility, Toughness, Weapon Focus (Slam)	Alertness, Dodge, Fleet, Improved Initiative, Improved Natural Attack (Slam), Mobility, Toughness, Weapon Focus (Slam)	Alertness, Combat Reflexes, Dodge, Fleet, Improved Initiative, Improved Natural Attack (Slam), Mobility, Stealthy, Toughness, Weapon Focus (Slam)		

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Skills	Acrobatics +2, Appraise -2, Bluff +3, Climb +1, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal +1, Intimidate +11, Perception +14, Perform (Untrained) +3, Ride +2, Sense Motive +1, Stealth +10, Survival +1, Swim +1	Acrobatics +2, Appraise -2, Bluff +3, Climb +2, Craft (Untrained) -2, Diplomacy +3, Disguise +3, Escape Artist +2, Fly +2, Heal +1, Intimidate +12, Perception +17, Perform (Untrained) +3, Ride +2, Sense Motive +1, Stealth +12, Survival +1, Swim +2	Acrobatics +4, Bluff +5, Climb +13, Diplomacy +5, Disguise +18, Escape Artist +4, Fly +4, Heal +3, Intimidate +24, Perception +26, Perform (Untrained) +5, Ride +4, Sense Motive +5, Stealth +23, Survival +3, Swim +4	Acrobatics +3, Bluff +5, Climb +15, Diplomacy +5, Disguise +21, Escape Artist +5, Fly +1, Heal +3, Intimidate +27, Perception +29, Perform (Untrained) +5, Ride +3, Sense Motive +5, Stealth +25, Survival +3, Swim +6
Languages	Common			•
Special Qualities	Darkvision, Undead Trai	its		
Treasure	_	_	-	-

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 24 negates. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Resistance to Acid (Ex) You may ignore 10 points of Acid damage each time you take acid damage.

Resistance to Fire (Ex) You may ignore 10 points of Fire damage each time you take fire damage.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of

this feat if you carry a medium or heavy load.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Slam) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +19 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Slam) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Centipede, Giant Skeletal

CR 1; **XP** 400

	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1; XP 400	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200
Sex / Race	Male Giant Centipede (S undead (mindless)	Skeleton); NE Medium	Male Advanced Giant Centipede (Skeleton); CE Medium undead (mindless)	Male Advanced Giant Centipede (Giant, Sk eton); CE Large un- dead (mindless)
Class	Vermin 1 / Undead 1	Vermin 5 / Undead 3	Vermin 10 / Undead 4	Vermin 13 / Undead
Initiative	+7	+7	+9	+8
Senses	Perception +4; Dark- vision 60 ft.	Perception +4; Dark- vision 60 ft.	Perception +6; Dark- vision 60 ft.	Perception +6; Darl vision 60 ft.
🖸 Defense				
Armor Class	AC 17, touch 13, ff 14 (+3 Dex, +4 natural)	AC 17, touch 13, ff 14 (+3 Dex, +4 natural)	AC 21, touch 15, ff 16 (+5 Dex, +6 natural)	AC 22, touch 13, ff 1 (-1 size, +4 Dex, +9 natural)
hp / HD	11 (1d8)+(1d8)	25 (5d8)+(3d8)	59 (10d8)+(4d8)	85 (13d8)+(5d8)
Saves	Fort +2, Ref +3, Will +2	Fort +5, Ref +5, Will +4	Fort +8, Ref +9, Will +9	Fort +9, Ref +9, Will +10
Defensive Abilities		nune Ability Drain, Cold, aaustion, Fatigue, Mind-A		
🖌 Offense				
Movement	Speed 40 ft.; Climb 40	ft.		
Attacks	Melee bite +3 (1d6-1)	Melee bite +8 (1d6)	Melee bite +15 (1d6+4)	Melee bite +16 (1d8
Attacks Space / Reach	Melee bite +3 (1d6-1) Space 5 ft.; Reach 5 ft.	1	-	Melee bite +16 (1d8 Space 10 ft.; Reach 10 ft.
		1	-	Space 10 ft.;
Space / Reach	Space 5 ft.; Reach 5 ft.	1	-	Space 10 ft.;
Space / Reach Special Attacks	Space 5 ft.; Reach 5 ft.	1	-	Space 10 ft.; Reach 10 ft. Str 21, Dex 19, Con *
Space / Reach Special Attacks É Statistics	Space 5 ft.; Reach 5 ft. Poison Str 9, Dex 17, Con *, Int *, Wis 10, Cha 10	Melee bite +8 (1d6) Str 11, Dex 17, Con *,	(1d6+4) Str 16, Dex 21, Con *,	Space 10 ft.; Reach 10 ft. Str 21, Dex 19, Con *
Space / Reach Special Attacks Statistics Ability Scores	Space 5 ft.; Reach 5 ft. Poison Str 9, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +0; CMB +1; CMD 12	Melee bite +8 (1d6) Str 11, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +5; CMB +5; CMD 18	(1d6+4) Str 16, Dex 21, Con *, Int *, Wis 14, Cha 10 Base Atk +10; CMB +13; CMD 28	Str 21, Dex 19, Con * Int *, Wis 14, Cha 10 Base Atk +12; CMB +18; CMD 32
Space / Reach Special Attacks Statistics Ability Scores Core Attack	Space 5 ft.; Reach 5 ft. Poison Str 9, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +0; CMB +1; CMD 12 (can't be tripped) Improved Initiative,	Melee bite +8 (1d6) Str 11, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +5; CMB +5; CMD 18 (can't be tripped) Improved Initiative,	(1d6+4) Str 16, Dex 21, Con *, Int *, Wis 14, Cha 10 Base Atk +10; CMB +13; CMD 28 (can't be tripped) Improved Initiative,	Space 10 ft.; Reach 10 ft. Str 21, Dex 19, Con ⁴ Int *, Wis 14, Cha 10 Base Atk +12; CMB +18; CMD 32 (can't be tripped) Improved Initiative,
Space / Reach Special Attacks Catalistics Ability Scores Core Attack Feats	Space 5 ft.; Reach 5 ft. Poison Str 9, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +0; CMB +1; CMD 12 (can't be tripped) Improved Initiative, Weapon Finesse Acrobatics +3, Climb +7, Escape Artist +3, Fly +3, Perception +4, Ride +3, Stealth +11,	Melee bite +8 (1d6) Str 11, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +5; CMB +5; CMD 18 (can't be tripped) Improved Initiative, Weapon Finesse Acrobatics +3, Climb +8, Escape Artist +3, Fly +3, Perception +4,	(1d6+4) Str 16, Dex 21, Con *, Int *, Wis 14, Cha 10 Base Atk +10; CMB +13; CMD 28 (can't be tripped) Improved Initiative, Weapon Finesse Acrobatics +5, Climb +11, Escape Artist +5, Fly +5, Heal +2, Perception +6, Ride +5, Sense Motive +2, Stealth +13, Survival	Space 10 ft.; Reach 10 ft.Reach 10 ft.Str 21, Dex 19, Con * Int *, Wis 14, Cha 10Base Atk +12; CMB +18; CMD 32 (can't be tripped)Improved Initiative, Weapon FinesseAcrobatics +4, Climb +13, Escape Artist +4, Fly +2, Heal +2, Perception +6, Ride +4, Sense Motive +2 Stealth +8, Survival
Space / Reach Special Attacks I Statistics Ability Scores Core Attack Feats Skills	Space 5 ft.; Reach 5 ft. Poison Str 9, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +0; CMB +1; CMD 12 (can't be tripped) Improved Initiative, Weapon Finesse Acrobatics +3, Climb +7, Escape Artist +3, Fly +3, Perception +4, Ride +3, Stealth +11, Swim -1	Melee bite +8 (1d6) Str 11, Dex 17, Con *, Int *, Wis 10, Cha 10 Base Atk +5; CMB +5; CMD 18 (can't be tripped) Improved Initiative, Weapon Finesse Acrobatics +3, Climb +8, Escape Artist +3, Fly +3, Perception +4,	(1d6+4) Str 16, Dex 21, Con *, Int *, Wis 14, Cha 10 Base Atk +10; CMB +13; CMD 28 (can't be tripped) Improved Initiative, Weapon Finesse Acrobatics +5, Climb +11, Escape Artist +5, Fly +5, Heal +2, Perception +6, Ride +5, Sense Motive +2, Stealth +13, Survival +2, Swim +3	Space 10 ft.; Reach 10 ft.Reach 10 ft.Str 21, Dex 19, Con * Int *, Wis 14, Cha 10Base Atk +12; CMB +18; CMD 32 (can't be tripped)Improved Initiative, Weapon FinesseAcrobatics +4, Climb +13, Escape Artist +4, Fly +2, Heal +2, Perception +6, Ride +4, Sense Motive +2 Stealth +8, Survival

Can't Be Tripped (Ex) A creature with this ability cannot be tripped. **Darkvision (Ex)** Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Poison (Ex) Injury; Save Fort DC 21; Frequency 1/round for 6 rounds; Effect 1d3 Dex damage; Cure 1 save.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects), Cannot heal damage on own if has no Intelligence score (but can be healed and Fast Healing works)

Vermin Traits (Ex) Mindless vermin are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

💈 Feats

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Chaos Beast

CR 7; **XP** 3,200

and and a	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 7; XP 3,200	CR 11; XP 12,800	CR 13; XP 25,600	CR 16; XP 76,800
Sex / Race	Female Chaos Beast; CN Medium outsider (chaotic, extraplanar)Female Chaos Beast (Advanced); CN Medium outsider (chaotic, extraplanar)		(Advanced); CN Medium outsider	Female Chaos Beast (Advanced, Giant); CN Large outsider (chaotic, extraplanar)
Class	Outsider 9	Outsider 13	Outsider 15	Outsider 19
Initiative	+6	+6	+8	+7
Senses	Perception +13; Darkvision 60 ft.	Perception +17; Darkvision 60 ft.	Perception +21; Darkvision 60 ft.	Perception +25; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 20, touch 13, ff 17 (+2 Dex, +7 natural, +1 dodge)	AC 20, touch 13, ff 17 (+2 Dex, +7 natural, +1 dodge)	AC 25, touch 15, ff 20 (+4 Dex, +10 natural, +1 dodge)	AC 28, touch 13, ff 24 (-1 size, +3 Dex, +15 natural, +1 dodge)
hp / HD	86 (9d10)+36	123 (13d10)+52	174 (15d10)+90	255 (19d10)+152
Saves	Fort +9, Ref +8, Will +4	Fort +11, Ref +10, Will +5	Fort +14, Ref +13, Will +8	Fort +18, Ref +14, Will +9
Defensive Abilities	Amorphous, Resistant to	Transformation; Spell R	esistance 18	
🖌 Offense				
Movement	Speed 20 ft.			
Attacks	Melee claw +13/+13/+13/+13 (1d6+3)	Melee claw +18/+18/+18/+18 (1d8+4)	Melee claw +22/+22/+22/+22 (1d8+6)	Melee claw +28/+28/+28/+28 (2d6+9)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Corporeal Instability (cl	aw)		
🗎 Statistics				
Ability Scores	Str 17, Dex 15, Con 16, Int 10, Wis 12, Cha 11	Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 11	Str 23, Dex 19, Con 20, Int 14, Wis 16, Cha 15	Str 28, Dex 17, Con 24, Int 14, Wis 16, Cha 15
Core Attack	Base Atk +9; CMB +12; CMD 25 (can't be tripped)	Base Atk +13; CMB +17; CMD 30 (can't be tripped)	Base Atk +15; CMB +21; CMD 36 (can't be tripped)	Base Atk +19; CMB +29; CMD 43 (can't be tripped)

S. Salah	🔀 Low	🗵 Moderate	🗵 Advanced	× Elite			
Feats	Dodge, Improved Initiative, Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)	Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Claw), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)	Critical Focus, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Claw), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)	Critical Focus, Dodge, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Claw), Martial Weapon Proficiency, Mobility, Simple Weapon Proficiency, Toughness, Weapon Focus (Claw)			
Skills	Acrobatics +14, Climb +15, Escape Artist +14, Fly +2, Heal +1, Perception +13, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +15	Acrobatics +18, Climb +20, Escape Artist +18, Fly +2, Heal +1, Perception +17, Ride +2, Sense Motive +1, Stealth +18, Survival +1, Swim +20	Acrobatics +22, Appraise +2, Bluff +20, Climb +24, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +22, Fly +4, Heal +3, Intimidate +2, Perception +21, Perform (Untrained) +2, Ride +4, Sense Motive +21, Stealth +22, Survival +3, Swim +24	Acrobatics +25, Appraise +2, Bluff +24, Climb +31, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +25, Fly +1, Heal +3, Intimidate +2, Perception +25, Perform (Untrained) +2, Ride +3, Sense Motive +25, Stealth +21, Survival +3, Swim +31			
inguages	None						
Qualities	Aligned (Chaotic), Can't	Be Tripped, Darkvision, (Outsider Traits				
Treasure	_	_	_	-			

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Special Abilities

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Aligned (Chaotic) Your natural weapons, as well as any weapons you wield, are treated as Chaotic for the purpose of resolving damage reduction.

Amorphous (Ex) Your body is malleable and shapeless. You are immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter of your space without squeezing or one eighth of your space when squeezing.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Corporeal Instability (Ex) Claw - contact (curse); save Fort DC 26; effect amorphous body and 1 Wisdom drain per round (see below); cure 3 consecutive saves. A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried - armor, backpacks, even shirts - hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (?4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). A victim can temporarily regain its own shape by taking a standard action to attempt a DC 15 Will save (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as alter self, beast shape, elemental body, and polymorph) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom drain for the duration of the spell; shapechange and stoneskin have a similar effect. The victim takes 1 point of Wisdom drain from mental shock every round that it ends its turn in an amorphous shape upon being drained to 1 Wisdom, further Wisdom drain ceases and the amorphous body effect is permanent until removed via magic (no further number of saving throws can cure the condition at this time).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Resistant to Transformation (Ex) Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

🗲 Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural

armor bonus increases by another point.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 112, 113, 114, 116, 118, 216, 316, 416, 616, 816, 1216. A weapon or attack that deals 1010 points of damage increases as follows: 110, 218, 308, 408, 608, 808, 1208.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Mobility You can easily move through a dangerous melee. You get a +4 dodge

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CR 1/2; **XP** 200

bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Toughness You have enhanced physical stamina. You gain +19 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

State State State	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 19,200
Sex / Race	Male or Female Crawlin	g Hand; NE Diminutive ui	ndead	
Class	Undead 1	Undead 5	Undead 9	Undead 13
Initiative	+0	+0	+1	+1
Senses	Perception +4; Darkvision 60 ft.; Blindsense 30 ft.	Perception +6; Darkvision 60 ft.; Blindsense 30 ft.	Perception +8; Darkvision 60 ft.; Blindsense 30 ft.	Perception +10; Darkvision 60 ft.; Blindsense 30 ft.
Defense				
Armor Class	AC 14, touch 14, ff 14 (+4 size)	AC 14, touch 14, ff 14 (+4 size)	AC 15, touch 15, ff 14 (+4 size, +1 Dex)	AC 15, touch 15, ff 14 (+4 size, +1 Dex)
hp / HD	7 (1d8)+5	39 (5d8)+15	75 (9d8)+27	97 (13d8)+39
Saves	Fort +2, Ref +0, Will +2	Fort +3, Ref +3, Will +4	Fort +5, Ref +6, Will +6	Fort +6, Ref +7, Will +8
Defensive Abilities		n, Death Effects, Death fro nd-Affecting Effects, Nonl		
Contraction of the second seco				
Movement	Speed 40 ft.; Climb 40 ft	ft.		
Attacks	Melee claw +5 (1d1+1)	Melee claw +9 (1d1+3)	Melee claw +13 (1d1+3)	Melee claw +16 (1d1+3)
Space / Reach	Space 1 ft.; Reach 0 ft.			
Special Attacks	Grab (claw); Mark Quar	ry; Strangle		
🗎 Statistics				
Ability Scores	Str 13, Dex 11, Con *, Int 2, Wis 11, Cha 14	Str 14, Dex 11, Con *, Int 2, Wis 11, Cha 14	Str 14, Dex 12, Con *, Int 2, Wis 11, Cha 14	Str 15, Dex 12, Con *, Int 2, Wis 11, Cha 14
Core Attack	Base Atk +0; CMB -4 (+0 grapple); CMD 7	Base Atk +3; CMB -1 (+3 grapple); CMD 11	Base Atk +6; CMB +3 (+7 grapple); CMD 15	Base Atk +9; CMB +6 (+10 grapple); CMD 18
Feats	Toughness	Lightning Reflexes, Stealthy, Toughness	Improved Natural Attack (Claw), Lightning Reflexes, Stealthy, Toughness, Weapon Focus (Claw)	Critical Focus, Improved Natural Attack (Claw), Lightning Reflexes, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (Claw)

and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Skills	Appraise -4, Bluff +2, Climb +8, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Fly +6, Intimidate +2, Perception +4, Perform (Untrained) +2, Stealth +12, Survival +4, Swim +1	Appraise -4, Bluff +2, Climb +8, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +6, Intimidate +2, Perception +6, Perform (Untrained) +2, Stealth +19, Survival +4, Swim +2	Acrobatics +1, Appraise -4, Bluff +2, Climb +9, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +7, Intimidate +2, Perception +8, Perform (Untrained) +2, Ride +1, Stealth +22, Survival +4, Swim +2	Acrobatics +1, Appraise -4, Bluff +2, Climb +9, Craft (Untrained) -4, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +7, Intimidate +2, Perception +10, Perform (Untrained) +2, Ride +1, Stealth +27, Survival +4, Swim +2		
Languages	Common Connot Crook		owini +2	owini +2		
Languages	Common, Cannot Speak					
pecial Qualities	Blindsense, Darkvision,	Undead Traits				
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Treasure -

Special Abilities

Sp

Blindsense (Ex) Range 30 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Cannot Speak A creature with this ability may understand one of more languages but cannot speak.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain. **Strangle (Ex)** An opponent grappled by the creature cannot speak or cast spells with verbal components.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🗲 Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Toughness You have enhanced physical stamina. You gain +13 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level). **Weapon Focus (Claw)** You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

🛚 Treasure

None.

Dark Stalker

CR 4; **XP** 1,200

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and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite	
👤 General					
CR / XP	CR 4; XP 1,200	CR 8; XP 4,800	CR 12; XP 38,400	CR 16; XP 76,800	
	Male or Female Dark Sta humanoid (dark folk)	llker; CN Medium	Male or Female Dark Stalker (Advanced); CN Medium humanoid (dark folk)	Male or Female Dark Stalker (Advanced, Giant); CN Large humanoid (dark folk)	
Class	Humanoid 6 Humanoid 10		Humanoid 14	Humanoid 18	
Initiative	+4	+8	+11	+10	
	Perception +8; See in Darkness	Perception +12; See in Darkness	Perception +20; See in Darkness	Perception +24; See in Darkness	
Defense					
Armor Class	AC 18, touch 14, ff 14 (+4 Dex, +2 natural, +2 leather armor)	AC 20, touch 14, ff 16 (+4 Dex, +2 natural, +3 masterwork studded leather armor); Two-Weapon Defense	AC 25, touch 16, ff 19 (+5 Dex, +4 natural, +4 studded leather armor +1; +1 dodge); Two-Weapon Defense	AC 28, touch 15, ff 22 (-1 size, +5 Dex, +7 natural, +5 studded leather armor +2; +1 dodge); Two-Weapon Defense	
hp / HD	38 (6d8)+12	56 (10d8)+20	120 (14d8)+56	1 8 7 (18d8)+108	
	Fort +4, Ref +9, Will +2	Fort +5, Ref +11, Will +3	Fort +8, Ref +16, Will +6	Fort +12, Ref +17, Will +8	
Defensive Abilities	Weakness Light Blindne	SS			
🖌 Offense					
Movement	Speed 30 ft.				
	Melee shortsword +8 (1d6+2/19-20) or Melee dagger +8 (1d4+2/19-20) or Ranged dagger (thrown) +8 (1d4+2/19-20)	Melee dagger +11 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+2/19-20) or Melee masterwork shortsword +12/+7 (1d6+2/19-20)	Melee dagger +17/+12 (1d4+4/19-20) or Ranged dagger (thrown) +17/+12 (1d4+4/19-20) or Melee +1 shortsword +18/+13 (1d6+5/19- 20)	Melee +3 shortsword (large) +21/+16/+11 (1d8+9/19-20) or Melee dagger (large) +18/+13/+8 (1d6+6/19-20) or Ranged dagger (large/ thrown) +18/+13/+8 (1d6+6/19-20)	
Space / Reach	Space 5 ft.; Reach 5 ft.		1	Space 10 ft.; Reach 10 ft.	
	Death Throes (DC 15); Sneak Attack 3d6	Death Throes (DC 17); Sneak Attack 3d6	Death Throes (DC 21); Sneak Attack 3d6	Death Throes (DC 25); Sneak Attack 3d6	
	Innate Spell-Like Abilities: At Will - deeper darkness, detect magic, fog cloud				
Statistics					
	Str 14, Dex 18, Con 14, Int 9, Wis 11, Cha 13	Str 14, Dex 19, Con 14, Int 9, Wis 11, Cha 13	Str 18, Dex 24, Con 18, Int 13, Wis 15, Cha 17	Str 22, Dex 23, Con 22, Int 13, Wis 15, Cha 17	
Core Attack	Base Atk +4; CMB +6; CMD 20	Base Atk +7; CMB +9; CMD 23	Base Atk +10; CMB +14; CMD 32	Base Atk +13; CMB +20; CMD 37	

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Feats	Double Slice, Two- Weapon Fighting, Weapon Finesse	Double Slice, Improved Initiative, Two- Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Dodge, Double Slice, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse		
Skills	Acrobatics +4, Appraise -1, Bluff +1, Climb +10, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Intimidate +1, Perception +8, Perform (Untrained) +1, Ride +4, Sleight of Hand +5, Stealth +8, Swim +2	Acrobatics +3, Appraise -1, Bluff +1, Climb +9, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +3, Fly +3, Intimidate +1, Perception +12, Perform (Untrained) +1, Ride +3, Sleight of Hand +4, Stealth +7, Swim +1	Acrobatics +19, Appraise +1, Bluff +3, Climb +25, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Escape Artist +7, Fly +7, Heal +2, Intimidate +3, Perception +20, Perform (Untrained) +3, Ride +7, Sense Motive +2, Sleight of Hand +8, Stealth +12, Survival +2, Swim +4	Acrobatics +24, Appraise +1, Bluff +3, Climb +29, Craft (Untrained) +1, Diplomacy +3, Disguise +3, Escape Artist +6, Fly +4, Heal +2, Intimidate +3, Perception +24, Perform (Untrained) +3, Ride +6, Sense Motive +2, Sleight of Hand +7, Stealth +7, Survival +2, Swim +6		
Languages	Dark Folk, Undercommo	n				
ecial Qualities	Humanoid Traits, Light Blindness, Poison Use (Black Smear injury; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1d2 Str; cure 1 save), See in Darkness					
Treasure	shortsword; dagger; leather armor; black smear poison 6x)	masterwork shortsword; dagger; studded leather armor; black smear poison 6x)	+1 shortsword; dagger; +1 studded leather armor; black smear poison 6x)	+3 shortsword (large); +2 studded leather armor (large); dagger (large); black smear poison (6x)		

Spe

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 25 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Poison Use (Ex) Dark Folk are skilled in the use of poison and never risk accidentally poisoning themselves. Dark Folk favor a foulsmelling black paste distilled from certain deep-underground fungi known as black smear-- injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

See in Darkness (Su) Dark Folk can see perfectly in darkness of any kind, including that created by deeper darkness.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 3d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

🗲 Feats

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Greater Two-Weapon Fighting You are incredibly skilled at fighting with two weapons at the same time. You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Two-Weapon Rend Striking with both your weapons simultanoeusly, you can use them to deliver devastating wounds. If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 9. You can only deal this additional damage once each round.

Weapon Finesse You are trained in using your agility in melee combat, as

opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Dretch (Demon)

CR 2; **XP** 600

CR 2, XP 000				
	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Male or Female Dretch; CE Small outsider (chaotic, demon, evil, extraplanar)		Male or Female Dretch (Advanced); CE Small outsider (chaotic, demon, evil, extraplanar)	Male or Female Dretch (Advanced, Giant); CE Medium outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 2	Outsider 6	Outsider 10	Outsider 14
Initiative	+0	+0	+6	+5
Senses	Perception +5; Darkvision 60 ft.	Perception +9; Darkvision 60 ft.	Perception +15; Darkvision 60 ft.	Perception +19; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 14, touch 11, ff 14 (+1 size, +3 natural)	AC 14, touch 11, ff 14 (+1 size, +3 natural)	AC 19, touch 13, ff 17 (+1 size, +2 Dex, +6 natural)	AC 22, touch 11, ff 21 (+1 Dex, +11 natural)
hp / HD	20 (2d10)+7	48 (6d10)+18	102 (10d10)+50	166 (14d10)+98
Saves	Fort +5, Ref +0, Will +3	Fort +7, Ref +2, Will +5	Fort +11, Ref +5, Will +9	Fort +14, Ref +20, Will +31
Defensive Abilities	DR 5/cold iron or good;	Immune Electricity, Pois	on; Resistances Acid 10,	Cold 10, Fire 10
🗹 Offense				
Movement	Speed 20 ft.			
Attacks	Melee bite +4 (1d4+1) or Melee claw +4/+4 (1d4+1)	Melee bite +8 (1d6+1) or Melee claw +8/+8 (1d6+1)	Melee bite +15 (1d6+4) or Melee claw +15/+15 (1d6+4)	Melee bite +20 (1d8+6) or Melee claw +20/+20 (1d8+6)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Prepared Spells	Innate Spell-Like Abilities: At Will – cause fear (DC 11, 1x/day), stinking cloud (DC 13, 1x/day), summon monster I (1 dretch 35%, 1x/day)	Innate Spell-Like Abilities: At Will – cause fear (DC 11, 1x/day), stinking cloud (DC 13, 1x/day), summon monster I (1 dretch 35%, 1x/day)	Innate Spell-Like Abilities: At Will – cause fear (DC 13, 1x/day), stinking cloud (DC 15, 1x/day), summon monster I (1 dretch 35%, 1x/day)	Innate Spell-Like Abilities: At Will – cause fear (DC 13, 1x/day), stinking cloud (DC 15, 1x/day), summon monster I (1 dretch 35%, 1x/day)
🗎 Statistics			_	
Ability Scores	Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11	Str 13, Dex 10, Con 14, Int 5, Wis 11, Cha 11	Str 18, Dex 14, Con 18, Int 9, Wis 15, Cha 15	Str 23, Dex 12, Con 22, Int 9, Wis 15, Cha 15
Core Attack	Base Atk +2; CMB +2; CMD 12	Base Atk +6; CMB +6; CMD 16	Base Atk +10; CMB +13; CMD 25	Base Atk +14; CMB +20; CMD 31
Feats	Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness	Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness	Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness	Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Toughness

	🔀 Low	× M	oderate	🔀 Advanced	🔀 Elite
Skills	Appraise -3, Climb +1, Craft (Untrained) -3, Escape Artist +5, Fly +2, Perception +5, Stealth +9, Swim +1	Craft (Unt Escape Art +2, Percep	ist +9, Fly	Acrobatics +2, Appraise -1, Bluff +15, Climb +4, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +15, Fly +4, Heal +2, Intimidate +2, Perception +15, Perform (Untrained) +2, Ride +2, Sense Motive +15, Stealth +19, Survival +2, Swim +4	Acrobatics +1, Appraise -1, Bluff +19, Climb +6, Craft (Untrained) -1, Diplomacy +2, Disguise +2, Escape Artist +18, Fly +1, Heal +2, Intimidate +2, Perception +19, Perform (Untrained) +2, Ride +1, Sense Motive +19, Stealth +18, Survival +2, Swim +6
Languages	Abyssal, Cannot Speak, 7	Telepathy 10	oo ft.		
Special Qualities	Aligned (Chaotic, Evil),	Darkvision,	Outsider Trai	ts, Telepathy 100 ft.	
Treasure	-	-	-	-	-
 Treasure - Special Abilities Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction. Cannot Speak A creature with this ability may understand one of more languages but cannot speak. Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision. Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fry gay 3; Attacks increase by one category; AC increase natural armor by 43; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex. Motsider Traits (Ex) Unlike most living creatures, an outsider does not spoil and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as luitsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as juitsider bodies, but do not need to eat or sleep (although they can outsiders breathe, but do not need to eat or sleep (although they can builtide wish, wish, miracle, or true resurrection to restore it to life. Usidiers breathe, but do not need to eat or sleep (although they can builtide restore within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepa			martial weaj martial weaj Simple Wea weapons. Yo penalty. Toughness Y	apon Proficiency You unders pons in combat. You make at pons normally (without the r pon Proficiency You are trai u make attack rolls with sim You have enhanced physical s gain +1 hit points whenever y	tack rolls with all your non-proficient penalty). ined in the use of basic ple weapons without stamina. You gain +14 hit

Bestiary

Feats

people at the same time..

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8,

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Dullahan

CR 7; **XP** 3,200

A State of the second s	🔀 Low	🔀 Moderate	Advanced	× Elite
👤 General				
CR / XP	CR 7; XP 3,200	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Dullahai	n; LE Medium undead	Male or Female Dullahan (Advanced); LE Medium undead	Male or Female Dullahan (Advanced, Giant); LE Large undead
Class	Undead 10	Undead 13	Undead 16	Undead 19
Initiative	+2	+2	+4	+7
Senses	Perception +16; Darkvision 60 ft.; Blindsight 60 ft.; Aura Frightful Presence (30 ft. DC 19)	Perception +19; Darkvision 60 ft.; Blindsight 60 ft.; Aura Frightful Presence (30 ft. DC 20)	Perception +24; Darkvision 60 ft.; Blindsight 60 ft.; Aura Frightful Presence (30 ft. DC 24)	Perception +27; Darkvision 60 ft.; Blindsight 60 ft.; Aura Frightful Presence (30 ft. DC 25)
🖸 Defense				
Armor Class	AC 21, touch 11, ff 20 (+1 Dex, +10 full plate armor +1)	AC 22, touch 11, ff 21 (+1 Dex, +11 full plate armor +2)	AC 25, touch 11, ff 24 (+1 Dex, +2 natural, +12 full plate armor +3)	AC 28, touch 10, ff 27 (-1 size, +1 Dex, +5 natural, +13 <i>full plate</i> <i>armor</i> +4)
hp / HD	84 (10d8)+40; Fast Healing 5	116 (13d8)+52; Fast Healing 5	170 (16d8)+96; Fast Healing 5	193 (19d8)+114; Fast Healing 5
Saves	Fort +7, Ref +5, Will +12	Fort +8, Ref +6, Will +13	Fort +11, Ref +9, Will +17	Fort +12, Ref +9, Will +18
Defensive Abilities		e, Energy Drain, Exhaust	nune Ability Drain, Death ion, Fatigue, Mind-Affecti	
🖌 Offense				
Movement	Speed 20 ft.			
Attacks	Melee +1 keen longsword +14/+9 (1d8+6/17-20)	Melee +2 keen longsword +17/+12 (1d8+7/17-20) or Melee gauntlet +14 (1d3+5)	Melee +3 keen longsword +23/+18/+13 (1d8+10/17-20) or Melee gauntlet +19 (1d3+7)	Melee +4 keen longsword (large) +27/+22/+17 (2d6+13/17-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Chilling Blade (+1d6 col	d); Death's Calling; Summ	non Mount	
🗎 Statistics				
Ability Scores	Str 20, Dex 14, Con *, Int 14, Wis 16, Cha 18	Str 20, Dex 15, Con *, Int 14, Wis 16, Cha 18	Str 25, Dex 19, Con *, Int 18, Wis 20, Cha 22	Str 29, Dex 17, Con *, Int 18, Wis 20, Cha 22
Core Attack	Base Atk +7; CMB +12; CMD 24	Base Atk +9; CMB +14; CMD 26	Base Atk +12; CMB +19; CMD 33	Base Atk +14; CMB +24; CMD 37
Feats	Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)	Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)	Critical Focus, Iron Will, Mounted Combat, Power Attack, Ride- By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)	Cleave, Critical Focus, Improved Initiative, Iron Will, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)

The state of		🔀 Moderate	Advanced	× Elite
Skills	Acrobatics -3, Appraise +2, Bluff +4, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist -3, Fly -3, Handle Animal +14, Heal +3, Intimidate +17, Perception +16, Perform (Untrained) +4, Ride +7, Sense Motive +3, Spellcraft +15, Stealth +10, Survival +3,	Acrobatics -3, Appraise +2, Bluff +4, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist -3, Fly -3, Handle Animal +17, Heal +3, Intimidate +20, Perception +19, Perform (Untrained) +4, Ride +10, Sense Motive +3, Spellcraft +18, Stealth +13, Survival +3	Acrobatics -1, Appraise +4, Bluff +6, Climb +21, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist -1, Fly -1, Handle Animal +22, Heal +5, Intimidate +25, Perception +24, Perform (Untrained) +6, Ride +15, Sense Motive +24, Spellcraft +23, Stealth +18, Survival +5, Swim +2	Acrobatics -2, Appraise +4, Bluff +6, Climb +26, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist -2, Fly -4, Handle Animal +25, Heal +5, Intimidate +28, Perception +27, Perform (Untrained) +6, Ride +17, Sense Motive +27, Spellcraft +26, Stealth +16, Survival +5, Swim +4
Languages	Common, Sylvan	Survivar + 5	541 VIVAI + 5, 5 WIIII + 2	541 VIVal + 3, 5 Willi + 4
Special Qualities	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 19), Undead Traits	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 20), Undead Traits	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 24), Undead Traits	Blindsight, Darkvision, Fast Healing 5, Frightful Presence (30 ft., DC 25), Undead Traits
Treasure	+1 full plate armor; +1 keen longsword	+2 full plate armor; +2 keen longsword	+3 full plate armor; +3 keen longsword	+4 full plate armor (large); +4 keen longsword (large)

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Chilling Blade (Su) A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the keen weapon property.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 25 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours

(or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect.

Fast Healing (Ex) You regain hit points at 5 hit points per round. You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 25). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mindaffecting fear effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🖌 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an

Ettin

CR 6; **XP** 2,400

attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 6; XP 2,400	CR 9; XP 6,400	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male Ettin; CE Large hu	manoid (giant)	Male Advanced Ettin; CE Large humanoid (giant)	Male Advanced Giant Ettin; CE Huge humanoid (giant)
Class	Humanoid 10	Humanoid 13	Humanoid 16	Humanoid 19
Initiative	+3	+3	+5	+4
Senses	Perception +12; Low-Light Vision	Perception +15; Low-Light Vision	Perception +20; Low-Light Vision	Perception +24; Low-Light Vision
🖸 Defense				
Armor Class	AC 18, touch 8, ff 18 (-1 size, -1 Dex, +8 natural; +2 leather armor)	AC 23, touch 8, ff 23 (-1 size, -1 Dex, +8 natural; +7 banded mail)	AC 28, touch 10, ff 27 (-1 size, +1 Dex, +11 natural; +7 masterwork banded mail)	AC 33, touch 8, ff 33 (-2 size, +16 natural; +9 half-plate armor +1)
hp / HD	63 (10d8)+20	93 (13d8)+26	147 (16d8)+64	207 (19d8)+114
Saves	Fort +9, Ref +2, Will +5	Fort +10, Ref +3, Will +6	Fort +14, Ref +6, Will +9	Fort +17, Ref +6, Will +10
Contraction of the second seco				
Movement	Speed 40 ft.	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.
Attacks	Melee flail (large) +12/+7 (2d6+6) or Ranged javelin (large) +5/+0 (1d8+6)	Melee masterwork flail (large) +16/+11 (2d6+7) or Ranged javelin (large) +7/+2 (1d8+7)	Melee +2 flail (large) +22/+17/+12 (2d6+11) or Ranged javelin (large) +12/+7/+2 (1d8+9)	Melee +2 dwarfbane flail (huge) +25/+20/+15 (3d6+13) or Ranged javelin (huge) +12 (2d6+11)
Space / Reach	Space 10 ft.; Reach 10 f	t.		
Special Attacks	Superior Two-Weapon Fighting	Superior Two-Weapon Fighting	Superior Two-Weapon Fighting	Superior Two-Weapon Fighting
🗎 Statistics				
Ability Scores	Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11	Str 24, Dex 8, Con 15, Int 6, Wis 10, Cha 11	Str 29, Dex 12, Con 19, Int 10, Wis 14, Cha 15	Str 33, Dex 10, Con 23, Int 10, Wis 14, Cha 15

	A DESCRIPTION OF THE OWNER OF THE	A COMPANY OF A DESCRIPTION OF A DESCRIPT	and the second second	the second se
a shall	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Core Attack	Base Atk +7; CMB +14 (+16 overrun); CMD 23 (25 vs. overrun)	Base Atk +9; CMB +17 (+19 overrun); CMD 26 (28 vs. overrun)	Base Atk +12; CMB +22 (+24 overrun); CMD 33 (35 vs. overrun)	Base Atk +14; CMB +27 (+29 overrun); CMD 37 (39 vs. overrun)
Feats	Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Natural Armor, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Natural Armor (3x), Improved Overrun, Iron Will, Power Attack
Skills	Acrobatics -1, Appraise -2, Climb +6, Craft (Untrained) -2, Escape Artist -1, Fly -3, Handle Animal +8, Perception +12, Ride -1, Stealth -5, Swim +6	Acrobatics -7, Appraise -2, Climb +1, Craft (Untrained) -2, Escape Artist -7, Fly -9, Handle Animal +8, Perception +15, Ride -7, Stealth -11, Swim +1	Acrobatics -4, Bluff +2, Climb +4, Diplomacy +2, Disguise +2, Escape Artist -4, Fly -6, Handle Animal +10, Heal +2, Intimidate +21, Perception +20, Perform (Untrained) +2, Ride -4, Sense Motive +2, Stealth -8, Survival +2, Swim +4	Acrobatics -6, Bluff +2, Climb +5, Diplomacy +2, Disguise +2, Escape Artist -6, Fly -10, Handle Animal +10, Heal +2, Intimidate +23, Perception +24, Perform (Untrained) +2, Ride -6, Sense Motive +2, Stealth -14, Survival +2, Swim +5
Languages	Goblin, Orc, Pidgin of Gi	ant		
pecial Qualities	Humanoid Traits, Low- Light Vision	Humanoid Traits, Low- Light Vision	Humanoid Traits, Low- Light Vision	Humanoid Traits, Low- Light Vision
Treasure	flail (large); javelin (x2, large); leather armor (large)	masterwork flail (large); javelin (x2, large); banded mail (large)	+2 <i>flail</i> (large); javelin (x2, large); masterwork banded mail (large)	+2 dwarfbane flail (huge); javelin (x2, huge); +1 half-plate armor (huge)

Sp

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn. **Improved Initiative** Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Garden Ooze

CR 6; **XP** 600

CR 0, AI 000				
and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race			Neuter Garden Ooze (Advanced); TN Small ooze	Neuter Garden Ooze (Advanced, Giant); TN Medium ooze
Class	Ooze 3	Ooze 7	Ooze 11	Ooze 15
Initiative	+3	+3	+5	+4
Senses	Perception -5; Blind, Blindsight 60 ft.	Perception -5; Blind, Blindsight 60 ft.	Perception -3; Blind, Blindsight 60 ft.	Perception -3; Blind, Blindsight 60 ft.
Defense				
Armor Class	AC 14, touch 14, ff 11 (+1 size, +3 Dex)	AC 14, touch 14, ff 11 (+1 size, +3 Dex)	AC 18, touch 16, ff 13 (+1 size, +5 Dex, +2 natural)	AC 19, touch 14, ff 15 (+4 Dex, +5 natural)
hp / HD	16 (3d8)+6	45 (7d8)+14	99 (11d8)+44	160 (15d8)+90
Saves	Fort +3, Ref +4, Will -4	Fort +4, Ref +5, Will -3	Fort +7, Ref +8, Will +0	Fort +11, Ref +9, Will +2
Defensive Abilities	Immune Acid, Critical H Sneak Attacks, Stunning	lits, Flanking, Mind-Affec	ting Effects, Paralysis, Po	ison, Polymorph, Sleep,
🖌 Offense				
Movement	Speed 20 ft.; Climb 20 f	ît.		
Attacks	Melee slam +3 (1d4)	Melee slam +7 (1d4+1)	Melee slam +12 (1d4+3)	Melee slam +17 (1d6+6)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
🗎 Statistics				
Ability Scores	Str 11, Dex 16, Con 15, Int *, Wis 1, Cha 2	Str 12, Dex 16, Con 15, Int *, Wis 1, Cha 2	Str 17, Dex 20, Con 19, Int *, Wis 5, Cha 6	Str 22, Dex 18, Con 23, Int *, Wis 5, Cha 6
Core Attack	Base Atk +2; CMB +1; CMD 14	Base Atk +5; CMB +5; CMD 18	Base Atk +8; CMB +10; CMD 25	Base Atk +11; CMB +17; CMD 31
Feats	-	-	-	-
Skills	Acrobatics +3, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +5, Heal -5, Intimidate -4, Perception -5, Perform (Untrained) -4, Ride +3, Sense Motive -5, Stealth +7, Survival -5	Acrobatics +3, Bluff -4, Climb +9, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +5, Heal -5, Intimidate -4, Perception -5, Perform (Untrained) -4, Ride +3, Sense Motive -5, Stealth +7, Survival -5, Swim +1	Acrobatics +5, Bluff -2, Climb +11, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal -3, Intimidate -2, Perception -3, Perform (Untrained) -2, Ride +5, Sense Motive -3, Stealth +9, Survival -3, Swim +3	Acrobatics +4, Bluff -2, Climb +14, Diplomacy -2, Disguise -2, Escape Artist +4, Fly +4, Heal -3, Intimidate -2, Perception -3, Perform (Untrained) -2, Ride +4, Sense Motive -3, Stealth +4, Survival -3, Swim +6
Languages	None			
Special Qualities	Acid, Blindsight, Camou	flage, Ooze Traits, Stink	I	
Treasure	-	-	-	-
- Creasial Abilitia		men in clude	consitivity to vibrations, ac	to count loop beguing on

Special Abilities

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense

may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise,

blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its

square.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Ooze Traits (Ex) Oozes are not subject to critical hits or flanking and do not take additional damage from precision-based attacks, such as sneak attack. Oozes eat and breathe, but do not sleep.

Stink (Ex) Once every 24 hours, a garden ooze can release foulsmelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitutionbased.

Gelatinous Cube

CR 3; **XP** 800

and the same	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 3; XP 800	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Neuter Gelatinous Cube	; TN Large ooze	Neuter Gelatinous Cube (Advanced); TN Large ooze	Neuter Gelatinous Cube (Advanced, Giant); TN Huge ooze
Class	Ooze 4	Ooze 8	Ooze 12	Ooze 16
Initiative	-5	-5	-3	-4
Senses	Perception -5; Blind; Blindsight 60 ft.	Perception -5; Blind; Blindsight 60 ft.	Perception -3; Blind; Blindsight 60 ft.	Perception -3; Blind; Blindsight 60 ft.
🖸 Defense				
Armor Class	AC 4, touch 4, ff 4 (-1 size, -5 Dex)	AC 4, touch 4, ff 4 (-1 size, -5 Dex)	AC 8, touch 6, ff 8 (-1 size, -3 Dex, +2 natural)	AC 9, touch 4, ff 9 (-2 size, -4 Dex, +5 natural)
hp / HD	55 (4d8)+32	105 (8d8)+64	174 (12d8)+120	263 (16d8)+192
Saves	Fort +9, Ref -4, Will -4	Fort +10, Ref -3, Will -3	Fort +14, Ref +1, Will +1	Fort +17, Ref +1, Will +2
Defensive Abilities	Immune Critical Hits, Electricity, Flanking, Mind-Affecting Effects, Paraly Sleep, Sneat Attacks, Stunning			sis, Poison, Polymorph,
🖌 Offense				
Movement	Speed 15 ft.			
Attacks	Melee slam +2 (1d6)	Melee slam +5 (1d6)	Melee slam +11 (1d6+3)	Melee slam +15 (1d8+5)
Space / Reach	Space 10 ft.; Reach 10 ft.			Space 15 ft.; Reach 15 ft.
Special Attacks	Acid, Engulf, Paralysis			
🗎 Statistics				
Ability Scores	Str 10, Dex 1, Con 26, Int *, Wis 1, Cha 1	Str 11, Dex 1, Con 26, Int *, Wis 1, Cha 1	Str 16, Dex 5, Con 30, Int *, Wis 5, Cha 5	Str 21, Dex 3, Con 34, Int *, Wis 5, Cha 5
Core Attack	Base Atk +3; CMB +4; CMD 9 (can't be tripped)	Base Atk +6; CMB +7; CMD 12 (can't be tripped)	Base Atk +9; CMB +13; CMD 20 (can't be tripped)	Base Atk +12; CMB +19; CMD 25 (can't be tripped)
Feats	-	-	-	-

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Skills	Acrobatics -5, Bluff -5,	Acrobatics -5, Bluff -5,	Acrobatics -3, Bluff -3,	Acrobatics -4, Bluff -3,
The second second	Diplomacy -5, Disguise	Diplomacy -5, Disguise	Climb +3, Diplomacy	Climb +5, Diplomacy
Concerns to the second second	-5, Escape Artist -5, Fly	-5, Escape Artist -5, Fly	-3, Disguise -3, Escape	-3, Disguise -3, Escape
And I County of the owner	-7, Heal -5, Intimidate	-7, Heal -5, Intimidate	Artist -3, Fly -5, Heal	Artist -4, Fly -8, Heal
and the second s	-5, Perception -5,	-5, Perception -5,	-3, Intimidate -3,	-3, Intimidate -3,
	Perform (Untrained)	Perform (Untrained)	Perception -3, Perform	Perception -3, Perform
	-5, Ride -5, Sense	-5, Ride -5, Sense	(Untrained) -3, Ride	(Untrained) -3, Ride
and the second second second	Motive -5, Stealth -9,	Motive -5, Stealth -9,	-3, Sense Motive -3,	-4, Sense Motive -3,
and the second se	Survival -5	Survival -5	Stealth -7, Survival -3,	Stealth -12, Survival
States Street			Swim +3	-3, Swim +5
Languages	None			
Special Qualities	Blindsight, Can't Be Tripped, Ooze Traits, Transparent			
Treasure	-	-	-	-

Acid (Ex) A gelatinous cube's acid does not harm metal or stone. Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped. **Engulf (Ex)** Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 23 Reflex save to avoid being engulfed--on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Ooze Traits (Ex) Oozes are not subject to critical hits or flanking and do not take additional damage from precision-based attacks, such as sneak attack. Oozes eat and breathe, but do not sleep.

Paralysis (Ex) A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent.

Transparent (Ex) Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.

Gray Ooze

CR 4; **XP** 1,200

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 4; XP 1,200	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400	
Sex / Race	Neuter Gray Ooze; TN M	ledium ooze	Neuter Gray Ooze (Advanced); TN Medium ooze	Neuter Gray Ooze (Advanced, Giant); TN Medium ooze	
Class	Ooze 4	Ooze 8	Ooze 12	Ooze 16	
Initiative	-5	-5	-3	-4	
Senses	Perception -5; Blind; Blindsight 60 ft.	Perception -5; Blind; Blindsight 60 ft.	Perception -3; Blind; Blindsight 60 ft.	Perception -3; Blind; Blindsight 60 ft.	
Defense					
Armor Class	AC 5, touch 5, ff 5 (-5 Dex)	AC 5, touch 5, ff 5 (-5 Dex)	AC 9, touch 7, ff 9 (-3 Dex, +2 natural)	AC 10, touch 5, ff 10 (-1 size, -4 Dex, +5 natural)	

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
hp / HD	50 (4d8)+32	96 (8d8)+64	167 (12d8)+120	257 (16d8)+192	
Saves	Fort +9, Ref -4, Will -4	Fort +10, Ref -3, Will -3	Fort +14, Ref +1, Will +1	Fort +17, Ref +1, Will +2	
Defensive Abilities	Immune Cold, Critical H Sleep, Sneak Attacks, St		Affecting Effects, Paralys	is, Poison, Polymorph,	
Contraction of the second seco					
Movement	Speed 20 ft.; Climb 20 f	ît.			
Attacks	Melee slam +6 (1d6+4)	Melee slam +9 (1d6+4)	Melee slam +15 (1d6+9)	Melee slam +19 (1d8+12)	
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.	
Special Attacks	Acid (DC 20), Constrict (1d6+1), Grab	Acid (DC 22), Constrict (1d6+1), Grab	Acid (DC 26), Constrict (1d6+3), Grab	Acid (DC 30), Constrict (1d6+4), Grab	
Statistics					
Ability Scores	Str 16, Dex 1, Con 26, Int *, Wis 1, Cha 1	Str 17, Dex 1, Con 26, Int *, Wis 1, Cha 1	Str 22, Dex 5, Con 30, Int *, Wis 5, Cha 5	Str 27, Dex 3, Con 34, Int *, Wis 5, Cha 5	
Core Attack	Base Atk +3; CMB +6 (+10 grapple); CMD 11	Base Atk +6; CMB +9 (+13 grapple); CMD 14	Base Atk +9; CMB +15 (+19 grapple); CMD 22	Base Atk +12; CMB +21 (+25 grapple); CMD 27	
Feats	-	-	-	-	
Skills	Acrobatics -5, Bluff -5, Climb +3, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -5, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -5, Survival -5, Swim +3	Acrobatics -5, Bluff -5, Climb +3, Diplomacy -5, Disguise -5, Escape Artist -5, Fly -5, Heal -5, Intimidate -5, Perception -5, Perform (Untrained) -5, Ride -5, Sense Motive -5, Stealth -5, Survival -5, Swim +3	Acrobatics -3, Bluff -3, Climb +6, Diplomacy -3, Disguise -3, Escape Artist -3, Fly -3, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -3, Sense Motive -3, Stealth -3, Survival -3, Swim +6	Acrobatics -4, Bluff -3, Climb +8, Diplomacy -3, Disguise -3, Escape Artist -4, Fly -6, Heal -3, Intimidate -3, Perception -3, Perform (Untrained) -3, Ride -4, Sense Motive -3, Stealth -8, Survival -3, Swim +8	
Languages	None				
Special Qualities	Blindsight, Ooze Traits, Transparent				
Treasure	-	-	-	-	

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 30 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 30 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of

blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Constrict (Ex) You can crush an opponent, dealing 1d6+4 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that

established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Ooze Traits (Ex) Oozes are not subject to critical hits or flanking and do not take additional damage from precision-based attacks, such as sneak attack. Oozes eat and breathe, but do not sleep. **Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Ghoul

CR 1; **XP** 400

Class Undea Initiative +2 Senses Percep Darky	r Female Ghoul; C d 2	CR 5; XP 1,600 CE Medium undead Undead 6	X Advanced CR 9; XP 6,400 Undead 10	➤ EliteCR 13; XP 25,600
CR / XP CR 1; 2 Sex / Race Male of Class Undea Initiative +2 Senses Percep Darky	r Female Ghoul; C d 2	CE Medium undead Undead 6		CR 13; XP 25,600
Sex / Race Male of Class Undea Initiative +2 Senses Percep Darky	r Female Ghoul; C d 2	CE Medium undead Undead 6		CR 13; XP 25,600
Class Undea Initiative +2 Senses Percep Darky	d 2	Undead 6	Undoad 10	
Initiative +2 Senses Percep Darkv			Undoad 10	
Senses Percep Darkv		1.2	Ullueau 10	Undead 14
Darkv		+2	+2	+2
	otion +7; ision 60 ft.	Perception +11; Darkvision 60 ft.	Perception +19; Darkvision 60 ft.	Perception +23; Darkvision 60 ft.
Defense				
the second se	touch 12, ff 12 ex, +2 natural)	AC 14, touch 12, ff 12 (+2 Dex, +2 natural)	AC 15, touch 13, ff 12 (+2 Dex, +2 natural, +1 Dodge)	AC 15, touch 13, ff 12 (+2 Dex, +2 natural, +1 Dodge)
hp / HD 7 (2d8)+4	21 (6d8)+12	46 (10d8)+20	75 (14d8)+28
Saves Fort + Will +	2, Ref +2, 5	Fort +4, Ref +4, Will +7	Fort +5, Ref +5, Will +9	Fort +6, Ref +6, Will +11
Diseas	Channel Resistance +2; Immune to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
S Offense				
Movement Speed	30 ft.			
the second se	bite +3 (1d6+1)	Melee bite +6 (1d8+2)	Melee bite +9 (1d8+2)	Melee bite +14
or Melee (1d6+:	claw +3/+3)	or Melee claw +6/+6 (1d8+2)	or Melee claw +9/+9 (1d8+2)	(1d8+3) or Melee claw +14/+14 (1d8+3)
Space / Reach Space	5 ft.; Reach 5 ft.			
Speical Attacks Diseas	e, Paralysis			
🗎 Statistics				
	Dex 15, Con *, Wis 14, Cha 14	Str 14, Dex 15, Con *, Int 13, Wis 14, Cha 14	Str 15, Dex 15, Con *, Int 13, Wis 14, Cha 14	Str 16, Dex 15, Con *, Int 13, Wis 14, Cha 14
Core Attack Base A CMB +	tk +1; 2; CMD 14	Base Atk +4; CMB +6; CMD 18	Base Atk +7; CMB +9; CMD 22	Base Atk +10; CMB +13; CMD 26
Feats Weapo	n Finesse	Improved Natural Attack (Bite, Claw), Weapon Finesse	Alertness, Dodge, Improved Natural Attack (Bite, Claw), Weapon Finesse	Alertness, Dodge, Improved Natural Attack (Bite, Claw), Weapon Finesse, Weapon Focus (Bite, Claw)

and the second se	And the second		and the second se	The other designation and the local data
and a state of the	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Skills	Acrobatics +4,	Acrobatics +8,	Acrobatics +12,	Acrobatics +16,
the second second	Appraise +1, Bluff	Appraise +1, Bluff	Appraise +1, Bluff	Appraise +1, Bluff
the second s	+2, Climb +6,	+2, Climb +9,	+2, Climb +13,	+2, Climb +18,
Statement of the statement of the	Craft (Untrained)	Craft (Untrained)	Craft (Untrained)	Craft (Untrained)
	+1, Diplomacy +2,	+1, Diplomacy +2,	+1, Diplomacy +2,	+1, Diplomacy +2,
And I wanted to be	Disguise +2, Escape	Disguise +2, Escape	Disguise +2, Escape	Disguise +2, Escape
the second second second	Artist +2, Fly +2, Heal	Artist +2, Fly +2,	Artist +2, Fly +2,	Artist +2, Fly +2,
	+2, Intimidate +2,	Heal +2, Intimidate	Heal +2, Intimidate	Heal +2, Intimidate
the second s	Perception +7, Perform	+11, Perception +11,	+15, Perception +19,	+19, Perception +23,
and the second se	(Untrained) +2, Ride	Perform (Untrained)	Perform (Untrained)	Perform (Untrained)
A REAL PROPERTY OF	+2, Sense Motive +2,	+2, Ride +2, Sense	+2, Ride +2, Sense	+2, Ride +2, Sense
and the second se	Stealth +7, Survival	Motive +2, Stealth +11,	Motive +4, Stealth +15,	Motive +4, Stealth
and the second se	+2, Swim +3	Survival +2, Swim +4	Survival +2, Swim +4	+19, Survival +2, Swim
States and the states				+5
Languages	Common			
Special Qualities	Darkvision, Undead Traits			
the second s				

Treasure

Special Abilities

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Su) Ghoul Fever: Bite--injury; save Fort DC 19; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Paralysis (Su) This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can resist it with a Fortitude saving throw DC 19. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one

step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Giant Vulture

CR 4; **XP** 1,200

and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 4; XP 1,200	CR 7; XP 3,200	CR 11; XP 1,800	CR 15; XP 51,200
Sex / Race	Male or Female Giant Vulture; TN Large animal Male or Female Gian Vulture (Advanced); TN Large animal			Male or Female Giant Vulture (Advanced, Gi- ant); TN Huge animal
Class	Animal 5	Animal 9	Animal 13	Animal 17
Initiative	+6	+6	+8	+7
Senses	Perception +18; Low-Light Vision	Perception +22; Low-Light Vision	Perception +28; Low-Light Vision	Perception +32; Low-Light Vision
Defense				
Armor Class	AC 17, touch 11, ff 15 (-1 size, +2 Dex, +6 natural)	AC 18, touch 11, ff 16 (-1 size, +2 Dex, +7 natural)	AC 24, touch 13, ff 20 (-1 size, +4 Dex, +11 natural)	AC 27, touch 11, ff 24 (-2 size, +3 Dex, +16 natural)
hp / HD	38 (5d8)+20	67 (9d8)+36	128 (13d8)+78	209 (17d8)+136
Saves	Fort +8, Ref +6, Will +3	Fort +10, Ref +8, Will +5	Fort +14, Ref +12, Will +8	Fort +18, Ref +13, Will +9
Solution Offense				
Movement	Speed 10 ft.; Fly 50 ft. (Average)		
Attacks	Melee bite +8 (2d6+6)	Melee bite +11 (3d6+6)	Melee bite +17 (3d6+9)	Melee bite +21 (4d6+11)
Space / Reach	Space 10 ft.; Reach 10 ft.			Space 15 ft.; Reach 15 ft.
Statistics				
Statistics Ability Scores	Str 22, Dex 15, Con 18, Int 2, Wis 15, Cha 7	Str 23, Dex 15, Con 18, Int 2, Wis 15, Cha 7	Str 28, Dex 19, Con 22, Int 2, Wis 19, Cha 11	Str 33, Dex 17, Con 26, Int 2, Wis 19, Cha 11
Ability Scores	Int 2, Wis 15, Cha 7 Base Atk +3;	Int 2, Wis 15, Cha 7 Base Atk +6;	Int 2, Wis 19, Cha 11 Base Atk +9;	Int 2, Wis 19, Cha 11 Base Atk +12;
Ability Scores Core Attack	Int 2, Wis 15, Cha 7 Base Atk +3; CMB +10; CMD 22 Flyby Attack, Improved Initiative, Power At-	Int 2, Wis 15, Cha 7 Base Atk +6; CMB +13; CMD 25 Flyby Attack, Improved Initiative, Improved Natural Armor, Im- proved Natural Attack	Int 2, Wis 19, Cha 11 Base Atk +9; CMB +19; CMD 33 Flyby Attack, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite), Power	Int 2, Wis 19, Cha 11 Base Atk +12; CMB +25; CMD 38 Flyby Attack, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Bite), Power
Ability Scores Core Attack Feats	Int 2, Wis 15, Cha 7 Base Atk +3; CMB +10; CMD 22 Flyby Attack, Improved Initiative, Power At- tack Acrobatics +2, Ap- praise -4, Bluff -2, Climb +6, Craft (Un- trained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Per- ception +18, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6 None	Int 2, Wis 15, Cha 7 Base Atk +6; CMB +13; CMD 25 Flyby Attack, Improved Initiative, Improved Natural Armor, Im- proved Natural Attack (Bite), Power Attack (Bite), Power Attack Acrobatics +2, Ap- praise -4, Bluff -2, Climb +6, Craft (Un- trained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Per- ception +22, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6	Int 2, Wis 19, Cha 11 Base Atk +9; CMB +19; CMD 33 Flyby Attack, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite), Power Attack Acrobatics +4, Ap- praise -4, Climb +9, Craft (Untrained) -4, Escape Artist +4, Fly +2, Heal +4, Percep- tion +28, Ride +4, Sense Motive +4, Sur-	Int 2, Wis 19, Cha 11 Base Atk +12; CMB +25; CMD 38 Flyby Attack, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Bite), Power Attack Acrobatics +3, Ap- praise -4, Climb +11, Craft (Untrained) -4, Escape Artist +3, Fly -1, Heal +4, Perception +32, Ride +3, Sense Motive +4, Stealth -5,
Ability Scores Core Attack Feats Skills	Int 2, Wis 15, Cha 7 Base Atk +3; CMB +10; CMD 22 Flyby Attack, Improved Initiative, Power At- tack Acrobatics +2, Ap- praise -4, Bluff -2, Climb +6, Craft (Un- trained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Per- ception +18, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6	Int 2, Wis 15, Cha 7 Base Atk +6; CMB +13; CMD 25 Flyby Attack, Improved Initiative, Improved Natural Armor, Im- proved Natural Attack (Bite), Power Attack (Bite), Power Attack Acrobatics +2, Ap- praise -4, Bluff -2, Climb +6, Craft (Un- trained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Per- ception +22, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6	Int 2, Wis 19, Cha 11 Base Atk +9; CMB +19; CMD 33 Flyby Attack, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite), Power Attack Acrobatics +4, Ap- praise -4, Climb +9, Craft (Untrained) -4, Escape Artist +4, Fly +2, Heal +4, Percep- tion +28, Ride +4, Sense Motive +4, Sur-	Int 2, Wis 19, Cha 11 Base Atk +12; CMB +25; CMD 38 Flyby Attack, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Bite), Power Attack Acrobatics +3, Ap- praise -4, Climb +11, Craft (Untrained) -4, Escape Artist +3, Fly -1, Heal +4, Perception +32, Ride +3, Sense Motive +4, Stealth -5,
Ability Scores Core Attack Feats Skills Languages	Int 2, Wis 15, Cha 7 Base Atk +3; CMB +10; CMD 22 Flyby Attack, Improved Initiative, Power At- tack Acrobatics +2, Ap- praise -4, Bluff -2, Climb +6, Craft (Un- trained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Per- ception +18, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6 None	Int 2, Wis 15, Cha 7 Base Atk +6; CMB +13; CMD 25 Flyby Attack, Improved Initiative, Improved Natural Armor, Im- proved Natural Attack (Bite), Power Attack (Bite), Power Attack Acrobatics +2, Ap- praise -4, Bluff -2, Climb +6, Craft (Un- trained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Heal +2, Intimidate -2, Per- ception +22, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth -2, Survival +2, Swim +6	Int 2, Wis 19, Cha 11 Base Atk +9; CMB +19; CMD 33 Flyby Attack, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite), Power Attack Acrobatics +4, Ap- praise -4, Climb +9, Craft (Untrained) -4, Escape Artist +4, Fly +2, Heal +4, Percep- tion +28, Ride +4, Sense Motive +4, Sur-	Int 2, Wis 19, Cha 11 Base Atk +12; CMB +25; CMD 38 Flyby Attack, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Bite), Power Attack Acrobatics +3, Ap- praise -4, Climb +11, Craft (Untrained) -4, Escape Artist +3, Fly -1, Heal +4, Perception +32, Ride +3, Sense Motive +4, Stealth -5,

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Animal Traits (Ex) Animals breathe, eat, and sleep.

Diseased (Ex) Due to their filthy eating habits and constant exposure to decaying flesh, giant vultures are harbingers of diseasemuch more so than the standard vulture. Any creature bitten by a giant vulture has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (Core Rulebook 557). Once this check is made, a victim can no longer be infected by this particular giant vulture, though attacks by different giant vultures are resolved normally and may result in multiple illnesses. While vultures aren't immune to all diseases, they do gain a +4 racial bonus on all saving throws against such ailments.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

🗲 Feats

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (5x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Flowler

CR 3; XP 800

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 3; XP 800	CR 7; XP 3,200	CR 11; XP 12,800	CR 15; XP 51,200	
Sex / Race	Male or Female Howler;	CE Large outsider (chaot	tic, evil, extraplanar)		
Class	Outsider 5	Outsider 9	Outsider 13	Outsider 17	
Initiative	+6	+7	+7	+8	
Senses	Perception +13; Darkvision 60 ft.	Perception +17; Darkvision 60 ft.	Perception +24; Darkvision 60 ft.	Perception +28; Darkvision 60 ft.	
Defense					
Armor Class	AC 15, touch 11, ff 13 (-1 Size, +2 Dex, +4 natural)	AC 17, touch 12, ff 14 (-1 Size, +3 Dex, +5 natural)	AC 18, touch 12, ff 15 (-1 Size, +3 Dex, +6 natural)	AC 21, touch 13, ff 17 (-1 Size, +4 Dex, +8 natural)	
hp / HD	43 (5d10)+10	80 (9d10)+18	107 (13d10)+26	141 (17d10)+34	
Saves	Fort +6, Ref +6, Will +3	Fort +8, Ref +9, Will +5	Fort +10, Ref +11, Will +6	Fort +12, Ref +14, Will +7	
Defensive Abilities	Quill Defense				
Contraction of the second seco					
Movement	Speed 60 ft.				
Attacks	Melee bite +8 (1d8+4) or Melee quills +3 (1d4+2)	Melee bite +12 (2d6+4) or Melee quills +7 (1d4+2)	Melee bite +16 (2d6+4) or Melee quills +11 (1d6+2)	Melee bite +20 (2d6+4) or Melee quills +15 (1d6+2)	
Space / Reach	Space 10 ft.; Reach 10 ft.				
Special Attacks	Howl, Pain (quills, quill defense)				
E Statistics					
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the state of the same	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Ability Scores	Str 18, Dex 15, Con 15, Int 6, Wis 14, Cha 11	Str 18, Dex 16, Con 15, Int 6, Wis 14, Cha 11	Str 18, Dex 17, Con 15, Int 6, Wis 14, Cha 11	Str 18, Dex 18, Con 15, Int 6, Wis 14, Cha 11	
Core Attack	Base Atk +5; CMB +10; CMD 22 (26 vs. trip)	Base Atk +9; CMB +14; CMD 27 (31 vs. trip)	Base Atk +13; CMB +18; CMD 31 (35 vs. trip)	Base Atk +17; CMB +22; CMD 36 (40 vs. trip)	
Feats	Combat Reflexes, Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	Combat Reflexes, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	Combat Reflexes, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite, Quills), Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	Combat Reflexes, Improved Initiative, Improved Natural Armor (4x), Improved Natural Attack (Bite, Quills), Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Perception)	
Skills	Acrobatics +10, Appraise -2, Climb +12, Craft (Untrained) -2, Escape Artist +2, Heal +2, Perception +13, Ride +2, Sense Motive +2, Stealth +6, Survival +2, Swim +4	Acrobatics +15, Appraise -2, Climb +16, Craft (Untrained) -2, Escape Artist +3, Fly +1, Heal +2, Perception +17, Ride +3, Sense Motive +2, Stealth +11, Survival +2, Swim +4	Acrobatics +19, Appraise -2, Climb +20, Craft (Untrained) -2, Escape Artist +3, Fly +1, Heal +2, Perception +24, Ride +3, Sense Motive +2, Stealth +15, Survival +2, Swim +4,	Acrobatics +24, Appraise -2, Climb +24, Craft (Untrained) -2, Escape Artist +4, Fly +2, Heal +2, Perception +28, Ride +4, Sense Motive +2, Stealth +20, Survival +2, Swim +4	
Languages	Abyssal, Cannot Speak				
Special Qualities	Aligned (Chaotic, Evil),	Darkvision, Outsider Trai	ts		
Treasure	-	-	-	-	

Abyssal Strike (Ex) A howler's bite and quills are considered to be chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Cannot Speak A creature with this ability may understand one of more languages but cannot speak.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Howl (Su) A howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling howler must succeed on a DC 18 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. Howler Howl: Curse - howl; save Fort DC 18 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Pain (Ex) Whenever a creature takes damage from a howler's quill attack or its quill defense, that creature must make a DC 22 Reflex

save or a quill breaks off in its flesh, causing the target to become sickened until the quill is removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim.

Quill Defense (Ex) Any creature that strikes a howler with a nonreach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the howler's quills and suffers from the howler's pain attack.

> Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flatfooted.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (4x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Quills) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If

Mohrg

CR 8; **XP** 4,800

	🔀 Low	🔀 Moderate	🔀 Advanced	× _{Elite}
1 General				
CR / XP	CR 8; XP 4,800	CR 10; XP 9,600	CR 14; XP 38,400	CR 18; XP 153,600
Sex / Race			Male or Female Mohrg (Advanced); CE Medium undead	Male or Female Mohrg (Advanced, Giant); CE Large undead
Class	Undead 14	Undead 16	Undead 18	Undead 20
Initiative	+8	+8	+10	+9
Senses	Perception +23; Darkvision 60 ft.	Perception +25; Darkvision 60 ft.	Perception +29; Darkvision 60 ft.	Perception +31; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 23, touch 15, ff 18 (+4 Dex, +8 natural, +1 dodge)	AC 23, touch 15, ff 18 (+4 Dex, +8 natural, +1 dodge)	AC 27, touch 17, ff 20 (+6 Dex, +10 natural, +1 dodge)	AC 28, touch 15, ff 22 (-1 size, +5 Dex, +13 natural, +1 dodge)
hp / HD	88 (14d8)+28	103 (16d8)+32	146 (18d8)+72	163 (20d8)+80
Saves	Fort +6, Ref +10, Will +9	Fort +7, Ref +11, Will +10	Fort +10, Ref +14, Will +13	Fort +10, Ref +13, Will +14
Defensive Abilities			Massive Damage, Disease ethal Damage, Paralysis,	
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Melee slam +15/+15 (2d8+5) plus grab or Melee tongue +10 (1d1) plus paralysis	Melee slam +18/+18 (3d8+6) plus grab or Melee tongue +13 (1d1) plus paralysis	Melee slam +21/+21 (3d8+8) plus grab or Melee tongue +16 (1d1) plus paralysis	Melee slam +24/+24 (4d8+10) plus grab or Melee tongue +19 (1d1) plus paralysis
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 5 ft.; Reach 5 ft.
Special Attacks	Create Spawn; Grab; Paralysis (1d4 minutes, DC 21)	Create Spawn; Grab; Paralysis (1d4 minutes, DC 22)	Create Spawn; Grab; Paralysis (1d4 minutes, DC 25)	Create Spawn; Grab; Paralysis (1d4 minutes, DC 26)
Statistics				
Ability Scores	Str 21, Dex 19, Con *, Int 11, Wis 10, Cha 14	Str 22, Dex 19, Con *, Int 11, Wis 10, Cha 14	Str 26, Dex 23, Con *, Int 15, Wis 14, Cha 18	Str 31, Dex 21, Con *, Int 15, Wis 14, Cha 18
Core Attack	Base Atk +10; CMB +15 (+19 grapple); CMD 30	Base Atk +12; CMB +18 (+22 grapple); CMD 33	Base Atk +13; CMB +21 (+25 grapple); CMD 38	Base Atk +15; CMB +26 (+30 grapple); CMD 42
Feats	Ability Focus (Paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack	Ability Focus (Paralysis), Dodge, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack	Ability Focus (Paralysis), Dodge, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Spring Attack	Ability Focus (Paralysis), Cleave, Dodge, Improved Initiative, Improved Natural Attack (Slam), Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Spring Attack

Bestiary

and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Skills	Acrobatics +4, Bluff +2, Climb +22, Diplomacy +2, Disguise +2, Escape Artist +4, Fly +4, Intimidate +2, Perception +23, Perform (Untrained) +2, Ride +4, Stealth +21, Swim +19	Acrobatics +4, Bluff +2, Climb +25, Diplomacy +2, Disguise +2, Escape Artist +4, Fly +4, Intimidate +2, Perception +25, Perform (Untrained) +2, Ride +4, Stealth +23, Swim +22	Acrobatics +6, Appraise +2, Bluff +4, Climb +29, Craft (Untrained) +2, Diplomacy +4, Disguise +25, Escape Artist +6, Fly +6, Heal +2, Intimidate +25, Perception +29, Perform (Untrained) +4, Ride +6, Sense Motive +2, Stealth +27, Survival +2, Swim +26	Acrobatics +5, Appraise +2, Bluff +4, Climb +33, Craft (Untrained) +2, Diplomacy +4, Disguise +27, Escape Artist +5, Fly +3, Heal +2, Intimidate +27, Perception +31, Perform (Untrained) +4, Ride +5, Sense Motive +2, Stealth +24, Survival +2, Swim +30	
Languages	None				
Special Qualities	Darkvision, Undead Trai	ts			
Treasure	_	_	-	_	

Create Spawn (Su) Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Paralysis You can render your victims immobile for 1d4 minutes, DC 26 negates.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Slam) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 1zd8.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Mobility You can easily move through a dangerous melee. You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Spring Attack You can deftly move up to a foe, strike, and withdraw before he can react. As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Bestiary

🗲 Feats

Ability Focus (Paralysis) One of this creature's special attacks is particularly

Nabasu (Demon)

CR 8; **XP** 4,800

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	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
👤 General						
CR / XP	CR 8; XP 4,800	CR 11; XP 12,800	CR 13; XP 25,600	CR 17; XP 102,400		
Sex / Race	-	Male or Female Nabasu; CE Medium outsider (chaotic, demon, evil, native) (CE Medium outsider (chaotic, demon, evil, native) Male or Female Nabasu (Advanced); CE Medium outsider (chaotic, demon, evi native)				
Class	Outsider 9	Outsider 13	Outsider 15	Outsider 19		
Initiative	+7	+7	+9	+8		
Senses	Perception +23; Darkvision 60 ft.	Perception +27; Darkvision 60 ft.	Perception +31; Darkvision 60 ft.	Perception +35; Darkvision 60 ft.		
🖸 Defense						
Armor Class	AC 22, touch 14, ff 18 (+3 Dex, +8 natural, +1 dodge); Combat Expertise	AC 22, touch 14, ff 18 (+3 Dex, +8 natural, +1 dodge); Combat Expertise	AC 27, touch 16, ff 21 (+5 Dex, +11 natural, +1 dodge); Combat Expertise	AC 30, touch 14, ff 25 (-1 size, +4 Dex, +16 natural, +1 dodge); Combat Expertise		
hp / HD	105 (9d10)+54	160 (13d10)+78	219 (15d10)+120	307 (19d10)+190		
Saves	Fort +9, Ref +9, Will +9	Fort +10, Ref +11, Will +11	Fort +13, Ref +14, Will +14	Fort +16, Ref +15, Will +16		
Defensive Abilities		DR 10/cold iron or good; Immune Death Effects, Electricity, Paralysis, Poison; Resistances Acid 10, Cold 10, Fire 10, Spell Resistance 19				
🗹 Offense						
Movement	Speed 30 ft.; Fly 60 ft. ((Average)				
Attacks	Melee bite +15 (1d8+6) or Melee claw +15/+15 (1d6+6)	Melee bite +19 (2d6+6) or Melee claw +19/+19 (1d8+6)	Melee bite +23 (2d6+8) or Melee claw +23/+23 (1d8+8)	Melee bite +29 (3d6+11) or Melee claw +29/+29 (2d6+11)		
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.		
Special Attacks	Consume Life (O Growth Points); Death- Stealing Gaze (DC 18); Sneak Attack 2d6	Consume Life (O Growth Points); Death- Stealing Gaze (DC 20); Sneak Attack 2d6	Consume Life (O Growth Points); Death- Stealing Gaze (DC 23); Sneak Attack 2d6	Consume Life (O Growth Points); Death- Stealing Gaze (DC 25); Sneak Attack 2d6		
Prepared Spells	Innate Spell-Like Abilities: At Will – deeper darkness, telekinesis, greater teleport (self plus 50 lbs. of objects only) 3x/Day – enervation, silence, vampiric touch 1x/Day – mass hold person (DC 21), regenerate, summon monster IV (1 nabasu 30% or 1d4 babaus 30%)	Innate Spell-Like Abilities: At Will – deeper darkness, telekinesis, greater teleport (self plus 50 lbs. of objects only) 3x/Day – enervation, silence, vampiric touch 1x/Day – mass hold person (DC 21), regenerate, summon monster IV (1 nabasu 30% or 1d4 babaus 30%)	Innate Spell-Like Abilities: At Will – deeper darkness, telekinesis, greater teleport (self plus 50 lbs. of objects only) 3x/Day – enervation, silence, vampiric touch 1x/Day – mass hold person (DC 23), regenerate, summon monster IV (1 nabasu 30% or 1d4 babaus 30%)	Innate Spell-Like Abilities: At Will – deeper darkness, telekinesis, greater teleport (self plus 50 lbs. of objects only) 3x/Day – enervation, silence, vampiric touch 1x/Day – mass hold person (DC 23), regenerate, summon monster IV (1 nabasu 30% or 1d4 babaus 30%)		
🗎 Statistics						
Ability Scores	Str 22, Dex 17, Con 22, Int 15, Wis 16, Cha 19	Str 23, Dex 17, Con 22, Int 15, Wis 16, Cha 19	Str 27, Dex 21, Con 26, Int 19, Wis 20, Cha 23	Str 32, Dex 19, Con 30, Int 19, Wis 20, Cha 23		
Core Attack	Base Atk +9; CMB +15; CMD 29	Base Atk +13; CMB +19; CMD 33	Base Atk +15; CMB +23; CMD 39	Base Atk +19; CMB +31; CMD 46		

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Feats	Cleave, Combat Expertise, Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Combat Expertise, Dodge, Improved Initiative, Improved Natural Armor (3x), Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency		
Skills	Acrobatics +15, Appraise +2, Bluff +4, Climb +6, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +15, Heal +3, Intimidate +4, Knowledge (Arcana) +14, Knowledge (Planes) +14, Perception +23, Perform (Untrained) +4, Ride +3, Sense Motive +15, Stealth +15, Survival +15, Swim +6	Acrobatics +19, Appraise +2, Bluff +15, Climb +6, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +19, Heal +3, Intimidate +4, Knowledge (Arcana) +14, Knowledge (Planes) +14, Perception +27, Perform (Untrained) +4, Ride +3, Sense Motive +19, Stealth +19, Survival +19, Swim +6	Acrobatics +23, Appraise +4, Bluff +24, Climb +8, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +5, Fly +23, Heal +5, Intimidate +6, Knowledge (Arcana) +20, Knowledge (Geography) +12, Knowledge (Planes) +22, Knowledge (Religion) +13, Perception +31, Percoption +31, Perform (Untrained) +6, Ride +5, Sense Motive +23, Stealth +23, Survival +23, Swim +8	Acrobatics +26, Appraise +4, Bluff +28, Climb +11, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +4, Fly +24, Heal +5, Intimidate +6, Knowledge (Arcana) +24, Knowledge (Geography) +16, Knowledge (Planes) +26, Knowledge (Religion) +13, Perception +35		
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.					
cial Qualities	Aligned (Chaotic, Evil), I	Darkvision, Outsider Trai	ts, Telepathy 100 ft.			
Treasure	-	-	-	-		
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Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Consume Life (Su) When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check-success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points--it automatically matures if it has not done so already when it reaches 20 growth points.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 25 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round--if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) An outsider with the native subtype can be raised, reincarnated, or resurrected just as other living creatures can be. Native outsider breathe, eat, and sleep.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

🗲 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Ogre

CR 3; **XP** 800

	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
👤 General				
CR / XP	CR 3; XP 800	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400
Sex / Race	Male or Female Ogre; CE	E Large humanoid	Male or Female Ogre (Advanced); CE Large humanoid	Male or Female Ogre (Advanced, Giant); CE Huge humanoid
Class	Humanoid 4	Humanoid 8	Humanoid 12	Humanoid 16
Initiative	-1	-1	+1	+0
Senses	Perception +5; Darkvision 60 ft.; Low-Light Vision	Perception +8; Darkvision 60 ft.; Low-Light Vision	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +21; Darkvision 60 ft.; Low-Light Vision
Defense				
Armor Class	AC 17, touch 8, ff 17 (-1 size, -1 Dex, +5 natural, +4 hide armor)	AC 19, touch 8, ff 19 (-1 size, -1 Dex, +5 natural, +6 chainmail)	AC 25, touch 10, ff 24 (-1 size, +1 Dex, +9 natural, +6 masterwork agile breastplate)	AC 30, touch 8, ff 30 (-2 size, +14 natural, +8 impervious agile breastplate +2)
hp / HD	32 (4d8)+12	66 (8d8)+24	127 (12d8)+60	202 (16d8)+112
Saves	Fort +6, Ref +0, Will +3	Fort +8, Ref +1, Will +4	Fort +12, Ref +5, Will +8	Fort +16, Ref +5, Will +9
S Offense				
Movement	Speed 30 ft.			
Attacks	Melee greatclub (large) +7 (2H: 2d8+7) or Ranged javelin (large) +1 (1d8+5)	Melee greatclub (large) +11/+6 (2H: 2d8+9) or Ranged javelin (large) +4/-1 (1d8+6)	Melee +1 greatclub (large) +17/+12 (2H: 2d8+13) or Ranged javelin (large) +9/+4 (1d8+8)	Melee +2 advancing greatclub (huge) +23/+18/+13 (2H: 3d8+18) or Ranged javelin (huge) +10/+5/+0 (2d6+11)
Space / Reach	Space 10 ft.; Reach 10 ft	t		Space 15 ft.; Reach 15 ft.

Statistics

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and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Ability Scores	Str 21, Dex 8, Con 15, Int 6, Wis 10; Cha 7	Str 22, Dex 8, Con 15, Int 6, Wis 10; Cha 7	Str 27, Dex 12, Con 19, Int 10, Wis 14; Cha 11	Str 32, Dex 10, Con 23, Int 10, Wis 14; Cha 11	
Core Attack	Base Atk +3; CMB +9; CMD 18	Base Atk +6; CMB 13 CMD 22	Base Atk +9; CMB +18; CMD 29	Base Atk +12; CMB +25; CMD 35	
Feats	Iron Will, Toughness	Cleave, Iron Will, Power Attack, Toughness	Cleave, Improved Natural Armor (2x), Iron Will, Power Attack, Toughness	Cleave, Improved Natural Armor (4x), Iron Will, Power Attack, Toughness	
Skills	Acrobatics -4, Appraise -2, Bluff -2, Climb +7, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -4, Fly -6, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride -4, Stealth -8, Swim +2	Acrobatics -6, Appraise -2, Bluff -2, Climb +7, Craft (Untrained) -2, Diplomacy -2, Disguise -2, Escape Artist -6, Fly -8, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride -6, Stealth -10, Swim +1	Acrobatics -2, Climb +20, Escape Artist -2, Fly -4, Heal +2, Intimidate +6, Perception +17, Ride -2, Sense Motive +2, Stealth -6, Survival +2, Swim +5	Acrobatics -3, Climb +27, Escape Artist -3, Fly -7, Heal +2, Intimidate +6, Perception +21, Ride -3, Sense Motive +2, Stealth -11, Survival +2, Swim +8	
Languages	Giant				
Special Qualities	Darkvision, Humanoid T	raits, Low-Light Vision			
Treasure	greatclub (large); hide armor (large); javelin (4x, large)	greatclub (large); chainmail (large); javelin (4x, large)	+1 greatclub (large); masterwork agile breastplate (large); javelin (4x, large)	+2 advancing greatclub (huge); javelin (4x, huge); +2 impervious agile breastplate (huge)	

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

🖌 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Natural Armor (4x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by

sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Toughness You have enhanced physical stamina. You gain +16 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Quasit (Demon)

CR 2; **XP** 600

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	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male or Female Quasit; (chaotic, demon, evil, ex	traplanar)	Male or Female Quasit (Advanced); CE Tiny outsider (chaotic, demon, evil, extraplanar)	Male or Female Quasit (Advanced, Giant); CE Small outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 3	Outsider 7	Outsider 11	Outsider 15
Initiative	+6	+6	+8	+7
Senses	Perception +7; Darkvision 60 ft.	Perception +11; Darkvision 60 ft.	Perception +17; Darkvision 60 ft.	Perception +21; Darkvision 60 ft.
Defense				
Armor Class	AC 16, touch 14, ff 14 (+2 size, +2 Dex, +2 natural)	AC 16, touch 14, ff 14 (+2 size, +2 Dex, +2 natural)	AC 21, touch 17, ff 16 (+2 size, +4 Dex, +4 natural, +1 dodge)	AC 22, touch 15, ff 18 (+1 size, +3 Dex, +7 natural, +1 dodge)
hp / HD	12 (3d10), Fast Healing 2	42 (7d10), Fast Healing 2	76 (11d10)+22, Fast Healing 2	145 (15d10)+60, Fast Healing 2
Saves	Fort +1, Ref +5, Will +4	Fort +2, Ref +7, Will +6	Fort +5, Ref +11, Will +10	Fort +9, Ref +12, Will +12
Defensive Abilities	DR 5/cold iron or good;	Immune Electricity, Pois	on; Resistances Acid 10,	Cold 10, Fire 10
🗹 Offense				
Movement	Speed 20 ft.; Fly 50 ft. ((Perfect)		
Attacks	Melee bite +7 (1d4-1) or Melee claw +7/+7 (1d3-1)	Melee bite +11 (1d6- 1) or Melee claw +11/+11 (1d4-1)	Melee bite +18 (1d6+2) or Melee claw +17/+17 (1d4+2)	Melee bite +21 (1d8+4) or Melee claw +21/+21 (1d6+4)
Space / Reach	Space 2.5 ft.; Reach o ft	-		Space 5 ft.; Reach 5 ft.
Special Attacks	Poison (DC 13)	Poison (DC 15)	Poison (DC 19)	Poison (DC 23)
Prepared Spells	Innate Spell-Like Abilities: At Will – detect good, detect magic, invisibility (self only) 1x/day – cause fear (DC 10) 1x/week – commune (six questions)	Innate Spell-Like Abilities: At Will – detect good, detect magic, invisibility (self only) 1x/day – cause fear (DC 10) 1x/week – commune (six questions)	Innate Spell-Like Abilities: At Will – detect good, detect magic, invisibility (self only) 1x/day – cause fear (DC 10) 1x/week – commune (six questions)	Innate Spell-Like Abilities: At Will – detect good, detect magic, invisibility (self only) 1x/day – cause fear (DC 10) 1x/week – commune (six questions)
🗎 Statistics		_	-	
Ability Scores	Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11	Str 9, Dex 14, Con 11, Int 11, Wis 12, Cha 11	Str 14, Dex 18, Con 15, Int 15, Wis 16, Cha 15	Str 19, Dex 16, Con 19, Int 15, Wis 16, Cha 15
Core Attack	Base Atk +3; CMB +3; CMD 12	Base Atk +7; CMB +7; CMD 16	Base Atk +11; CMB +13; CMD 26	Base Atk +15; CMB +18; CMD 32
Feats	Improved Initiative, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse	Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse	Dodge, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus (Bite)	Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Bite, Claw), Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Finesse, Weapon Focus (Bite, Claw)

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Skills	Acrobatics +2, Bluff +6, Climb +2, Escape Artist +2, Fly +20, Heal +1, Intimidate +6, Knowledge (Planes) +6, Perception +7, Ride +2, Sense Motive +1, Stealth +16, Survival +1, Swim -1	Acrobatics +2, Bluff +10, Climb +2, Escape Artist +2, Fly +24, Heal +1, Intimidate +10, Knowledge (Planes) +6, Perception +11, Ride +2, Sense Motive +8, Stealth +20, Survival +1, Swim -1	Acrobatics +15, Appraise +2, Bluff +16, Climb +4, Craft (Untrained) +2, Diplomacy +2, Disguise +10, Escape Artist +4, Fly +30, Heal +3, Intimidate +16, Knowledge (Planes) +8, Perception +17, Perform (Untrained) +2, Ride +4, Sense Motive +17, Stealth +26, Survival +3, Swim +2	Acrobatics +18, Appraise +2, Bluff +20, Climb +4, Craft (Untrained) +2, Diplomacy +2, Disguise +14, Escape Artist +3, Fly +31, Heal +3, Intimidate +20, Knowledge (Planes) +8, Perception +21, Perform (Untrained) +2, Ride +3, Sense Motive +21, Stealth +25, Survival +3, Swim +4	
Languages	Common, Abyssal, Celestial, Draconic, Telepathy 100 ft.				
ecial Qualities	Aligned (Chaotic, Evil), Change Shape, Darkvision, Fast Healing 2, Outsider Traits, Telepathy 100 ft.				
Treasure	-	-	-	-	

Spe

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Change Shape (Su) 2 Of The Following Forms: Bat, Small Centipede, Toad, or Wolf

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Healing (Ex) You regain hit points at 2 hit points per round. You regain hit points at 2 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Poison (Ex) Claw--injury; save Fortitude DC 23; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

🖌 Feats

Critical Focus You are trained in the arts of causing pain. You

receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Revenant

CR 6; **XP** 2,400

Description

Once the **Obelisk Erupts**, any NPC who is slain has a chance of rising again as a **Revenant**. This applies regardless of who slew the NPC in question, though the GM is encouraged to give preference to cases where the party is involved.

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400	CR 17; XP 102,400	
Sex / Race	Male or Female Revenar	t; LE Medium undead	Male or Female Revenant (Advanced); LE Medium undead	Male or Female Revenant (Advanced, Giant); LE Large undead	
Class	Undead 9	Undead 13	Undead 16	Undead 20	
Initiative	+7	+7	+9	+8	
Senses	Perception +13; Darkvision 60 ft.; Sense Murder	Perception +17; Darkvision 60 ft.; Sense Murder	Perception +22; Darkvision 60 ft.; Sense Murder	Perception +26; Darkvision 60 ft.; Sense Murder	
Defense					
Armor Class	AC 19, touch 13, ff 16 (+3 Dex, +6 natural)	AC 19, touch 13, ff 16 (+3 Dex, +6 natural)	AC 23, touch 15, ff 18 (+5 Dex, +8 natural)	AC 24, touch 13, ff 20 (-1 size, +4 Dex, +11 natural)	
hp / HD	79 (9d8)+36	113 (13d8)+52	168 (16d8)+96	210 (20d8)+120	
Saves	Fort +7, Ref +6, Will +7	Fort +8, Ref +7, Will +9	Fort +11, Ref +10, Will +13	Fort +12, Ref +10, Will +15	
Defensive Abilities	DR 5/slashing; Spell Resistance 17; Immune Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning				
S Offense					
Movement	Speed 30 ft.				
Attacks	Melee claw +14/+14 (1d8+7)	Melee claw +17/+17 (2d6+7)	Melee claw +23/+23 (2d6+10)	Melee claw +27/+27 (3d6+12)	
Space / Reach	Space 5 ft.; Reach 5 ft.		-	Space 10 ft.; Reach 10 ft.	
Special Attacks	Baleful Shriek; Constric	t (1d6+7), Grab (claw)	Baleful Shriek; Constrict (1d6+10), Grab (claw)	Baleful Shriek; Constrict (1d6+12), Grab (claw)	
🗎 Statistics					
Ability Scores	Str 24, Dex 17, Con *, Int 7, Wis 12, Cha 19	Str 25, Dex 17, Con *, Int 7, Wis 12, Cha 19	Str 30, Dex 21, Con *, Int 11, Wis 16, Cha 23	Str 35, Dex 19, Con *, Int 11, Wis 16, Cha 23	
Core Attack	Base Atk +6; CMB +13 (+17 grapple); CMD 26	Base Atk +9; CMB +16 (+20 grapple); CMD 29	Base Atk +12; CMB +22 (+26 grapple); CMD 37	Base Atk +15; CMB +28 (+32 grapple; +30 overrun); CMD 42 (44 vs. overrun)	
Feats	Cleave, Improved Initiative, Power Attack, Step Up, Weapon Focus (Claw)	Cleave, Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Power Attack, Step Up, Weapon Focus (Claw)	Cleave, Cleaving Finish, Combat Reflexes, Improved Initiative, Improved Natural Attack (Claw), Power Attack, Step Up, Weapon Focus (Claw)	Cleave, Cleaving Finish, Combat Reflexes, Great Cleave, Improved Initiative, Improved Natural Attack (Claw), Improved Overrun, Power Attack, Step Up, Weapon Focus (Claw)	



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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite	
Skills	Acrobatics +3, Appraise -2, Bluff +4, Climb +7, Craft (Untrained) -2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +3, Heal +1, Intimidate +16, Perception +13, Perform (Untrained) +4, Ride +3, Sense Motive +1, Stealth +3,	Acrobatics +3, Appraise -2, Bluff +4, Climb +7, Craft (Untrained) -2, Diplomacy +4, Disguise +4, Escape Artist +3, Fly +3, Heal +1, Intimidate +20, Perception +17, Perform (Untrained) +4, Ride +3, Sense Motive +1, Stealth +3,	Acrobatics +5, Bluff +6, Climb +29, Diplomacy +6, Disguise +6, Escape Artist +5, Fly +5, Heal +3, Intimidate +25, Perception +22, Perform (Untrained) +6, Ride +5, Sense Motive +3, Stealth +24, Survival +3, Swim +10	Acrobatics +4, Bluff +6, Climb +35, Diplomacy +6, Disguise +6, Escape Artist +4, Fly +2, Heal +3, Intimidate +29, Perception +26, Perform (Untrained) +6, Ride +4, Sense Motive +3, Stealth +23, Survival +3, Swim +12	
AL INTERACTOR	Survival +1, Swim +7	Survival +1, Swim +7			
Languages	Common				
Special Qualities	Darkvision, Reason to Hate, Undead Traits				
Treasure	-	-	-	-	

Baleful Shriek (Su) Once every 1d4 rounds, a revenant can shriek as a standard action. All creatures within a 60-foot spread must make a DC 26 Will save or cower in fear for 1d4 rounds. This is a mindaffecting fear effect.

Constrict (Ex) You can crush an opponent, dealing 1d6+12 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Reason to Hate (Su) A revenant's existence is fueled by its hatred for its murderer. As long as the murderer exists, the revenant exists. If the murderer dies, the revenant is immediately slain. A murderer who becomes undead does not trigger a revenant's destruction. When a revenant encounters its murderer, it gains the benefits of a haste spell (CL 20th) that lasts as long as its murderer remains in sight. Against its murderer, the revenant also gains a +4 profane bonus on attack rolls, weapon damage rolls, grapple checks, and saving throws.

Self-Loathing (Ex) When confronted with its reflection or any object that was important to it in life, a revenant must make a DC 20 Will save to avoid becoming overwhelmed with self-pity. This condition renders the revenant helpless, and lasts until the revenant is attacked or sees its murderer. If a revenant resists becoming

overwhelmed, the revenant becomes obsessed with the source that triggered the saving throw and does everything it can to destroy it, reacting to the trigger as if the trigger were its murderer and gaining bonuses from its reason to hate ability.

Sense Murderer (Su) A revenant knows the direction but not the distance to its murderer - this sense can be blocked by any effect that blocks scrying. Against its murderer, a revenant has true seeing and discern lies in effect at all times (CL 20th); these abilities cannot be dispelled.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🗲 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Cleaving Finish When you strike down an opponent, you can continue your swing into another target. If you make a melee attack, and your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack using your highest base attack bonus against another opponent within reach. You can make only one extra attack per round with this feat.

Combat Reflexes You can make additional attacks of opportunity. You may make 4 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Great Cleave You can strike many adjacent foes with a single blow. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8. **Improved Overrun** You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making

an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Step Up You can close the distance when a foe tries to move away. Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Weapon Focus (Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Scorpion, Giant

CR 3; **XP** 600

	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 3; XP 600	CR 7; XP 3,200	CR 11; XP 12,800	CR 15; XP 51,200
Sex / Race	Male or Female Giant Sc vermin (mindless)	orpion; TN Large	Male or Female Giant Scorpion (Advanced); TN Large vermin (mindless)	Male or Female Giant Scorpion (Advanced, Giant); TN Huge vermin (mindless)
Class	Vermin 5	Vermin 10	Vermin 14	Vermin 18
Initiative	+0	+0	+2	+1
Senses	Perception +4; Darkvision 60 ft; Tremorsense 60 ft.	Perception +4; Darkvision 60 ft; Tremorsense 60 ft.	Perception +6; Darkvision 60 ft; Tremorsense 60 ft.	Perception +6; Darkvision 60 ft; Tremorsense 60 ft.
D efense				
Armor Class	AC 16, touch 9, ff 16 (-1 size, +7 natural)	AC 16, touch 9, ff 16 (-1 size, +7 natural)	AC 20, touch 11, ff 18 (-1 size, +2 Dex, +9 natural)	AC 21, touch 9, ff 20 (-2 size, +1 Dex, +12 natural)
hp / HD	40 (5d8)+15	83 (10d8)+30	131 (14d8)+70	198 (18d8)+126
Saves	Fort +7, Ref +1, Will +1	Fort +10, Ref +3, Will +3	Fort +14, Ref +6, Will +6	Fort +18, Ref +7, Will +8
Defensive Abilities	Immune Mind-Affecting	Effects		
🖌 Offense				
Movement	Speed 50 ft.			
Attacks	Melee claw +6/+6 (1d6+4) or Melee sting +6 (1d6+4)	Melee claw +11/+11 (1d6+5) or Melee sting +11 (1d6+5)	Melee claw +16/+16 (1d6+7) or Melee sting +16 (1d6+7)	Melee claw +21/+21 (1d8+10) or Melee sting +21 (1d8+10)
Space / Reach	Space 10 ft.; Reach 10 f	t.		Space 15 ft.; Reach 10 ft.
Special Attacks	Constrict (2d6+4); Grab; Poison (DC 17)	Constrict (2d6+4); Grab; Poison (DC 20)	Constrict (2d6+4); Grab; Poison (DC 24)	Constrict (2d6+4); Grab; Poison (DC 28)
🗎 Statistics				
Ability Scores	Str 19, Dex 10, Con 16, Int *, Wis 10, Cha 2	Str 20, Dex 10, Con 16, Int *, Wis 10, Cha 2	Str 25, Dex 14, Con 20, Int *, Wis 14, Cha 6	Str 30, Dex 12, Con 24, Int *, Wis 14, Cha 6
Core Attack	Base Atk +3; CMB +8 (+12 grapple); CMD 18 (30 vs. trip)	Base Atk +7; CMB +13 (+17 grapple); CMD 23 (35 vs. trip)	Base Atk +10; CMB +18 (+22 grapple); CMD 30 (42 vs. trip)	Base Atk +13; CMB +25 (+29 grapple); CMD 36 (48 vs. trip)
Feats	-	-	-	-

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and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Skills	Bluff -4, Climb +8,	Bluff -4, Climb +9,	Acrobatics +2, Bluff -2,	Acrobatics +1, Bluff -2,
A CONTRACTOR OF	Diplomacy -4, Disguise -4, Fly -2, Intimidate	Diplomacy -4, Disguise -4, Fly -2, Intimidate	Climb +11, Diplomacy -2, Disguise -2,	Climb +14, Diplomacy -2, Disguise -2, Escape
State of the state	-4, Perception +4,	-4, Perception +4,	Escape Artist +2, Heal	Artist +1, Fly -3, Heal
	Perform (Untrained) -4, Swim +4	Perform (Untrained) -4, Swim +5	+2, Intimidate -2, Perception +6, Perform	+2, Intimidate -2, Perception +6, Perform
			(Untrained) -2, Ride	(Untrained) -2, Ride
			+2, Sense Motive +2, Stealth +2, Survival	+1, Sense Motive +2, Stealth -3, Survival +2,
and the second			+2, Swim +7	Swim +10
Languages	None			
Special Qualities	Darkvision, Tremorsense, Vermin Traits			
Treasure	-	-	-	-
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Constrict (Ex) You can crush an opponent, dealing 2d6+4 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled

condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Poison (Ex) Sting-injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Schir (Demon)

CR 4; **XP** 1,200

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 4; XP 1,200	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Schir; C (chaotic, demon, evil, ex		Male or Female Schir (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar)	Male or Female Schir (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 5	Outsider 9	Outsider 13	Outsider 17
Initiative	+6	+6	+8	+7
Senses	Perception +13; Darkvision 60 ft.	Perception +17; Darkvision 60 ft.	Perception +23; Darkvision 60 ft.	Perception +27; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 20, touch 13, ff 17 (+2 Dex, +7 natural, +1 dodge)	AC 20, touch 13, ff 17 (+2 Dex, +7 natural, +1 dodge)	AC 26, touch 15, ff 21 (+4 Dex, +11 natural, +1 dodge)	AC 27, touch 13, ff 23 (-1 size, +3 Dex, +14 natural, +1 dodge)

and the second	🔀 Low		oderate	🔀 Advanced	× Elite
hp / HD	34 (5d10)+10	71 (9d10)+	-18	139 (13d10)+52	206 (17d10)+102
Saves	Fort +6, Ref +3, Will +1	Fort +8, R Will +3	ef +5,	Fort +12, Ref +8, Will +7	Fort +16, Ref +8, Will +9
Defensive Abilities	DR 5/cold iron or good; Immune Disease, Electricity, Poison; Resistances Acid 10, C 10; Spell Resistance 15				Acid 10, Cold 10, Fire
🖌 Offense					
Movement	Speed 30 ft.				
Attacks	Melee masterwork halberd +9 (2H: 1d10+4/x3) or Melee gore +8 (1d6+3)	Melee +1 h +14/+9 (2) x3) or Melee gore (1d8+4)	H: 1d10+7/	Melee +2 halberd +21/+16/+11 (2H: 1d10+11/x3) or Melee gore +19 (1d8+6)	Melee +3 halberd (large) +29/+24/+19/+14 (2H: 2d8+16/x3) or Melee gore +26 (2d6+9)
Space / Reach	Space 5 ft.; Reach 5 ft.				Space 10 ft.; Reach 10 ft.
Prepared Spells	Innate Spell-Like Abilities: Constant – see invisibility, tongues 3x/Day – arcane lock, expeditious retreat, protection from good 1x/Day – summon monster II (1d4 schirs 20%)				
🗎 Statistics					
Ability Scores	Str 17, Dex 14, Con 15, Int 8, Wis 5, Cha 6	Str 18, De Int 8, Wis	x 14, Con 15, 5, Cha 6	Str 23, Dex 18, Con 19, Int 12, Wis 9, Cha 10	Str 28, Dex 16, Con 23, Int 12, Wis 9, Cha 10
Core Attack	Base Atk +5; CMB +8; CMD 21	Base Atk + CMB +13;		Base Atk +13; CMB +19; CMD 34	Base Atk +17; CMB +27; CMD 41
Feats	Dodge, Improved Initiative, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Weapon Pr	Initiative, Natural re), Martial roficiency, ack, Simple	Cleave, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Gore), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Cleave, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Gore), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency, Weapon Focus (Gore, Halberd)
Skills	Acrobatics +10, Appraise -1, Bluff -2, Climb +3, Craft (Untrained) -1, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +2, Heal -3, Intimidate +6, Perception +13, Perform (Untrained) -2, Ride +2, Sense Motive +5, Stealth +10, Survival -3, Swim +3	+4	1, Bluff -4, rained) acy -2, 2, Escape Fly +2, timidate ption +17, Jntrained) 2, Sense . Stealth val -3, Swim	Acrobatics +20, Appraise +1, Bluff +16, Climb +22, Craft (Untrained) +1, Escape Artist +4, Fly +4, Heal -1, Intimidate +16, Perception +23, Ride +4, Sense Motive +15, Stealth +20, Survival -1, Swim +6	Acrobatics +23, Appraise +1, Bluff +20, Climb +29, Craft (Untrained) +1, Escape Artist +3, Fly +1, Heal -1, Intimidate +20, Perception +27, Ride +3, Sense Motive +19, Stealth +19, Survival -1, Swim +9
Languages	Abyssal, Celestial, Draco	-	-		
Special Qualities				ider Traits, Spell-Like Ab	
Treasure	masterwork halberd	+1 halberd		+2 halberd	+3 halberd
Special Abilities for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that					

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

for the creature. Darkvision is black and white only (colors canno be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified

Disease (Ex) A schir gnaws constantly at the ends of its halberd.

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This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox-a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based. Gray Pox: Halberd-injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Spell-Like Abilities (Sp) (CL 6th; concentration +4) Constantsee invisibility, tongues 3/day-arcane lock, expeditious retreat, protection from good 1/day-summon (level 2, 1d3 schirs 20%)

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

🗲 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional

attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Gore) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Focus (Gore, Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Scorpitaur

CR 4; **XP** 1,200

Description

A monstrosity by any measure, the **Scorpitaur** is half-centaur, half-giant scorpion.

i Appearance

This monster looks like a centaur whose tail wraps around above it in the form of a giant scorpion's stinger.

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👤 General				
CR / XP	CR 4; XP 1,600	CR 6; XP 2,400	CR 10; XP 9,600	CR 15; XP 51,200
Sex / Race	Male or Female Scorpita humanoid	ur; TN Large monstrous	Male or Female Scorpitaur (Advanced); TN Large monstrous humanoid	Male or Female Scorpitaur (Advanced, Giant); TN Huge monstrous humanoid
Class	Monstrous Humanoid 4	Monstrous Humanoid 8	Monstrous Humanoid 12	Monstrous Humanoid 16
Initiative	+6	+6	+8	+7
Senses	Perception +7; Darkvision 60 ft.	Perception +13; Darkvision 60 ft.	Perception +19; Darkvision 60 ft.	Perception +23; Darkvision 60 ft.
Defense				
Armor Class	AC 20, touch 11, ff 16 (-1 size, +2 Dex, +1 natural, +6 breastplate, +2 heavy steel shield)	AC 23, touch 11, ff 21 (-1 size, +2 Dex, +3 natural, +7 agile breastplate +1, +2 heavy steel shield)	AC 30, touch 12, ff 27 (-1 size, +3 Dex, +6 natural, +8 agile breastplate +2, +4 heavy steel shield +2)	AC 38, touch 11, ff 35 (-2 size, +3 Dex, +11 natural, +10 agile breastplate +4, +6 heavy steel shield +4)

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SavesFort $+3$, Ref $+6$, Will $+6$ Fort $+4$, Ref $+8$, Will $+8$ Fort $+8$, Ref $+12$, Will $+12$ Fort $+11$, Ref $+13$, Will $+14$ Image: Construct on the second
Will +6Will +8Will +12Will +14✔ OffenseSpeed 35 ft.MovementSpeed 35 ft.AttacksMelee longsword +5 (1d8+2/19-20) or Melee heavy steel shield +5 (1d6+2) or Melee spear +5 (2H: 1d8+3/x3) or Ranged spear (thrown) +5 (1d8+2/ x3) or Melee hoof +0/+0 (1d6+1) or Melee sting +6 (1d6+4)Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +10/+5 (2H: 1d8+4/x3) or Ranged spear (thrown) +9/+4 (1d6+4)Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +10/+5 (2H: 1d8+4/x3) or Ranged spear (thrown) +9/+4 (1d8+3/x3) or Melee sting +11 (1d6+5)Melee spear +10/+5 (1d8+7/x3) or Ranged spear (thrown) +15/+10/+5 (1d8+7/x3) or Ranged spear (thrown) +15/+10/+5 (1d8+3/x3) or Melee sting +16 (1d6+7)Melee spear +10/+5 (1d8+7/x3) or Ranged spear (thrown) +15/+10/+5 (1d8+3/x3) or Melee sting +16 (1d6+7)Melee spear +10/+5 (1d8+7/x3) or Melee spear +10/+5 (1d8+7/x3) or Melee sting +16 (1d8+4/x3) or Melee sting +11 (1d6+5)Melee spear +10/+5 (1d8+7/x3) or Melee spear +10/+5 (1d8+7/x3) or Melee sting +16 (1d8+7/x3) or Melee sting +16 (1d8+10)Melee spear (thrown) +15/+10/+5 (thrown) +15/+10/+5 (thrown) +15/+10/+5/+0 (thrown) +15/+10/+5/+0 (thrown) +15/+10/+5Space / ReachSpace 10 ft.; Reach 10 ft.Space 10 ft.; Reach 10 ft.
Movement Speed 35 ft. Attacks Melee longsword +5 (1d8+2/19-20) or Melee heavy steel shield +5 (1d6+2) or Melee spear +5 (2H: 1d8+3/x3) or Melee hoof +5/t5 (1d6+1) or Melee hoof +0/+0 (1d6+1) or Melee sting +6 (1d6+4) Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +10/+5 (1d6+1) or Melee sting +6 (1d6+4) Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +10/+5 (2H: 1d8+4/x3) or Ranged spear (thrown) +9/+4 (1d8+3/x3) or Melee sting +11 (1d6+5) Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +10/+5 (2H: 1d8+4/x3) or Ranged spear (thrown) +9/+4 (1d8+5/x3) or Melee sting +11 (1d6+5) Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +10/+5 (2H: 1d8+4/x3) or Ranged spear (thrown) +9/+4 (1d8+3/x3) or Melee sting +11 (1d6+5) Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee spear +16/+11/+6 (2H: 1d8+7/x3) or Ranged spear (thrown) +15/+10/+5 (1d8+8/x3) or Melee sting +11 (1d8+5/x3) or Melee spear +16/+11/+6 (2H: 1d8+7/x3) or Ranged spear (thrown) +15/+10/+5 (1d8+8/x3) or Melee sting +11 (1d8+5/x3) or Space / Reach Space 10 ft.; Reach 10 ft. Space 15 ft.; Reach 10 ft.
AttacksMelee longsword $+5$ ($1d8+2/19-20$) or Melee heavy steel shield $+5$ ($1d6+2$) or Melee spear $+5$ ($2H$: $1d8+3/x3$) or ($1d6+1$) or Melee hoof $+5/+5$ ($1d6+1$) or Melee sting $+6$ ($1d6+4$)Melee masterwork longsword ($1arge$) $+13/+8$ ($2d6+3/19-20$) or Melee masterwork heavy steel shield ($1arge$) $+10$ ($1d6+1$) or Melee hoof $+5/+5$ ($1d6+1$) or Melee spear $+10/+5$ ($1d6+1$) or Melee sting $+6$ ($1d6+4$)Melee masterwork heavy steel shield ($1arge$) $+10$ ($1d6+1$) or Melee hoof $+5/+5$ ($1d6+1$) or Melee spear $+10/+5$ ($2H$: $1d8+4/x3$) or Melee spear ($1d6+4$)Melee $+3$ corrosive burst $longsword$ $+27/+22/+17/+12$ ($3d6+11/19-20$) or Melee $+4$ heavy steel shield ($large$) $+16$ ($1d6+2$) or Melee hoof $+17/+17$ ($1d6+2$) or Melee spear $+16/+11/+6$ ($2H$: $1d8+4$) or Melee spear $+16/+11/+6$ ($2H$: $1d8+8/x3$) or ($1d8+8/x3$) or Melee sting $+11$ ($1d6+5$)Melee $+2$ corrosive $longsword$ $+27/+22/+17/+12$ ($1d8+4$) or Melee $+4$ heavy steel shield ($large$) $+10$ ($1d6+2$) or Melee spear $+16/+11/+6$ ($2H$: $1d8+8/x3$) or ($1d8+8/x3$) or $1d8+8/x3$) or $1d8+3/x3$) or Melee sting $+11$ ($1d6+5$)Melee sting $+11$ ($1d6+7$)Melee sting $+16$ ($1d8+8/x3$) or Melee sting $+21$ ($1d8+10$)Space / ReachSpace 10 ft.; Reach 10 ft.Space 15 ft.; Reach 10 ft.Space 15 ft.; Reach 10 ft.
Space / Reach(1d8+2/19-20) or Melee heavy steel shield +5 (1d6+2) or Melee heavy steel shield +5 (1d6+2) or Melee spear +5 (2H: 1d8+3/x3) or (thrown) +5 (1d8+2/ x3) or Melee sting +6 (1d6+4)longsword (large) $+13/+8 (2d6+3/19-20)$ or Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee hoof +5/+5 (1d6+1) or Melee sting +6 (1d6+4)longsword (large) $+13/+8 (2d6+3/19-20)$ or Melee masterwork heavy steel shield (large) +10 (1d6+1) or Melee hoof +5/+5 (1d6+1) or Melee spear +10/+5 (2H: 1d8+4/x3) or Melee spear +10/+5 (1d8+3/x3) or Melee spear +10/+5 (1d6+4)longsword $+20/+15/+10$ (1d6+2) or Melee hoof +11/+11 (1d6+2) or Melee spear $+16/+11/+6$ (2H: $1d8+4/x3)$ or Melee spear $+16/+11/+6$ (2H: $1d8+4/x3)$ or Melee spear $+16/+11/+6$ (2H: $1d8+4/x3)$ or Melee spear $+16/+11/+6$ (2H: $1d8+3/x3)$ or $Melee spear+16/+11/+6 (2H:1d8+3/x3) orMelee spear+16/+11/+6 (2H:1d8+3/x3) orMelee spear+16/+11/+6 (2H:1d8+3/x3) orMelee spear+16/+11/+6 (2H:1d8+7/x3) orMelee spear+16/+11/+6 (2H:1d8+3/x3) orMelee spear+16/+11/+6 (2H:1d8+3/x3) orMelee spear+16/+11/+6 (2H:1d8+3/x3) orMelee sting +10(1d8+3/x3) orMelee sting +11(1d6+5)burst longsword+20/+15/+10/+5(1d8+8/x3) orMelee sting +12(1d8+10)Space / ReachSpace 10 ft.; Reach 10 ft.Space 10 ft.; Reach 10 ft.Space 15 ft.;Reach 10 ft.$
Space / Reach Space 10 ft.; Reach 10 ft. Space 15 ft.; Reach 10 ft. Reach 10 ft. Reach 10 ft.
Special Attacks Poison (DC 17) Poison (DC 20) Poison (DC 24) Poison (DC 28)
🗎 Statistics
Ability Scores Str 15, Dex 14, Con 15,Int 11, Wis 14, Cha 12 Str 16, Dex 14, Con 15, Int 11, Wis 14, Cha 12 Str 21, Dex 18, Con 19, Int 15, Wis 18, Cha 16 Str 26, Dex 16, Con 23, Int 15, Wis 18, Cha 16
Base Atk +4; CMB +7; CMD 19 (23 vs. trip) Base Atk +8; CMB +12; CMD 24 (28 vs. trip) Base Atk +12; CMB +18; CMD 32 (36 vs. trip) Base Atk +16; CMB +26; CMD 39 (43 vs. trip)
FeatsImproved Initiative, RunImproved Initiative, Improved Natural Armor (2x), RunCritical Focus, Improved Initiative, Improved Initiative, Improved Natural Armor (3x), RunCritical Focus, Improved Initiative, Improved Initiative, Improved Natural Armor (3x), RunCritical Focus, Improved Initiative, Improved Initiative, Improved Natural Armor (3x), Run
SkillsAcrobatics -2, Bluff +1, Climb -2, Diplomacy +5, Disguise +1, Escape Artist -2, Fly -4, Heal +2, Intimidate +6, Knowledge (Nature) +4, Perception +7, Perform (Untrained) +1, Ride -2, Sense Motive +2, Stealth -6, Survival +9, Swim -2Acrobatics -2, Bluff +1, Climb +2, Diplomacy +5, Disguise +1, Escape Artist -2, Fly -4, Heal +2, Diplomacy +5, Disguise +1, Escape +2, Diplomacy +5, Disguise +1, Escape +2, Diplomacy +2, Diplomacy +8, Disguise +3, Fly +8, Heal +4, Intimidate +18, Knowledge (Nature) +4, Perception +13, Perform (Untrained) +1, Ride -2, Sense Motive +2, Stealth -6, Survival +13, Swim -1Acrobatics -1, Appraise +2, Bluff +3, Climb +2, Bluff +3, Climb +19, Craft (Untrained) +2, Diplomacy +2, Diplomacy +2, Diplomacy +3, Escape Knowledge (Nature) +6, Perception +19, Perform (Untrained) +3, Sense Motive +4, Stealth +7, Survival +18
Languages Common, Elven, Sylvan
pecial Qualities Darkvision, Monstrous Humanoid Traits, Undersized Weapons

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and the	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Treasure	breastplate (large); longsword; heavy steel shield (large); spear	masterwork longsword; masterwork heavy steel shield (large); +1 agile breastplate (large); spear	+2 corrosive longsword; +2 heavy steel shield (large); +2 agile breastplate (large); spear	+3 corrosive burst longsword; +4 heavy steel shield (huge); +4 agile breastplate (huge); spear

Poison (Ex) Sting-injury; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than

their actual size (Medium for most centaurs).

💈 Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (5x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Shadou

CR 3; **XP** 800 × Low × Moderate × Advanced \times Elite 👤 General CR / XP CR 3; XP 800 **CR** 6; **XP** 1,600 CR 9; XP 6,400 **CR** 12; **XP** 19,200 Male or Female Shadow; CE Medium undead Sex / Race Male or Female Male or Female (incorporeal) Shadow (Advanced); Shadow (Advanced, CE Medium undead Giant); CE Large (incorporeal) undead (incorporeal) Undead 3 Class Undead 7 Undead 11 Undead 15 Initiative +6 +8+2+9 Senses **Perception** +8; Perception +10; Perception +26; **Perception** +31; Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. **D** Defense **Armor Class** AC 15, touch 15, ff 12 AC 15, touch 15, ff 12 AC 22, touch 20, ff 16 AC 23, touch 18, ff 18 (+5 Dex, +1 dodge, +4 (-1 size, +4 Dex, +5 (+2 Dex, +1 dodge, +2 (+2 Dex, +1 dodge, +2 natural, +1 dodge, +4 deflection) deflection) deflection) deflection) hp / HD **23** (3d8)+6 44 (7d8)+14 **98** (11d8)+44 **131** (15d8)+60 Saves **Fort** +7, **Ref** +8, **Fort** +3, **Ref** +3, **Fort** +4, **Ref** +4, **Fort** +9, **Ref** +9, Will +4 **Will** +6 **Will** +10 Will +12 **Defensive Abilities** Channel Resistance +2; Incorporeal; Immune Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning **V** Offense

 Movement
 Speed Fly 40 ft. (Good)

 Attacks
 Melee incorporeal touch +4 (1d6)
 Melee incorporeal touch +7 (1d6)
 Melee incorporeal touch +13 (1d8)
 Melee incorporeal touch +15 (2d6)

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Statistics				
Ability Scores	Str *, Dex 14, Con *, Int 6, Wis 12, Cha 15	Str *, Dex 15, Con *, Int 6, Wis 12, Cha 15	Str *, Dex 20, Con *, Int 10, Wis 16, Cha 19	Str *, Dex 19, Con *, Int 10, Wis 16, Cha 19
Core Attack	Base Atk +2; CMB +4; CMD 17	Base Atk +5; CMB +7; CMD 20	Base Atk +8; CMB +13; CMD 28	Base Atk +11; CMB +16; CMD 31
Feats	Dodge, Skill Focus (Perception)	Dodge, Improved Initiative, Skill Focus (Perception), Stealthy	Alertness, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Stealthy	Alertness, Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Stealthy, Weapon Focus (Incorporeal Touch)
Skills	Acrobatics +2, Appraise -2, Bluff +2, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +11, Heal +1, Intimidate +2, Perception +8, Perform (Untrained) +2, Ride +2, Sense Motive +1, Stealth +8, Survival +1	Acrobatics +2, Appraise -2, Bluff +2, Craft (Untrained) -2, Diplomacy +2, Disguise +2, Escape Artist +4, Fly +13, Heal +1, Intimidate +7, Perception +10, Perform (Untrained) +2, Ride +2, Sense Motive +1, Stealth +12, Survival +1	Acrobatics +5, Bluff +4, Diplomacy +4, Disguise +10, Escape Artist +7, Fly +22, Heal +3, Intimidate +17, Perception +26, Perform (Untrained) +4, Ride +5, Sense Motive +5, Stealth +19, Survival +3	Acrobatics +4, Bluff +4, Diplomacy +4, Disguise +10, Escape Artist +6, Fly +24, Heal +3, Intimidate +17, Perception +31, Perform (Untrained) +4, Ride +4, Sense Motive +5, Stealth +22, Survival +3
Languages	None			
Special Qualities	Darkvision, Incorporeal	Traits, Undead Traits	Γ	
Treasure	-	-	-	-

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a

magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks. Improved Natural Attack (Incorporeal Touch) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more

Shadow Demon

CR 7; **XP** 3,200

 \times Low 🔀 Moderate × Advanced × Elite 👤 General **CR** 13; **XP** 25,600 **CR** 17; **XP** 102,400 CR / XP **CR** 7; **XP** 3,200 CR 9; XP 6,400 Male or Female Male or Female Sex / Race Male or Female Shadow; CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal) Shadow (Advanced); Shadow (Advanced, CE Medium outsider Giant); CE Large (chaotic, demon, outsider (chaotic, evil, extraplanar, demon, evil, incorporeal) extraplanar, incorporeal) Outsider 11 Class Outsider 7 Outsider 15 Outsider 19 Initiative +8+8 +11 +10 Perception +20; **Perception** +24; Perception +30; **Perception** +34; Senses Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. Darkvision 60 ft. **D** Defense **Armor Class** AC 18, touch 18, ff 14 AC 18, touch 18, ff 14 AC 27, touch 24, ff 19 AC 28, touch 22, ff 21 (+4 Dex, +4 (+4 Dex, +4 (+7 Dex, +3 natural, +1 (-1 size, +6 Dex, +6 deflection) deflection) dodge, +6 deflection) natural, +1 dodge, +6deflection) hp / HD 63 (7d10)+21 82 (11d10)+33 148 (15d10)+75 **228** (19d10)+133 Fort +5, Ref +11, Fort +6, Ref +13, Fort +10, Ref +18, Fort +13, Ref +19, Saves **Will** +7 Will +9Will +13 Will +15 **Defensive Abilities** Incorporeal; DR 10/cold iron or good; Immune Cold, Electricity, Poison; Resistances Acid 10, Fire 10; Spell Resistance 17; Weakness Sunlight Powerlessness × Offense Movement Speed Fly 40 ft. (Perfect); Sprint Attacks **Melee** bite +11 (1d8) Melee bite +15 (2d6) Melee bite +22 (2d6) **Melee** bite +25 (3d6) or or or or **Melee** claw +11/+11 **Melee** claw +15/+15 Melee claw +22/+22 **Melee** claw +25/+25 (1d6) (1d8) (1d8)(2d6) Space / Reach Space 5 ft.; Reach 5 ft. Space 10 ft.; Reach 10 ft. **Special Attacks** Cold (+1d6 Cold damage/bite or claw); Pounce; Shadow Blend Innate Spell-Like Innate Spell-Like Innate Spell-Like Innate Spell-Like **Prepared Spells** Abilities: Abilities: Abilities: Abilities: At Will - deeper darkness, telekinesis, fear (DC 18), telekinesis, fear (DC 18), telekinesis, fear (DC 20), telekinesis, fear (DC 20), greater teleport (self plus greater teleport (self plus greater teleport (self plus greater teleport (self plus 50 lbs. of objects only **1x/Day –** *magic jar* (DC 1x/Day - magic jar (DC 1x/Day – magic jar (DC **1x/Day –** *magic jar* (DC 19), summon monster III 19), summon monster III 21), summon monster III 21), summon monster III (1 shadow demon 50%) (1 shadow demon 50%) (1 shadow demon 50%) (1 shadow demon 50%) 3x/Day - shadow 3x/Day - shadow 3x/Day – shadow 3x/Day – shadow conjuration (DC 18), conjuration (DC 18), conjuration (DC 20), conjuration (DC 20), shadow evocation (DC 19) shadow evocation (DC 21)

shadow evocation (DC 19)

Bestiary

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shadow evocation (DC 21)

ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Incorporeal Touch) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Ability Scores	Str *, Dex 18, Con 17, Int 14, Wis 14, Cha 19	Str *, Dex 19, Con 17, Int 14, Wis 14, Cha 19	Str *, Dex 24, Con 21, Int 18, Wis 18, Cha 23	Str *, Dex 23, Con 25, Int 18, Wis 18, Cha 23
Core Attack	Base Atk +7; CMB +11; CMD 25	Base Atk +11; CMB +15; CMD 29	Base Atk +15; CMB +22; CMD 39	Base Atk +19; CMB +26; CMD 43
Feats	Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency	Blind-Fight, Combat Reflexes, Improved Initiative, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency	Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Martial Weapon Proficiency, Simple Weapon Proficiency, Weapon Focus (Bite, Claw)
Skills	Acrobatics +14, Appraise +2, Bluff +14, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +4, Fly +22, Heal +2, Intimidate +6, Knowledge (Local) +11, Knowledge (Planes) +11, Perception +20, Perform (Untrained) +4, Ride +4, Sense Motive +12, Stealth +14, Survival +2	Acrobatics +18, Appraise +2, Bluff +18, Craft (Untrained) +2, Diplomacy +4, Disguise +4, Escape Artist +4, Fly +26, Heal +2, Intimidate +14, Knowledge (Local) +11, Knowledge (Planes) +11, Perception +24, Perform (Untrained) +4, Ride +4, Sense Motive +16, Stealth +18, Survival +2	Acrobatics +25, Appraise +4, Bluff +24, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +7, Fly +33, Heal +4, Intimidate +21, Knowledge (Local) +22, Knowledge (Planes) +22, Perception +30, Perform (Untrained) +6, Ride +7, Sense Motive +22, Stealth +25, Survival +4	Acrobatics +28, Appraise +4, Bluff +28, Craft (Untrained) +4, Diplomacy +6, Disguise +6, Escape Artist +6, Fly +34, Heal +4, Intimidate +25, Knowledge (Local) +26, Knowledge (Planes) +26, Perception +34, Perform (Untrained) +6, Ride +6, Sense Motive +26, Stealth +24, Survival +4
Languages	-	tial, Draconic, Telepathy		
Special Qualities	Aligned (Chaotic, Evil), I Powerlessness, Telepath	Darkvision, Incorporeal T y 100 ft.	raits, Outsider Traits, Spr	rint, Sunlight
Treasure	-	-	-	-

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Cold A Shadow Demon's bite and claw attacks deal an additional 1d6 cold damage on a successfull hit.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Pounce (Ex) When you make a charge, you can make a full attack (including rake attacks if you also have the rake ability).

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or standard action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a Sunbeam or Sunburst spell while possessing a creature, the shadow demon is driven out of its host automatically.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

🗲 Feats

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Combat Reflexes You can make additional attacks of opportunity. You may make 6 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this

feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Shadow Mastiff

CR 5; **XP** 1,600

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 5; XP 1,600	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Shadow outsider (evil, extraplan	-	Male or Female Shadow Mastiff (Advanced); NE Medium outsider (evil, extraplanar)	Male or Female Shadow Mastiff (Advanced, Giant); NE Large outsider (evil, extraplanar)
Class	Outsider 6	Outsider 10	Outsider 14	Outsider 18
Initiative	+2	+2	+4	+3
Senses	Perception +10; Darkvision 60 ft.	Perception +14; Darkvision 60 ft.	Perception +20; Darkvision 60 ft.	Perception +24; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 19, touch 13, ff 16 (+2 Dex, +6 natural, +1 dodge)	AC 19, touch 13, ff 16 (+2 Dex, +6 natural, +1 dodge)	AC 25, touch 15, ff 20 (+4 Dex, +10 natural, +1 dodge)	AC 28, touch 13, ff 24 (-1 size, +3 Dex, +15 natural, +1 dodge)
hp / HD	42 (6d10)+18	74 (10d10)+30	135 (14d10)+70	221 (18d10)+126
Saves	Fort +8, Ref +7, Will +3	Fort +10, Ref +9, Will +4	Fort +14, Ref +13, Will +7	Fort +18, Ref +14, Will +9
🖌 Offense				
Movement	Speed 50 ft.			
Attacks	Melee bite +10 (1d8+4) or Melee tail slap +10 (1d6+4)	Melee bite +15 (2d6+5) or Melee tail slap +15 (1d8+5)	Melee bite +21 (2d6+7) or Melee tail slap +21 (1d8+7)	Melee bite +27 (3d6+10) or Melee tail slap +27 (2d6+10)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Trip			
E Statistics				
Ability Scores	Str 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13	Str 20, Dex 15, Con 17, Int 4, Wis 12, Cha 13	Str 25, Dex 19, Con 21, Int 8, Wis 16, Cha 17	Str 30, Dex 17, Con 25, Int 8, Wis 16, Cha 17

Sec. 1				
S. Carrier	🔀 Low	🖄 Moderate	🖄 Advanced	🔀 Elite
Core Attack	Base Atk +6; CMB +10; CMD 23	Base Atk +10; CMB +15; CMD 28	Base Atk +14; CMB +21; CMD 36	Base Atk +18; CMB +29; CMD 43
Feats	Combat Reflexes, Dodge, Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Combat Reflexes, Dodge, Improved Natural Attack (Bite, Tail Slap), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Combat Reflexes, Dodge, Improved Natural Armor (2x), Improved Natural Attack (Bite, Tail Slap), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency	Combat Reflexes, Dodge, Improved Natural Armor (4x), Improved Natural Attack (Bite, Tail Slap), Martial Weapon Proficiency, Power Attack, Simple Weapon Proficiency
Skills	Acrobatics +2, Appraise -3, Bluff +9, Climb +4, Craft (Untrained) -3, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +10, Perform (Untrained) +1, Ride +2, Sense Motive +5, Stealth +11, Survival +1, Swim +4	Acrobatics +2, Appraise -3, Bluff +13, Climb +5, Craft (Untrained) -3, Diplomacy +1, Disguise +1, Escape Artist +2, Fly +2, Heal +1, Intimidate +1, Perception +14, Perform (Untrained) +1, Ride +2, Sense Motive +5, Stealth +15, Survival +1, Swim +5	Acrobatics +4, Appraise -1, Bluff +20, Climb +7, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist +4, Fly +4, Heal +3, Intimidate +3, Perception +20, Perform (Untrained) +3, Ride +4, Sense Motive +20, Stealth +21, Survival +3, Swim +7	Acrobatics +3, Appraise -1, Bluff +24, Climb +10, Craft (Untrained) -1, Diplomacy +3, Disguise +3, Escape Artist +3, Fly +1, Heal +3, Intimidate +3, Perception +24, Perform (Untrained) +3, Ride +3, Sense Motive +24, Stealth +20, Survival +3, Swim +10
Languages	Common (cannot speak)			

Special Qualities Aligned (Evil), Bay, Darkvision, Outsider Traits, Shadow Blend

Treasure

Special Abilities

Aligned (Evil) Your natural weapons, as well as any weapons you wield, are treated as Evil for the purpose of resolving damage reduction.

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

Trip (Ex) You can attempt to trip your opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.

🗲 Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 3 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Natural Armor (4x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Tail Slap) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skelebat Swarm

CR 2; **XP** 600

	🔀 Low	🔀 Moderate	🔀 Advanced	× _{Elite}
👤 General			navanceu	
CR / XP	CR 2; XP 600	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race			Male or Female Bat Swarm (Skeleton, Advanced); NE Diminutive undead (swarm, mindless)	Male or Female Bat Swarm (Skeleton, Advanced, Giant); NE Tiny undead (swarm, mindless)
Class	Animal 3 / Undead 1	Animal 6 / Undead 2	Animal 9 / Undead 3	Animal 12 / Undead 4
Initiative	+8	+8	+11	+10
Senses	Perception +11; Blindsense 20 ft.; Darkvision 60 ft.; Low-Light Vision	Perception +14; Blindsense 20 ft.; Darkvision 60 ft.; Low-Light Vision	Perception +19; Blindsense 20 ft.; Darkvision 60 ft.; Low-Light Vision	Perception +29; Blindsense 20 ft.; Darkvision 60 ft.; Low-Light Vision
Defense				
Armor Class	AC 18, touch 18, ff 14 (+4 size, +4 Dex)	AC 18, touch 18, ff 14 (+4 size, +4 Dex)	AC 23, touch 21, ff 16 (+4 size, +7 Dex, +2 natural)	AC 23, touch 18, ff 17 (+2 size, +6 Dex, +5 natural)
hp / HD	16 (3d8)+(1d8)	37 (6d8)+(2d8)	40 (9d8)+(3d8)	88 (12d8)+(4d8)
Saves	Fort +3, Ref +9, Will +5	Fort +5, Ref +11, Will +7	Fort +7, Ref +16, Will +10	Fort +9, Ref +17, Will +14
Defensive Abilities	DR 5/bludgeoning; Immune Ability Drain, Cold, Critical Hits, Death Effect Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affec Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage			
🖌 Offense				
Movement	Speed 5 ft.; Fly 40 ft. (0	Good)	·	
Attacks	Melee swarm (1d6)	Melee swarm (1d8)	Melee swarm (1d8)	Melee swarm (1d8)
Space / Reach	Space 1 ft.; Reach o ft.			Space 2.5 ft.; Reach o ft.
Special Attacks	Distraction (DC 12), Wounding	Distraction (DC 14), Wounding	Distraction (DC 16), Wounding	Distraction (DC 18), Wounding
E Statistics				
Ability Scores	Str 3, Dex 18, Con *, Int *, Wis 14, Cha 10	Str 3, Dex 19, Con *, Int *, Wis 14, Cha 10	Str 7, Dex 25, Con *, Int *, Wis 18, Cha 10	Str 12, Dex 22, Con *, Int *, Wis 18, Cha 10
Core Attack	Base Atk +2; CMB +2; CMD 8 (can't be tripped)	Base Atk +5; CMB +5; CMD 11 (can't be tripped)	Base Atk +8; CMB +11; CMD 19 (can't be tripped)	Base Atk +12; CMB +16; CMD 27 (can't be tripped)
Feats	Improved Initiative, Lightning Reflexes, Skill Focus (Perception)	Flyby Attack, Improved Initiative, Improved Natural Attack (Swarm), Lightning Reflexes, Skill Focus (Perception)	Flyby Attack, Improved Initiative, Improved Natural Attack (Swarm), Lightning Reflexes, Skill Focus (Perception), Stealthy	Alertness, Flyby Attack, Improved Initiative, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy
Skills	Acrobatics +4, Climb +4, Escape Artist +4, Fly +14, Heal +2, Perception +11, Ride +4, Sense Motive +2, Stealth +22, Survival +2, Swim -4	Acrobatics +4, Climb +4, Escape Artist +4, Fly +14, Heal +2, Perception +14, Ride +4, Sense Motive +2, Stealth +25, Survival +2, Swim -4	Acrobatics +7, Climb +7, Escape Artist +9, Fly +17, Heal +4, Perception +19, Ride +7, Sense Motive +4, Stealth +33, Survival +4, Swim -2	Acrobatics +6, Climb +6, Escape Artist +8, Fly +14, Heal +4, Perception +29, Ride +6, Sense Motive +6, Stealth +33, Survival +4, Swim +1

and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Languages	None			
Special Qualities	Animal Traits, Blindsens Traits	e, Can't Be Tripped, Dark	vision, Low-Light Vision,	Swarm Traits, Undead
Treasure	-	-	-	-
	_			

Animal Traits (Ex) Animals breathe, eat, and sleep.

Blindsense (Ex) Range 20 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 18) negates the effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Swarm Traits (Ex) A swarm is not subject to critical hits or flanking, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. Swarms are never staggered or reduced to a dying state by damage. A swarm is immune to any spell or effect that targets a specific number of creatures, with the exception of mindaffecting effects. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A swarm takes half damage from slashing and piercing weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Skeletaur

CR 4; **XP** 1,200

Description

Necromancy can be applied to a grand variety of once-living creatures, bringing new horrors to a dwindled form of un-life.

Appearance

This creature is essentially the animated, undead skeleton of a centaur, given dread life through some arcane process.

All Party	🔀 Low	Moderate	Advanced	× Elite
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General				
CR / XP Sex / Race	Male Minotaur (Skeleton); NE Large undead (mindless)		CR 11; XP 12,800 Male Minotaur (Skeleton, Advanced); NE Large undead (mindless)	CR 15; XP 51,200 Male Minotaur (Skeleton, Advanced, Giant); NE Huge undead (mindless)
Class	Monstrous Humanoid 6 / Undead 1	Monstrous Humanoid 10 / Undead 2	Monstrous Humanoid 13 / Undead 3	Monstrous Humanoid 16 / Undead 4
Initiative	+5	+5	+7	+6
Senses	Perception +10; Darkvision 60 ft.	Perception +16; Darkvision 60 ft.	Perception +22; Darkvision 60 ft.	Perception +25; Darkvision 60 ft.
Defense				
Armor Class	AC 21, touch 10, ff 20 (-1 size, +1 Dex, +7 natural, +4 chain shirt)	AC 23, touch 10, ff 22 (-1 size, +1 Dex, +7 natural, +6 agile breastplate)	AC 27, touch 9, ff 27 (-1 size, +9 natural, +9 <i>half-plate armor</i> +1)	AC 33, touch 9, ff 32 (-2 size, +13 natural, +11 bolstering stoneplate armor +2)
hp / HD	34 (6d8)+(1d8)	55 (10d8)+(2d8)	75 (13d8)+(3d8)	95 (16d8)+(4d8)
Saves	Fort +4, Ref +6, Will +7	Fort +5, Ref +8, Will +10	Fort +7, Ref +12, Will +13	Fort +8, Ref +13, Will +16
Defensive Abilities	Natural Cunning; DR 5/bludgeoning; Immune Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
S Offense				
Movement	Speed 30 ft.	Speed 20 ft.		
Attacks	Melee gore (primary) +9 (1d6+4) or Melee gore (with weapon attack) +4 (1d6+2) or Melee greataxe (large) +9/+4 (2H: 3d6+6/x3)	Melee masterwork greataxe (large) +16/+11/+6 (2H: 3d6+7/x3) or Melee gore (primary) +15 (1d6+5) or Melee gore (with weapon attack) +10 (1d6+2)	Melee +1 flaming greataxe (large) +23/+18/+13 (2H: 3d6+13/x3) or Melee gore (primary) +22 (1d6+8) or Melee gore (with weapon attack) +17 (1d8+4)	Melee +3 flaming burst greataxe (huge) +31/+26/+21/+16 (2H: 4d6+18/x3) or Melee gore (primary) +27 (1d8+10) or Melee gore (with weapon attack) +22 (2d6+5)
Space / Reach	Space 10 ft.; Reach 10 ft	t.		Space 15 ft.; Reach 15 ft.
Special Attacks	Powerful Charge (2d6+6)	Powerful Charge (2d6+7)	Powerful Charge (2d6+12)	Powerful Charge (2d6+15)
🗎 Statistics				
Ability Scores	Str 19, Dex 12, Con *, Int *, Wis 10, Cha 10	Str 21, Dex 12, Con *, Int *, Wis 10, Cha 10	Str 26, Dex 16, Con *, Int *, Wis 14, Cha 10	Str 31, Dex 14, Con *, Int *, Wis 14, Cha 10
Core Attack	Base Atk +6; CMB +11 (+13 vs. bullrush); CMD 22 (24 vs. bullrush)	Base Atk +11; CMB +17 (+19 vs. bullrush); CMD 28 (30 vs. bullrush)	Base Atk +15; CMB +24 (+26 vs. bullrush); CMD 37 (39 vs. bullrush)	Base Atk +19; CMB +31 (+33 vs. bullrush); CMD 43 (45 vs. bullrush)

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a series and	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite		
Feats	Armor Proficiency, Light, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack	Armor Proficiency, Light, Armor Proficiency, Medium, Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore (with weapon attack)), Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Light, Armor Proficiency, Medium, Critical Focus, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Attack (Gore (with weapon attack)), Power Attack, Weapon Focus (Greataxe)		
Skills	Acrobatics -1, Climb +8, Escape Artist -1, Fly -3, Intimidate +9, Perception +10, Ride -1, Stealth +1, Survival +13, Swim +8	Acrobatics -3, Climb +10, Escape Artist -3, Fly -5, Intimidate +13, Perception +16, Ride -3, Stealth +6, Survival +12, Swim +7	Acrobatics -3, Climb +8, Escape Artist -3, Fly -5, Heal +2, Intimidate +16, Perception +22, Ride -3, Sense Motive +2, Stealth +9, Survival +15, Swim +9	Acrobatics -3, Climb +14, Escape Artist -3, Fly -7, Heal +2, Intimidate +19, Perception +25, Ride -3, Sense Motive +2, Stealth +6, Survival +13, Swim +16		
Languages	Common					
cial Qualities	Darkvision, Monstrous Humanoid Traits, Undead Traits					
Treasure	chain shirt (large); greataxe (large)	agile breastplate (large); masterwork greataxe (large)	+1 half-plate armor (large); +1 flaming greataxe (large)	+2 bolstering stoneplate armor (huge); +3 flaming burst greataxe (huge)		

Spec

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Monstrous Humanoid Traits (Ex) Monstrous humanoids breathe, eat, and sleep.

Natural Cunning (Ex) You possess an innate cunning and logical ability granting an immunity to maze spells and prevents you from ever becoming lost. You are never caught flat-footed.

Powerful Charge (Ex) When you make a charge, your attack deals extra damage in addition to the normal benefits and hazards of a charge.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🖌 Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty

for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Bull Rush You are skilled at pushing your foes around. You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Gore (with weapon attack)) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Greataxe) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Skeleton Rogue

CR 1; **XP** 400

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a mark of	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Female Human (Skeletor	n); NE Medium undead M	ale or (human, mindless)	
Class	Rogue 2 / Undead 1	Rogue 6 / Undead 1	Rogue 10 / Undead 1	Rogue 14 / Undead 1
Initiative	+7	+7	+8	+8
Senses	Perception +6; Darkvision 60 ft.	Perception +10; Darkvision 60 ft.	Perception +14; Darkvision 60 ft.	Perception +18; Darkvision 60 ft.
Defense				
Armor Class	AC 19, touch 14, ff 15 (+3 Dex, +2 natural, +1 Dodge, +3 studded leather armor)	AC 19, touch 14, ff 15 (+3 Dex, +2 natural, +1 Dodge, +3 masterwork studded leather armor)	AC 22, touch 15, ff 22 (+4 Dex, +2 natural, +1 Dodge, +5 <i>studded</i> <i>leather armor</i> +2)	AC 24, touch 15, ff 24 (+4 Dex, +2 natural, +1 Dodge, +7 spiked studded leather armor +3); Two-Weapon Defense
hp / HD	20 (1d8)+(2d8)+2	44 (1d8)+(6d8)+6	61 (1d8)+(10d8)+10	78 (1d8)+(14d8)+14
Saves	Fort +0, Ref +6, Will +2	Fort +2, Ref +8, Will +4; +2 Reflex to avoid traps	Fort +3, Ref +11, Will +5; +3 Reflex to avoid traps	Fort +4, Ref +13, Will +6; +4 Reflex to avoid traps
Defensive Abilities	Evasion; DR 5/ bludgeoning; Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Evasion; Uncanny Dodge; Trap Sense +2; DR 5/bludgeoning; Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Evasion; Improved Uncanny Dodge; Trap Sense +3; DR 5/ bludgeoning; Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Evasion; Improved Uncanny Dodge; Trap Sense +4; DR 5/ bludgeoning; Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
S Offense				
Movement	Speed 30 ft.			
Attacks	Melee shortsword +4 (1d6+2/19-20) or Melee dagger +3 (1d4+1/19-20) or Ranged dagger (thrown) +4 (1d4+2/19-20) or Ranged javelin +4 (1d6+2)	Melee dagger +6 (1d4+1/19-20) or Ranged dagger (thrown) +7 (1d4+2/19-20) or Melee masterwork shortsword +8 (1d6+2/19-20) or Ranged javelin +7 (1d6+2)	Melee dagger +9/+4 (1d4+2/19-20) or Ranged dagger (thrown) +11/+6 (1d4+2/19-20) or Melee +2 shortsword +12/+7 (1d6+4/19-20) or Ranged javelin +11/+6 (1d6+2)	Melee dagger +12/+7 (1d4+2/19-20) or Ranged dagger (thrown) +14/+9 (1d4+2/19-20) or Melee +3 anarchic shortsword +16/+11 (1d6+5/19-20) or Ranged +2 javelin +16/+11 (1d6+4)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 1d6	Sneak Attack 3d6	Knock-Out Blow, Sneak Attack 5d6	Knock-Out Blow, Sneak Attack 7d6
Statistics				
Ability Scores	Str 14, Dex 16, Con *, Int *, Wis 10, Cha 10	Str 14, Dex 17, Con *, Int *, Wis 10, Cha 10	Str 14, Dex 18, Con *, Int *, Wis 10, Cha 10	Str 15, Dex 18, Con *, Int *, Wis 10, Cha 10
Core Attack	Base Atk +1; CMB +3; CMD 17	Base Atk +4; CMB +7; CMD 20	Base Atk +7; CMB +11; CMD 24	Base Atk +10; CMB +14; CMD 27

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and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Dodge, Improved Initiative, Power Attack, Weapon Focus (Sword (Short))	Agile Maneuvers, Dodge, Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (Sword (Short))	Agile Maneuvers, Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (Sword (Short))	Agile Maneuvers, Critical Focus, Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two- Weapon Defense, Two-Weapon Fighting, Weapon Focus (Sword (Short))
Skills	Acrobatics +2, Climb +7, Disable Device +9, Disguise +6, Escape Artist +2, Fly +2, Intimidate +6, Perception +6, Ride +2, Sense Motive +6, Stealth +2, Swim +5	Acrobatics +3, Climb +12, Disable Device +16, Disguise +10, Escape Artist +3, Fly +3, Intimidate +10, Perception +10, Ride +3, Sense Motive +10, Stealth +13, Swim +11	Acrobatics +4, Climb +16, Disable Device +23, Disguise +14, Escape Artist +10, Fly +4, Intimidate +14, Perception +14, Ride +4, Sense Motive +14, Stealth +18, Swim +16	Acrobatics +4, Climb +20, Disable Device +29, Disguise +18, Escape Artist +14, Fly +4, Intimidate +18, Perception +18, Ride +4, Sense Motive +18, Stealth +22, Swim +20
Languages	Common			
pecial Qualities	Bonus Feat, Darkvision, Skilled, Stand Up, Trapfinding, Undead Traits	Bonus Feat, Camouflage, Darkvision, Favored Terrain (Urban) +2, Skilled, Stand Up, Terrain Mastery, Trapfinding, Undead Traits	Another Day, Bonus Feat, Camouflage, Darkvision, Favored Terrain (Urban) +2, Skilled, Stand Up, Terrain Mastery, Trapfinding, Undead Traits	Another Day, Bonus Feat, Camouflage, Darkvision, Fast Stealth, Favored Terrain (Urban) +2, Skilled, Stand Up, Terrain Mastery, Trapfinding, Undead Traits
Treasure	studded leather armor; dagger (2x); shortsword; javelin (2x)	masterwork studded leather armor; dagger (2x); masterwork shortsword; javelin (2x)	+2 studded leather armor; dagger (2x); +2 shortsword; javelin (2x)	+3 spiked studded leather armor; dagger (2x); +3 anarchic shortsword; javelin (2x)

Sp

Another Day (Ex) Once per day, when the rogue would be reduced to 0 or fewer hit points by a melee attack, she can take a 5-foot step as an immediate action. If the movement takes her out of the reach of the attack, she takes no damage from the attack. The rogue is staggered for 1 round on her next turn.

Bonus Feat Humans select one extra feat at 1st level.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion. **Fast Stealth (Ex)** This ability allows you to move at full speed using

Stealth without penalty.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 18.

Knock-Out Blow (Ex) Once per day, the rogue can forgo her sneak attack damage to attempt to knock out an opponent. She must declare the use of knock-out blow before she makes the attack. If the attack hits, it does normal damage, but instead of dealing sneak attack damage (and instead of any effect that triggers when the rogue deals sneak attack damage), the target falls unconscious for 1d4 rounds. A successful Fortitude save reduces this effect to staggered for 1 round. The DC is 17 [save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier].

Offensive Defense (Ex) When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled against that creature for 1 round.

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 7d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Terrain Mastery (Ex) A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Trapfinding (Ex) You add +7 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects), Cannot heal damage on own if has no Intelligence score (but can be healed and Fast Healing works)

🗲 Feats

Agile Maneuvers You learned to use your quickness in place of brute force when performing combat maneuvers. You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to

your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

CR 6; **XP** 2,400

Description

Essentially an undead, skeletonized Ettin.

i Appearance

This formidable monster is a giant-sized, two-headed brute.

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1 General				
CR / XP	CR 6; XP 2,400	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Ettin (Skeleton); NE Large undead (giant, mindless)		Male or Female Ettin (Skeleton, Advanced); NE Large undead (giant, mindless)	Male or Female Ettin (Skeleton, Advanced, Giant); NE Huge undead (giant, mindless)
Class	Humanoid 10 / Undead 1	Humanoid 12 / Undead 2	Humanoid 14 / Undead 3	Humanoid 16 / Undead 4
Initiative	+4	+4	+6	+5
Senses	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +17; Darkvision 60 ft.; Low-Light Vision	Perception +23; Darkvision 60 ft.; Low-Light Vision	Perception +25; Darkvision 60 ft.; Low-Light Vision
Defense				
Armor Class	AC 21, touch 9, ff 21 (-1 size, +10 natural, +2 leather armor)	AC 25, touch 9, ff 25 (-1 size, +10 natural, +6 agile breastplate)	AC 30, touch 9, ff 30 (-1 size, +12 natural, +9 half-plate armor)	AC 36, touch 9, ff 35 (-2 size, +1 Dex, +16 natural, +11 <i>full-plate</i> <i>armor</i> +2)
hp / HD	54 (10d8)+(1d8)	65 (12d8)+(2d8)	75 (14d8)+(3d8)	86 (16d8)+(4d8)
Saves	Fort +7, Ref +3, Will +7	Fort +8, Ref +4, Will +9	Fort +10, Ref +7, Will +11	Fort +11, Ref +7, Will +13
Defensive Abilities			Death Effects, Death from I-Affecting Effects, Nonlet	
🖌 Offense				
Movement	Speed 40 ft.	Speed 30 ft.	Speed 30 ft.	Speed 30 ft.
Attacks	Melee flail (large) +12/+7 (2d6+6) or Ranged javelin (large) +6/+1 (1d8+6)	Melee masterwork flail (large) +17/+12 (2d6+7) or Ranged javelin (large) +9/+4 (1d8+7)	Melee +1 advancing flail (large) +21/+16/+11 (2d6+10) or Ranged javelin (large) +13/+8/+3 (1d8+9)	Melee +2 flaming burst flail (huge) +28/+23/+18 (3d6+14) or Ranged +1 javelin (huge) +15 (2d6+13)
Space / Reach	Space 10 ft.; Reach 10 f	t.		Space 15 ft.; Reach 15 ft.
Special Attacks	Superior Two-Weapon F	ighting		
Statistics				
Ability Scores	Str 23, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 24, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 29, Dex 14, Con *, Int *, Wis 14, Cha 10	Str 34, Dex 12, Con *, Int *, Wis 14, Cha 10
Core Attack	Base Atk +7; CMB +14 (+16 overrun); CMD 24 (26 vs. overrun)	Base Atk +10; CMB +18 (+20 overrun); CMD 28 (30 vs. overrun)	Base Atk +12; CMB +22 (+24 overrun); CMD 34 (36 vs. overrun)	Base Atk +15; CMB +29 (+31 overrun); CMD 40 (42 vs. overrun)

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Feats	Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack	Armor Proficiency, Heavy, Armor Proficiency, Medium, Cleave, Critical Focus, Improved Initiative, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Flail)	
Skills	Climb +6, Fly -2, Handle Animal +8, Intimidate +8, Perception +17, Stealth -4, Swim +6	Acrobatics -4, Climb +6, Escape Artist -4, Fly -6, Handle Animal +10, Intimidate +10, Perception +17, Ride -4, Stealth -8, Swim +3	Acrobatics -4, Climb +3, Escape Artist -4, Fly -6, Handle Animal +8, Heal +2, Intimidate +12, Perception +23, Ride -4, Sense Motive +2, Stealth -8, Survival +2, Swim +3	Acrobatics -4, Climb +7, Escape Artist -4, Fly -8, Handle Animal +8, Heal +2, Intimidate +14, Perception +25, Ride -4, Sense Motive +2, Stealth -12, Survival +2, Swim +7	
Languages	Goblin, Orc, Pidgin of Gi	ant			
ecial Qualities	Darkvision, Humanoid Traits, Low-Light Vision, Undead Traits				
Treasure	flail (large); javelin (2x, large); leather armor (large)	masterwork flail (large); javelin (2x, large); agile breastplate (large)	+1 advancing flail (large); javelin (2x, large); +1 half-plate armor (large)	+2 flaming burst flail (huge); +1 javelin (2x, huge); +2 full plate armor (huge)	

Sp

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage

🖌 Feats

Armor Proficiency, Heavy You are skilled at wearing heavy armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks. Armor Proficiency, Medium You are skilled at wearing medium armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Overrun You are skilled at running down your foes. You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not chose to avoid you.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Weapon Focus (Flail) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Skulk

CR 1; **XP** 400

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👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 9; XP 6,400	CR 13; XP 25,600
Sex / Race	Male or Female Skulk; C (skulk)	E Medium humanoid	Male or Female Skulk (Advanced); CE Medium humanoid (skulk)	Male or Female Skulk (Advanced, Giant); CE Large humanoid (skulk)
Class	Humanoid 3	Humanoid 5 / Rogue 2	Humanoid 7 / Rogue 4	Humanoid 9 / Rogue 6
Initiative	+6	+8	+10	+10
Senses	Perception +5; Low-Light Vision	Perception +12; Low-Light Vision	Perception +18; Low-Light Vision	Perception +22; Low-Light Vision
🖸 Defense				
Armor Class	AC 12, touch 12, ff 10 (+2 Dex)	AC 17, touch 15, ff 12 (+4 Dex, +1 dodge, +2 leather armor)	AC 21, touch 16, ff 21 (+5 Dex, +1 dodge, +2 natural, +3 studded leather armor)	AC 25, touch 15, ff 25 (-1 size, +5 Dex, +1 dodge, +5 natural, +5 studded leather armor +2)
hp / HD	14 (3d8)+3	44 (5d8)+(2d8)+16	85 (7d8)+(4d8)+48	153 (9d8)+(6d8)+96
Saves	Fort +2, Ref +5, Will +3	Fort +3, Ref +11, Will +3	Fort +7, Ref +15, Will +7; +1 Reflex to avoid traps	Fort +11, Ref +17, Will +9; +2 Reflex to avoid traps
Defensive Abilities	-	Evasion	Evasion; Trap Sense +1; Uncanny Dodge	Evasion; Trap Sense +2; Uncanny Dodge
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Melee dagger +2 (1d4/19-20) or Ranged dagger (thrown) +4 (1d4/19- 20) or Melee shortsword +2 (1d6/19-20)	Melee masterwork shortsword +7 (1d6+2/19-20) or Melee masterwork dagger +7 (1d4+1/19- 20) or Ranged masterwork dagger (thrown) +9 (1d4+2/19-20)	Melee +1 frost shortsword +14/+9 (1d6+6/19-20) or Melee +3 shortsword +16 (1d6+5/19-20) or Melee masterwork dagger +14/+9 (1d4+5/19-20) or Ranged masterwork dagger (thrown) +15/+10 (1d4+5/19- 20) or Melee dagger +13/+8 (1d4+5/19-20) or Ranged dagger (thrown) +14/+9 (1d4+5/19-20)	Melee +2 defending shortsword (large) +18/+13 (1d8+9/19- 20) or Melee +3 frost shortsword (large) +19/+14 (1d8+6/19- 20) or Melee dagger (large) +16/+11 (1d6+7/19- 20) or Ranged dagger (large/ thrown) +15/+10 (1d6+7/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Sneak Attack 1d6	Sneak Attack 2d6	Sneak Attack 3d6	Powerful Sneak; Sneak Attack 4d6
🗎 Statistics				
Ability Scores	Str 11, Dex 14, Con 13, Int 10, Wis 14, Cha 7	Str 15, Dex 19, Con 15, Int 12, Wis 14, Cha 5	Str 20, Dex 23, Con 19, Int 16, Wis 18, Cha 9	Str 24, Dex 22, Con 23, Int 16, Wis 18, Cha 9
Core Attack	Base Atk +2; CMB +2; CMD 14	Base Atk +4; CMB +6; CMD 21	Base Atk +8; CMB +13; CMD 30	Base Atk +10; CMB +18; CMD 35

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Feats	Improved Initiative, Skill Focus (Stealth)	Dodge, Improved Initiative, Skill Focus (Stealth), Two-Handed Thrower	Distance Thrower, Dodge, Improved Initiative, Skill Focus (Stealth), Two-Handed Thrower, Two-Weapon Fighting	Distance Thrower, Dodge, Improved Initiative, Improved Two-Weapon Fighting, Skill Focus (Stealth), Stealthy, Two-Handed Thrower, Two-Weapon Fighting
Skills	Acrobatics +2, Bluff -2, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +2, Heal +2, Intimidate -2, Perception +5, Perform (Untrained) -2, Ride +2, Sense Motive +2, Stealth +16, Survival +2	Acrobatics +10, Appraise +1, Bluff -3, Climb +12, Craft (Untrained) +1, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +4, Heal +2, Intimidate +2, Perception +12, Perform (Untrained) -3, Ride +4, Sense Motive +2, Stealth +17, Survival +2, Swim +12	Acrobatics +19, Appraise +3, Bluff -1, Climb +18, Craft (Untrained) +3, Diplomacy -1, Disguise +11, Escape Artist +14, Fly +5, Heal +4, Intimidate +11, Perception +18, Perform (Untrained) -1, Ride +5, Sense Motive +4, Stealth +25, Survival +4, Swim +18	Acrobatics +24, Appraise +3, Bluff -1, Climb +25, Craft (Untrained) +3, Diplomacy -1, Disguise +17, Escape Artist +17, Fly +4, Heal +4, Intimidate +17, Perception +22, Perform (Untrained) -1, Ride +6, Sense Motive +4, Stealth +30, Survival +4, Swim +25
Languages	Common, Undercommor	1		
ecial Qualities	Camouflaged Step, Chameleon Skin, Humanoid Traits, Low- Light Vision	Camouflage, Camouflaged Step, Chameleon Skin, Humanoid Traits, Low-Light Vision, Trapfinding,	Camouflage, Camouflaged Step, Chameleon Skin, Favored Terrain (Urban) +2, Humanoid Traits, Low-Light Vision, Terrain Mastery, Trapfinding	Camouflage, Camouflaged Step, Chameleon Skin, Favored Terrain (Urban) +2, Humanoid Traits, Low-Light Vision, Terrain Mastery, Trapfinding
Treasure	dagger (2x); shortsword	masterwork dagger (4x); masterwork shortsword; leather armor	+1 frost shortsword; +3 shortsword; studded leather armor; masterwork dagger; dagger (4x)	+2 defending shortsword (large); +3 frost shortsword (large); +2 studded leather armor (large); dagger (2x, large)

Spe

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Camouflaged Step (Ex) Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

Chameleon Skin (Ex) A skulk's racial bonus to Stealth comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Favored Terrain (Urban) (Ex) You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Powerful Sneak (Ex) Whenever a rogue with this talent takes a full attack action, she can elect to take a -2 penalty on all attack rolls until the start of her next turn. If an attack during this time is a sneak attack, she treats all 1s on the sneak attack damage dice as 2s.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Terrain Mastery (Ex) A rogue with this talent gains a favored terrain as the ranger ability of the same name, though the favored terrain ability does not increase with her level as the ranger's ability does. A rogue can take this ability multiple times, each time applying it to a new terrain, and granting all other favored terrains a +2 increase to the favored terrain bonus.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

💈 Feats

Distance Thrower You are accurate with thrown weapons at longer ranges than normal. With a thrown weapon, you reduce your penalty on ranged attack rolls due to range by 2.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Two-Handed Thrower You hurl weapons with both hands and with great force, sometimes using a whirling technique to send your weapon flying through the air at tremendous speeds. Whenever you use two hands to throw a onehanded or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

Two-Weapon Fighting You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Spectre

CR 7; **XP** 3,200

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👤 General				
CR / XP	CR 7; XP 3,200	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Spectre; (incorporeal)	LE Medium undead	Male or Female Spectre (Advanced); LE Medium undead (incorporeal)	Male or Female Spectre (Advanced, Giant); LE Large undead (incorporeal)
Class	Undead 8	Undead 12	Undead 16	Undead 20
Initiative	+7	+7	+9	+8
Senses	Perception +17; Darkvision 60 ft.; Aura Unnatural Aura 30 ft.	Perception +24; Darkvision 60 ft.; Aura Unnatural Aura 30 ft.	Perception +34; Darkvision 60 ft.; Aura Unnatural Aura 30 ft.	Perception +38; Darkvision 60 ft.; Aura Unnatural Aura 30 ft.
Defense				_
Armor Class	AC 15, touch 15, ff 12 (+3 Dex, +2 deflection)	AC 17, touch 17, ff 13 (+3 Dex, +3 deflection, +1 dodge)	AC 23, touch 21, ff 17 (+5 Dex, +2 natural, +5 deflection, +1 dodge)	AC 25, touch 20, ff 20 (-1 size, +4 Dex, +5 natural, +6 deflection, +1 dodge)
hp / HD	46 (8d8)+16	79 (12d8)+36	144 (16d8)+80	207 (20d8)+120
Saves	Fort +4, Ref +5, Will +9	Fort +7, Ref +7, Will +11	Fort +10, Ref +10, Will +15	Fort +12, Ref +10, Will +17
Defensive Abilities	Powerlessness; Immune	Ability Drain, Death Effe	esurrection Vulnerability ects, Death from Massive g Effects, Nonlethal Dam	Damage, Disease,
S Offense				

Movement Speed Fly 80 ft. (Perfect)

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Attacks	Melee incorporeal touch +10 (1d8)	Melee incorporeal touch +13 (2d6)	Melee incorporeal touch +18 (2d6)	Melee incorporeal touch +19 (3d6)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Energy Drain (2 levels, DC 16)	Energy Drain (2 levels, DC 19)	Energy Drain (2 levels, DC 23)	Energy Drain (2 levels, DC 26)
Statistics				
Ability Scores	Str *, Dex 16, Con *, Int 14, Wis 16, Cha 15	Str *, Dex 16, Con *, Int 14, Wis 16, Cha 16	Str *, Dex 16, Con *, Int 18, Wis 20, Cha 21	Str *, Dex 18, Con *, Int 18, Wis 20, Cha 22
Core Attack	Base Atk +6; CMB +9; CMD 21	Base Atk +9; CMB +12; CMD 26	Base Atk +12; CMB +17; CMD 33	Base Atk +15; CMB +20; CMD 37
Feats	Blind-Fight, Improved Initiative, Skill Focus (Perception), Weapon Focus (Incorporeal Touch)	Blind-Fight, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Weapon Focus (Incorporeal Touch)	Alertness, Blind- Fight, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception), Stealthy, Weapon Focus (Incorporeal Touch)	Alertness, Blind-Fight, Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Skill Focus (Perception, Stealth), Stealthy, Weapon Focus (Incorporeal Touch)
Skills	Acrobatics +3, Appraise +2, Bluff +2, Craft (Untrained) +2, Diplomacy +2, Disguise +2, Escape Artist +3, Fly +11, Heal +3, Intimidate +13, Knowledge (History) +10, Knowledge (Religion) +13, Perception +17, Perform (Untrained) +2, Ride +3, Sense Motive +3, Stealth +14, Survival +11	Acrobatics +3, Appraise +2, Bluff +3, Craft (Untrained) +2, Diplomacy +3, Disguise +3, Escape Artist +3, Fly +26, Heal +3, Intimidate +18, Knowledge (History) +10, Knowledge (Religion) +13, Perception +24, Perform (Untrained) +3, Ride +3, Sense Motive +3, Stealth +18, Survival +11	Acrobatics +5, Appraise +4, Bluff +5, Craft (Untrained) +4, Diplomacy +5, Disguise +24, Escape Artist +7, Fly +32, Heal +5, Intimidate +24, Knowledge (History) +12, Knowledge (Religion) +15, Perception +34, Perform (Untrained) +5, Ride +5, Sense Motive +28, Spellcraft +15, Stealth +28, Survival +13	Acrobatics +4, Appraise +4, Bluff +6, Craft (Untrained) +4, Diplomacy +6, Disguise +29, Escape Artist +6, Fly +33, Heal +5, Intimidate +29, Knowledge (History) +12, Knowledge (Religion) +15, Perception +38, Perform (Untrained) +6, Ride +4, Sense Motive +32, Spellcraft +19, Stealth +33, Survival +17
Languages	Common	Troita Dogurrantian 17-1-	anability Cuplicht Docum	loganoga lindaad Traita
Special Qualities	Darkvision, Incorporeal Unnatural Aura (30 ft.)	Iraits, Resurrection Vuln	erability, Sunlight Power	lessness, Undead Traits,
Treasure	-	-	-	-

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +2 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Create Spawn (Su) Any humanoids slain by a spectre become spectres themselves in 1d4 rounds. Spawn so created are less powerful than typical spectres, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and only drain one level on a touch. Spawn are under the command of the spectre that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed spectres. They do not possess any of the abilities they had in life.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The

presence of light does not spoil darkvision.

Energy Drain (Su) You sap a living opponent's vital energy automatically when your melee or ranged attack hits. Each successful energy drain bestows 2 negative levels. If an attack that includes an energy drain scores a critical hit, it bestows twice the listed number of negative levels A draining creature gains 5 temporary hit points for each negative level it bestows on an opponent. These temporary hit points last for a maximum of 1 hour Negative levels remain until 24 hours have passed or until they are removed with a spell, such as restoration. If a negative level is not removed before 24 hours have passed, the affected creature must attempt a Fortitude save (DC 26). On a success, the negative level goes away with no harm to the creature. On a failure, the negative level becomes permanent. A separate saving throw is required for each negative level.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex. **Incorporeal (Ex)** You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a spectre destroys it (Will negates). Using the spell in this way does not require a material component.

Sunlight Powerlessness (Ex) Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and is staggered.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the spectre.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Blind-Fight You are skillled at attacking opponents that you cannot clearly perceive. In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Incorporeal Touch) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Skill Focus (Perception, Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Focus (Incorporeal Touch) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Spriggan

CR 3; XP 800

and the second s	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 3; XP 800	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Male or Female Spriggar (gnome)	n; CE Small humanoid	Male or Female Spriggan (Advanced); CE Small humanoid (gnome)	Male or Female Spriggan (Advanced, Giant); CE Medium humanoid (gnome)
Class	Humanoid 4	Humanoid 6 / Rogue 2	Humanoid 8 / Rogue 4	Humanoid 10 / Rogue 6
Initiative	+4	+6	+7	+6
Senses	Perception +7	Perception +13	Perception +17	Perception +21
Defense				
Armor Class	AC 17, touch 15, ff 13 (+1 size, +4 Dex, +2 leather armor)	AC 20, touch 17, ff 14 (+1 size, +5 Dex, +1 dodge, +3 studded leather armor)	AC 22, touch 17, ff 22 (+1 size, +5 Dex, +1 dodge, +5 <i>studded</i> <i>leather armor</i> +2)	AC 25, touch 16, ff 25 (+5 Dex, +1 dodge, +6 shadow studded leather armor +3)
hp / HD	22 (4d8)+4	57 (6d8)+(2d8)+18	85 (8d8)+(4d8)+28	151 (10d8)+(6d8)+70
Saves	Fort +5, Ref +5, Will +1	Fort +7, Ref +11, Will +2	Fort +9, Ref +13, Will +3; +1 Reflex to avoid traps	Fort +13, Ref +14, Will +5; +2 Reflex to avoid traps
Defensive Abilities	-	Evasion	Evasion, Trap Sense +1, Uncanny Dodge	Evasion, Trap Sense +2, Uncanny Dodge
ALL PROPERTY				
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5112 - 20 - 20 - 20 - 20 - 20 - 20 - 20 -	🔀 Low	🔀 Moderate	➤ Advanced	× Elite
S Offense				
Movement Attacks	Speed 20 ft. Ranged crossbow (light/small) +8 (1d6/19-20) or	Melee masterwork cold iron morningstar (small) +10 (1d6+2) or	Melee masterwork cold iron morningstar (small) +14/+9	Melee +2 <i>flaming</i> <i>morningstar</i> +18/+13/+8 (1d8+6)
	Melee masterwork morningstar (small) +5 (1d6-1)	Ranged crossbow (light/small) +12 (1d6/19-20), within 30 ft. +13 (1d6+1)	(1d6+2) or Ranged +2 light crossbow (small) +19/+14 (1d6+2/19- 20), within 30 ft. +20/+15 (1d6+3)	or Ranged +3 bleeding light crossbow +20/+15/+10 (1d8+3/19-20), within 30 ft. +21/+16/+11 (1d8+4)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 2d6	Sneak Attack 3d6	Sneak Attack 4d6	Sneak Attack 5d6; Befuddling Strike
Prepared Spells	Innate Spell-Like Abilities: At Will – flare (DC 10), scare (DC 12), shatter (DC 12)	Innate Spell-Like Abilities: At Will – flare (DC 9), scare (DC 11), shatter (DC 11)	Innate Spell-Like Abilities: At Will – flare (DC 9), scare (DC 11), shatter (DC 11)	Innate Spell-Like Abilities: At Will – flare (DC 9), scare (DC 11), shatter (DC 11)
Statistics				
Ability Scores	Str 9, Dex 19, Con 12, Int 10, Wis 10, Cha 9	Str 14, Dex 23, Con 14, Int 12, Wis 10, Cha 7	Str 14, Dex 24, Con 14, Int 12, Wis 10, Cha 7	Str 18, Dex 23, Con 18, Int 12, Wis 10, Cha 7
Core Attack	Base Atk +3; CMB +1; CMD 15	Base Atk +5; CMB +6; CMD 23	Base Atk +9; CMB +10; CMD 28	Base Atk +11; CMB +15; CMD 32
Feats	Combat Reflexes, Weapon Focus (Morningstar)	Combat Reflexes, Dodge, Point-Blank Shot, Weapon Focus (Morningstar)	Combat Reflexes, Dodge, Manyshot, Point-Blank Shot, Rapid Shot, Weapon Focus (Morningstar)	Combat Reflexes, Dodge, Impact Critical Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Morningstar)
Skills	Acrobatics +4, Bluff -1, Climb +1, Diplomacy -1, Disable Device +11, Disguise -1, Escape Artist +4, Fly +6, Intimidate -1, Perception +7, Perform (Untrained) -1, Ride +4, Sleight of Hand +11, Stealth +15, Swim -1	Acrobatics +5, Appraise +1, Bluff -2, Climb +14, Craft (Untrained) +1, Diplomacy -2, Disable Device +13, Disguise -2, Escape Artist +10, Fly +7, Intimidate -2, Perception +13, Perform (Untrained) -2, Ride +5, Sleight of Hand +14, Stealth +22, Swim +8	Acrobatics +7, Appraise +1, Bluff -2, Climb +19, Craft (Untrained) +1, Diplomacy -2, Disable Device +18, Disguise -2, Escape Artist +14, Fly +9, Intimidate -2, Perception +17, Perform (Untrained) -2, Ride +7, Sleight of Hand +20, Stealth +28, Swim +13	Acrobatics +6, Appraise +1, Bluff -2, Climb +25, Craft (Untrained) +1, Diplomacy -2, Disable Device +22, Disguise -2, Escape Artist +13, Fly +6, Intimidate -2, Perception +21, Perform (Untrained) -2, Ride +6, Sleight of Hand +23, Stealth +32, Swim +19
Languages	Aklo, Gnome			
Special Qualities	Humanoid Traits, Size Alteration, Spriggan Magic, Spriggan Skills	Humanoid Traits, Size Alteration, Snap Shot, Spriggan Magic, Spriggan Skills, Trapfinding	Camouflage, Humanoid Traits, Size Alteration, Snap Shot, Spriggan Magic, Spriggan Skills, Trapfinding	Camouflage, Humanoid Traits, Size Alteration, Snap Shot, Spriggan Magic, Spriggan Skills, Trapfinding
Treasure	leather armor (small); masterwork morningstar (small); light crossbow (small); crossbow bolts (10x, small)	studded leather armor (small); masterwork cold iron morningstar (small); light crossbow (small); crossbow bolts (10x, small)	+2 studded leather armor (small); masterwork cold iron morningstar (small); +2 light crossbow (small); crossbow bolts (10x, small)	+2 flaming morningstar; +3 shadow studded leather armor; +3 bleeding light crossbow; crossbow bolts (10x)

Befuddling Strike (Ex) When the rogue deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the rogue for 1d4 rounds.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Size Alteration (Ex) At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, -2 Dexterity, and +6 Constitution, and he takes a -2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes). [Use the Spriggan Size Alteration template to implement.]

Snap Shot (Ex) A rogue with this talent may treat her initiative roll as a 20 for a surprise round, regardless of her initiative, but she may only take an attack action with a ranged weapon. Her normal initiative roll is used in subsequent rounds. If two or more rogues possess this talent, their initiative determines the order in which they act, but they all go before any other creature. If a rogue is prevented from acting in the surprise round, this talent has no effect.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 5d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Spriggan Magic (Ex) A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all its racial spell-like abilities.

Spriggan Skills (Ex) Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

Trapfinding (Ex) You add +3 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +2 bonus on Reflex saves made to avoid traps, and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

🖌 Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 6 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Impact Critical Shot With a series of ranged attacks, you bring your foes to their knees or force them to move.

Whenever you score a critical hit with a ranged attack, in addition to the normal damage your attack deals, if your confirmation roll exceeds your opponent's CMD, you can push your opponent back as if from the bull rush combat maneuver or knock that target prone as if from a trip combat maneuver. If you choose to bull rush, you cannot move with the target. Your maneuver does not provoke an attack of opportunity.

Manyshot You can fire multiple arrows at a single target. When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

Point-Blank Shot You are especially accurate when making ranged attacks against close target. You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot You are adept at firing ranged attacks into melee. You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Rapid Shot You can make an additional ranged attack. When making a fullattack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.

Weapon Focus (Morningstar) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

CR 1; **XP** 400

Counsfolk Ghost

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 1; XP 400	CR 5; XP 1,600	CR 11; XP 12,800	CR 16; XP 76,800
Sex / Race	Male Human; TN Medium undead (human, incorporeal)			
Class	Commoner 1	Commoner 5	Commoner 11	Commoner 16
Initiative	+1	+1	+2	+2
Senses	Perception +14; Darkvision 60 ft.	Perception +18; Darkvision 60 ft.	Perception +26; Darkvision 60 ft.	Perception +31; Darkvision 60 ft.

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and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Defense				
Armor Class	AC 13, touch 13, ff 12 (+1 Dex, +2 deflection)	AC 14, touch 13, ff 13 (+1 Dex, +2 deflection, +1 padded armor)	AC 16, touch 14, ff 14 (+2 Dex, +2 deflection, +2 leather armor)	AC 17, touch 14, ff 15 (+2 Dex, +2 deflection, +3 studded leather armor)
hp / HD	10 (1d6)+5	34 (5d6)+17	70 (11d6)+35	98 (16d6)+50
Saves	Fort +2, Ref +1, Will +0	Fort +5, Ref +2, Will +1	Fort +7, Ref +7, Will +5	Fort +9, Ref +9, Will +7
Defensive Abilities	Channel Resistance +4, Incorporeal; Immune to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Channel Resistance +4, Incorporeal; Immune to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Channel Resistance +4, Incorporeal; Immune to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Channel Resistance +4, Incorporeal; Immune to Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
V Offense				
Movement	Speed 35 ft. ; Fly 30 ft (perfect)		
Attacks	Melee dagger +1 (1d4/19-20) or Ranged dagger (thrown) +1 (1d4/19- 20)	Melee dagger +3 (1d4/19-20) or Ranged dagger (thrown) +3 (1d4/19- 20)	Melee dagger +7 (1d4/19-20) or Ranged dagger (thrown) +7 (1d4/19- 20)	Melee dagger +10/+5 (1d4/19-20) or Ranged dagger (thrown) +10/+5 (1d4/19-20)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Corrupting Touch	Corrupting Touch	Corrupting Touch, Corrupting Gaze, Frightful Moan	Corrupting Touch, Corrupting Gaze, Frightful Moan, Draining Touch, Telekinesis
E Statistics				
Ability Scores	Str *, Dex 12, Con *, Int 11, Wis 10, Cha 14	Str *, Dex 13, Con *, Int 11, Wis 10, Cha 14	Str *, Dex 14, Con *, Int 11, Wis 10, Cha 14	Str *, Dex 14, Con *, Int 11, Wis 10, Cha 15
Core Attack	Base Atk +0; CMB +1; CMD 13	Base Atk +2; CMB +3; CMD 15	Base Atk +5; CMB +7; CMD 19	Base Atk +8; CMB +10; CMD 22
Feats	Alertness, Fleet	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Throw Anything	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything
Skills	Acrobatics +1, Bluff +2, Climb +4, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +9, Intimidate +2, Knowledge (Local) +1, Perception +14, Perform (Untrained) +2, Ride +1, Sense Motive +2, Stealth +9	Acrobatics +1, Bluff +2, Climb +8, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +9, Intimidate +2, Knowledge (Local) +5, Perception +18, Perform (Untrained) +2, Ride +1, Sense Motive +2, Stealth +9	Acrobatics +2, Bluff +2, Climb +14, Diplomacy +2, Disguise +2, Escape Artist +2, Fly +10, Intimidate +2, Knowledge (Local) +11, Perception +26, Perform (Untrained) +2, Ride +2, Sense Motive +2, Stealth +10	Acrobatics +1, Bluff +2, Climb +18, Diplomacy +2, Disguise +2, Escape Artist +1, Fly +9, Intimidate +2, Knowledge (Local) +16, Perception +31, Perform (Untrained) +2, Ride +1, Sense Motive +2, Stealth +9, Swim -1

and the second	🗵 Low	🔀 Moderate	Advanced	× Elite
Languages	Common			
Special Qualities	Bonus Feat,	Bonus Feat,	Bonus Feat,	Bonus Feat,
A COLOR OF THE OWNER	Darkvision,	Darkvision,	Darkvision,	Darkvision,
A REAL PROPERTY.	Incorporeal Traits,	Incorporeal Traits,	Incorporeal Traits,	Incorporeal Traits,
	Rejuvenation, Single	Rejuvenation, Single	Rejuvenation, Single	Rejuvenation, Single
and the second second	Simple Weapon	Simple Weapon	Simple Weapon	Simple Weapon
And the second se	Proficiency (Grapple),	Proficiency (Grapple),	Proficiency (Grapple),	Proficiency (Grapple),
A second second	Skilled, Undead Traits	Skilled, Undead Traits	Skilled, Undead Traits	Skilled, Undead Traits
Treasure	dagger; peasant's outfit	dagger; peasant's outfit; padded armor	dagger; peasant's outfit; leather armor	dagger; peasant's outfit; studded leather armor

Bonus Feat Humans select one extra feat at 1st level.

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Corrupting Gaze (Su) The ghost is disfigured through age or violence, and has a gaze attack with a range of 30 feet that causes 2d10 damage and 1d4 Charisma damage (Fortitude save DC 20 negates Charisma damage but not physical damage).

Corrupting Touch (Su) All ghosts gain this incorporeal touch attack. By passing part of its incorporeal body through a foe's body as a standard action, the ghost inflicts 16d6 damage. This damage is not negative energy--it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save DC 20 halves the damage inflicted.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Draining Touch (Su) The ghost died while insane or diseased. It gains a touch attack that drains 1d4 points from any one ability score it selects on a hit. On each such successful attack, the ghost heals 5 points of damage to itself. When a ghost makes a draining touch attack, it cannot use its standard ghostly touch attack.

Frightful Moan (Su) The ghost died in the throes of crippling terror. It can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save DC 20 or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Incorporeal (Ex) You have no physical body. You can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. You are immune to all nonmagical attack forms. Even when hit by spells or magic weapons, you take only half damage from a corporeal source except for channel energy. Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting you. Force spells and effects, such as from a magic missile, affect you normally.

Incorporeal Traits (Ex) Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever

prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Single Simple Weapon Proficiency (Grapple) You understand how to use Grapple

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Telekinesis (Su) The ghost's death involved great physical trauma. The ghost can use telekinesis as a standard action once every 1d4 rounds (caster level 12th or equal to the ghost's HD, whichever is higher). Save DC 20

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Zombie Rat Suarm

CR 2; **XP** 600

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the second second	🔀 Low	🖄 Moderate	🔀 Advanced	imes Elite	
👤 General					
CR / XP	CR 2; XP 600	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400	
Sex / Race	Neuter Rat Swarm (Zombie); NE Tiny animal (swarm)				
Class	Animal 3	Animal 7	Animal 11	Animal 15	
Initiative	+5	+6	+6	+7	
Senses	Perception +8; Darkvision 60 ft.; Low-Light Vision;	Perception +10; Darkvision 60 ft.; Low-Light Vision;	Perception +12; Darkvision 60 ft.; Low-Light Vision;	Perception +13; Darkvision 60 ft.; Low-Light Vision;	
and the second	Scent	Scent	Scent	Scent	
Defense					
Armor Class	AC 13, touch 13, ff 10 (+2 size; +1 Dex)	AC 14, touch 14, ff 10 (+2 size; +2 Dex)	AC 14, touch 14, ff 10 (+2 size; +2 Dex)	AC 15, touch 15, ff 10 (+2 size; +3 Dex)	
hp / HD	11 (3d8)	22 (7d8)	39 (11d8)	61 (15d8)	
Saves	Fort -1, Ref +4, Will +2	Fort +1, Ref +7, Will +3	Fort +5, Ref +11, Will +4	Fort +7, Ref +14, Will +8	
Defensive Abilities	DR 5/slashing; Immune to Ability Drain, Critical Hits, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Flanking, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning, Weapon Damage				
S Offense					
Movement	Speed 15 ft.; Climb 15 ft	.; Swim 15 ft.			
Attacks	Melee slam +1 (1d3-	Melee slam +4 (1d4-3)	Melee slam +7 (1d4-3)	Melee slam +10 (1d4-	
	3) or Melee swarm (1d6)	or Melee swarm (1d8)	or Melee swarm (1d8)	3) or Melee swarm (1d8)	
Space / Reach	Space 2.5 ft.; Reach o ft		ļ		
Special Attacks	Disease; Distraction (DC 11)	Disease; Distraction (DC 13)	Disease; Distraction (DC 15)	Disease; Distraction (DC 17)	
Statistics					
Ability Scores	Str 4, Dex 13, Con *, Int 2, Wis 13, Cha 2	Str 4, Dex 14, Con *, Int 2, Wis 13, Cha 2	Str 4, Dex 15, Con *, Int 2, Wis 13, Cha 2	Str 4, Dex 16, Con *, Int 2, Wis 13, Cha 2	
Core Attack	Base Atk +2; CMB +1; CMD 8 (can't be tripped)	Base Atk +5; CMB +5; CMD 12 (can't be tripped)	Base Atk +8; CMB +8; CMD 15 (can't be tripped)	Base Atk +11; CMB +12; CMD 19 (can't be tripped)	
Feats	Improved Initiative, Skill Focus (Perception), Toughness	Improved Initiative, Improved Natural Attack (Slam, Swarm), Skill Focus (Perception), Toughness	Great Fortitude, Improved Initiative, Improved Natural Attack (Slam, Swarm), Lightning Reflexes, Skill Focus (Perception), Toughness	Great Fortitude, Improved Initiative, Improved Natural Attack (Slam, Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Stealthy, Toughness	

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and a straight	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Skills	Acrobatics +5, Appraise -4, Bluff -4, Climb +13, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +1, Fly +5, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +1, Sense Motive +1, Stealth +13, Survival +1, Swim +9	Acrobatics +7, Appraise -4, Bluff -4, Climb +15, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +10, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +15, Survival +1, Swim +10	Acrobatics +8, Appraise -4, Bluff -4, Climb +15, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +12, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +16, Survival +1, Swim +10	Acrobatics +10, Appraise -4, Bluff -4, Climb +21, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +5, Fly +7, Heal +1, Intimidate -4, Perception +13, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +20, Survival +1,
				Swim +11
Languages	None			
Special Qualities	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits	Animal Traits, Can't Be Tripped, Darkvision, Low-Light Vision, Scent, Staggered, Swarm Traits, Undead Traits
Treasure	-	-	-	-

Animal Traits (Ex) Animals breathe, eat, and sleep.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Ex) Filth Fever-Bite injury; Save Fort DC 17; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 17) negates the effect.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions

and poor visibility.

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Swarm Traits (Ex) A swarm is not subject to critical hits or flanking, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent. Swarms are never staggered or reduced to a dying state by damage. A swarm is immune to any spell or effect that targets a specific number of creatures, with the exception of mindaffecting effects. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells. A swarm takes half damage from slashing and piercing weapons.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

🖌 Feats

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Slam, Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more

ranks in one of these skills, the bonus increases to +4 for that skill. **Toughness** You have enhanced physical stamina. You gain +15 hit points. You gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Zombie Counsfolk

CR 1/2; **XP** 200

CR 1/2; XP 200				
A STATISTICS	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR ½; XP 200	CR 4; XP 1,200	CR 10; XP 9,600	CR 15; XP 51,200
Sex / Race	Male Human (Zombie);	NE Medium humanoid (hi	uman)	
Class	Commoner 1 / Undead 1	Commoner 5 / Undead 1	Commoner 11 / Undead 1	Commoner 16 / Undead 1
Initiative	+0	+0	+1	+1
Senses	Perception +7; Darkvision 60 ft.	Perception +11; Darkvision 60 ft.	Perception +19; Darkvision 60 ft.	Perception +24; Darkvision 60 ft.
Defense				
Armor Class	AC 12, touch 10, ff 12 (+2 natural)	AC 13, touch 10, ff 13 (+2 natural, +1 padded armor)	AC 15, touch 11, ff 14 (+1 Dex, +2 natural, +2 leather armor)	AC 16, touch 11, ff 15 (+1 Dex, +2 natural, +3 studded leather armor)
hp / HD	11 (1d6)+(1d8)+4	32 (5d6)+(1d8)+11	64 (11d6)+(1d8)+23	85 (16d6)+(1d8)+33
Saves	Fort +0, Ref +0, Will +2	Fort +3, Ref +1, Will +3	Fort +5, Ref +6, Will +7	Fort +7, Ref +8, Will +9
Defensive Abilities	DR 5/slashing			
S Offense				
Movement	Speed 35 ft.			
Attacks	Melee dagger +1 (1d4+1/19-20) or Ranged dagger (thrown) +0 (1d4+1/19-20) or Melee slam +1 (1d6+1)	Melee dagger +3 (1d4+1/19-20) or Ranged dagger (thrown) +2 (1d4+1/19-20) or Melee slam +3 (1d6+1)	Melee dagger +6 (1d4+1/19-20) or Ranged dagger (thrown) +6 (1d4+1/19-20) or Melee slam +6 (1d6+1)	Melee dagger +10/+5 (1d4+2/19-20) or Ranged dagger (thrown) +9/+4 (1d4+2/19-20) or Melee slam +10 (1d6+3)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Statistics				
Ability Scores	Str 13, Dex 10, Con *, Int *, Wis 10, Cha 10	Str 13, Dex 11, Con *, Int *, Wis 10, Cha 10	Str 13, Dex 12, Con *, Int *, Wis 10, Cha 10	Str 14, Dex 12, Con *, Int *, Wis 10, Cha 10
Core Attack	Base Atk +0; CMB +1; CMD 11	Base Atk +2; CMB +3; CMD 13	Base Atk +5; CMB +6; CMD 17	Base Atk +8; CMB +10; CMD 21
Feats	Alertness, Fleet, Toughness	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Toughness	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Iron Will, Lightning Reflexes, Throw Anything, Toughness	Alertness, Armor Proficiency, Light, Fleet, Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Throw Anything, Toughness
Skills	Climb +5, Knowledge (Local) +1, Perception +7, Sense Motive +2, Swim +1	Climb +9, Knowledge (Local) +5, Perception +11, Sense Motive +2, Swim +1	Acrobatics +1, Climb +15, Escape Artist +1, Fly +1, Knowledge (Local) +11, Perception +19, Ride +1, Sense Motive +2, Stealth +1, Swim +1	Climb +20, Knowledge (Local) +16, Perception +24, Sense Motive +2, Swim +1

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Languages	Common			
Special Qualities	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits	Bonus Feat, Darkvision, Humanoid Traits, Single Simple Weapon Proficiency (Grapple), Skilled, Staggered, Undead Traits
Treasure	dagger; peasant's outfit	dagger; peasant's outfit; padded armor	dagger; peasant's outfit; leather armor	dagger; peasant's outfit; studded leather armor

Bonus Feat Humans select one extra feat at 1st level.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Single Simple Weapon Proficiency (Grapple) You understand how to use Grapple

Skilled Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Staggered (Ex) Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Mindless - Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects), Cannot heal damage on own if has no Intelligence score (but can be healed and Fast Healing works)

🗲 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Armor Proficiency, Light You are skilled at wearing light armor. When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Lightning Reflexes You have a knack for avoiding danger all around you. Once per day, you may reroll a Reflex save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse. **Iron Will** You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Throw Anything You are used to throwing things you have on hand. You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

Toughness You have enhanced physical stamina. You gain +17 hit points.

Villianous Personae

True Villainy

The story of **Dark Obelisk: Berinncorte** is not so complex or involved that there are true villains, as such: simply more advanced enemies who pose a more significant threat.

These should all be treated as **Untouchable** enemies, in that they should only be faced directly in combat through folly, horrible luck, or as a terrifying preface to inevitable retreat. Many of these villainous creatures have backstories, motivations, and roles beyond the scope of this adventure, but within the scope in which the PCs will encounter them here, they are intended to be presented simply as terrors beyond measure.

This section describes these creatures in detail.

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Crizen (Babau Demon)

CR 7; **XP** 3,200

on /, m 3,200				
	🔀 Low	🔀 Moderate	🔀 Advanced	≚ Elite
👤 General				
CR / XP	CR 7; XP 3,200	CR 11; XP 12,800	CR 16; XP 76,800	CR 21; XP 409,600
Sex / Race	Male Babau; CE Medium demon, evil, extraplana		Male Babau (Advanced); CE Medium outsider (chaotic, demon, evil, extraplanar)	Male Babau (Advanced, Giant); CE Large outsider (chaotic, demon, evil, extraplanar)
Class	Outsider 7 / Rogue 1	Outsider 7 / Rogue 5	Outsider 7 / Rogue 9	Outsider 7 / Rogue 13
Initiative	+7	+8	+10	+9
Senses	Perception +19; See Invisibility; Darkvision 60 ft.	Perception +23; See Invisibility; Darkvision 60 ft.	Perception +29; See Invisibility; Darkvision 60 ft.	Perception +33; See Invisibility; Darkvision 60 ft.
Defense				
Armor Class	AC 21, touch 13, ff 18 (+3 Dex, +8 natural)	AC 22, touch 14, ff 18 (+4 Dex, +8 natural)	AC 27, touch 17, ff 27 (+6 Dex, +10 natural, +1 dodge)	AC 30, touch 15, ff 30 (-1 size, +5 Dex, +15 natural, +1 dodge)
hp / HD	86 (7d10)+(1d8)+49	131 (7d10)+(5d8)+77	206 (7d10)+(9d8)+133	289 (7d10)+(13d8)+205
Saves	Fort +11, Ref +10, Will +4	Fort +12, Ref +13, Will +5; +1 Reflex to avoid traps	Fort +16, Ref +17, Will +9; +3 Reflex to avoid traps	Fort +19, Ref +18, Will +10; +4 Reflex to avoid traps
Defensive Abilities	Protective Slime; DR 10/cold iron or good; Immune Electricity, Poison; Resistances Acid 10, Cold 10, Fire 10; Spell Resistance 17	Protective Slime; DR 10/cold iron or good; Immune Electricity, Poison; Resistances Acid 10, Cold 10, Fire 10; Spell Resistance 17; Evasion; Trap Sense +1; Uncanny Dodge	Protective Slime; DR 10/cold iron or good; Immune Electricity, Poison; Resistances Acid 10, Cold 10, Fire 10; Spell Resistance 17; Evasion; Trap Sense +3; Improved Uncanny Dodge	Protective Slime; DR 10/cold iron or good; Immune Electricity, Poison; Resistances Acid 10, Cold 10, Fire 10; Spell Resistance 17; Evasion; Trap Sense +4; Improved Uncanny Dodge
🖌 Offense				
Movement	Speed 30 ft.			
Attacks	Melee +1 anarchic longspear +16/+11 (2H: 1d8+13/x3) or Melee bite (primary) +15 (1d6+8) or Melee bite (with weapon attack) +10 (1d6+4) or Melee claw +15/+15 (1d6+8)	Melee +2 anarchic longspear +20/+15 (2H: 1d8+14/x3) or Melee bite (primary) +18 (1d8+8) or Melee bite (with weapon attack) +13 (1d6+4) or Melee claw +18/+18 (1d8+8)	Melee +3 anarchic longspear +26/+21/+16 (2H: 1d8+18/x3) or Melee bite (primary) +23 (1d8+10) or Melee bite (with weapon attack) +18 (1d8+5) or Melee claw +23/+23 (1d8+10)	Melee +4 anarchic longspear (large) +32/+27/+22/+17 (2H: 2d6+23/x3) or Melee bite (primary) +28 (2d6+13) or Melee bite (with weapon attack) +23 (2d6+6) or Melee claw +28/+28 (2d6+13)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Sneak Attack 3d6	Sneak Attack 5d6; Bleeding Attack	Sneak Attack 7d6; Bleeding Attack	Sneak Attack 9d6; Bleeding Attack; Fast Getaway
Prepared Spells	Innate Spell-Like Abilities At Will – darkness, dispel n 1x/day – summon monster	nagic, see invisibility, greater	r teleport (self plus 50 lbs. of	objects only)
🗎 Statistics	🗎 Statistics			

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and the state	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite	
Ability Scores	Str 26, Dex 17, Con 22 Int 14, Wis 11, Cha 18	Str 26, Dex 18, Con 22, Int 14, Wis 11, Cha 18	Str 31, Dex 22, Con 26, Int 18, Wis 15, Cha 22	Str 36, Dex 20, Con 30 Int 18, Wis 15, Cha 22	
Core Attack	Base Atk +7; CMB +15; CMD 28	Base Atk +10; CMB +18; CMD 32	Base Atk +13; CMB +23; CMD 40	Base Atk +16; CMB +30; CMD 46	
Feats	Combat Reflexes, Improved Initiative, Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Improved Initiative, Improved Natural Attack (Bite (Primary), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	Combat Reflexes, Dodge, Improved Initiative, Improved Natural Armor (2x), Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw), Iron Will, Martial Weapon Proficiency, Simple Weapon Proficiency, Skill Focus (Stealth)	
Skills	Acrobatics +13, Appraise +2, Bluff +14, Climb +8, Craft (Untrained) +2, Diplomacy +4, Disable Device +14, Disguise +4, Escape Artist +13, Fly +3, Intimidate +4, Knowledge (Planes) +12, Perception +19, Perform (Untrained) +4, Ride +3, Sense Motive +11, Sleight of Hand +14, Stealth +24, Swim +8	Acrobatics +19, Appraise +2, Bluff +19, Climb +8, Craft (Untrained) +2, Diplomacy +4, Disable Device +21, Disguise +4, Escape Artist +19, Fly +4, Intimidate +4, Knowledge (Planes) +15, Perception +23, Perform (Untrained) +4, Ride +4, Sense Motive +15, Sleight of Hand +19, Stealth +33, Swim +8	Acrobatics +25, Appraise +4, Bluff +25, Climb +10, Craft (Untrained) +4, Diplomacy +6, Disable Device +29, Disguise +6, Escape Artist +25, Fly +6, Heal +2, Intimidate +15, Knowledge (Dungeoneering) +23, Knowledge (Local) +23, Knowledge (Planes) +23, Perception +29, Perform (Untrained) +6, Ride +6, Sense Motive +21, Sleight of Hand +25, Stealth +39, Survival +2, Swim +10	Acrobatics +28, Appraise +4, Bluff +29, Climb +13, Craft (Untrained) +4, Diplomacy +6, Disable Device +34, Disguise +6, Escape Artist +28, Fly +3, Heal +2, Intimidate +23, Knowledge (Dungeoneering) +27, Knowledge (Local) +27, Knowledge (Planes) +27, Perception +33, Perform (Untrained) +6, Ride +5, Sense Motive +25, Sleight of Hand +28, Stealth +38, Survival +2, Swim +13	
Languages	Abyssal, Celestial, Draconic, Telepathy 100 ft.				
Special Qualities	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Telepathy 100 ft., Trapfinding	Aligned (Chaotic, Evil), Darkvision, Outsider Traits, See Invisibility, Stand Up, Telepathy 100 ft., Trapfinding	Aligned (Chaotic, Evil), Camouflage, Darkvision, Fast Stealth, Outsider Traits, See Invisibility, Stand Up, Telepathy 100 ft., Trapfinding	Aligned (Chaotic, Evil), Camouflage, Darkvision, Fast Stealth, Outsider Traits, Redirect Attack, See Invisibility, Stand Up, Telepathy 100 ft., Trapfinding	
Treasure	+1 anarchic longspear	+2 anarchic longspear	+3 anarchic longspear	+4 anarchic longspear	

Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Bleeding Attack (Ex) You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 9 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Camouflage (Ex) Once per day, a rogue with this talent can craft

simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without natural foliage.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise,

darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Fast Getaway (Ex) After successfully making a sneak attack or Sleight of Hand check, a rogue with this talent can spend a move action to take the withdraw action. She can move no more than her speed during this movement.

Fast Stealth (Ex) This ability allows you to move at full speed using Stealth without penalty.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 17.

Outsider Traits (Ex) Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

Redirect Attack (Ex) Once per day, when a rogue with this talent is hit with a melee attack, she can redirect the attack to strike at an adjacent creature with a free action. The creature targeted must be within melee reach of the attack that hit the rogue, and the creature that made the attack against the rogue must make a new attack roll against the new target.

See Invisibility (Sp) You can See Invisibility, as per the spell, as a constant ability. Constant spell-like abilities function at all times but can be dispelled. Constant spell-like abilities can be reactivated a as a swift action.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 9d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stand Up (Ex) You can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Trapfinding (Ex) You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the

Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

Feats

Combat Reflexes You can make additional attacks of opportunity. You may make 5 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (2x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite (Primary), Bite (with weapon attack), Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.



Idelfix (Schir Demon)

CR 5; **XP** 1,600

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👤 General				
CR / XP	CR 5; XP 1,600	CR 9; XP 6,400	CR 14; XP 38,400	CR 19; XP 204,800
Sex / Race	Male Schir; CE Medium	outsider (chaotic, demon	, evil, extraplanar)	
Class	Outsider 5 / Fighter 1	Outsider 5 / Fighter 5	Outsider 5 / Fighter 9	Outsider 5 / Fighter 14
Initiative	+3	+3	+5	+5
Senses	Perception +13; Darkvision 60 ft.	Perception +17; Darkvision 60 ft.	Perception +23; Darkvision 60 ft.	Perception +27; Darkvision 60 ft.
Defense				
Armor Class	AC 20, touch 13, ff 17 (+3 Dex, +7 natural); Combat Expertise	AC 21, touch 14, ff 17 (+3 Dex, +7 natural, +1 dodge); Combat Expertise	AC 26, touch 16, ff 20 (+5 Dex, +10 natural, +1 dodge); Combat Expertise	AC 30, touch 15, ff 24 (-1 size, +5 Dex, +15 natural, +1 dodge); Combat Expertise
hp / HD	70 (5d10)+(1d10)+19	105 (5d10)+(5d10)+35	163 (5d10)+(9d10)+79	247 (5d10)+(13d10)+139
Saves	Fort +9, Ref +4, Will +0	Fort +11, Ref +5, Will +1; +1 Will vs. fear	Fort +15, Ref +9, Will +5; +2 Will vs. fear	Fort +19, Ref +10, Will +6; +3 Will vs. fear
Defensive Abilities	DR 5/cold iron or good; Immune Disease, Electricity, Poison; Resistances Acid 10, Cold 10, Fire 10; Spell Resistance 15			
S Offense				
Movement	Speed 30 ft.			
Attacks	Melee +1 corrosive halberd +12/+7 (2H: 1d10+8/x3) or Melee gore +11 (1d6+5)	Melee +2 corrosive halberd +18/+13 (2H: 1d10+10/x3) or Melee gore +15 (1d8+5)	Melee +3 corrosive halberd +28/+23/+18 (2H: 1d10+17/x3) or Melee gore +23 (1d8+8)	Melee +4 corrosive halberd (large) +36/+31/+26/+21 (2H: 2d8+22/x3) or Melee gore +28 (2d6+10)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Prepared Spells	Innate Spell-Like Abilities: Constant – see invisibility, tongues 3x/Day – arcane lock, expeditious retreat, protection from good 1x/Day – summon monster II (1d4 schirs 20%)			
Statistics		-	_	
Ability Scores	Str 21, Dex 16, Con 17, Int 13, Wis 3, Cha 6	Str 21, Dex 17, Con 17, Int 13, Wis 3, Cha 6	Str 26, Dex 21, Con 21, Int 17, Wis 7, Cha 10	Str 30, Dex 20, Con 25, Int 17, Wis 7, Cha 10
Core Attack	Base Atk +6; CMB +11 (+15 trip); CMD 24 (26 vs. trip)	Base Atk +10; CMB +15 (+19 trip); CMD 29 (31 vs. trip)	Base Atk +14; CMB +22 (+26 trip); CMD 38 (40 vs. trip)	Base Atk +18; CMB +29 (+33 trip); CMD 45 (47 vs. trip)

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Feats	Combat Expertise, Greater Trip, Improved Dirty Trick, Improved Trip, Martial Weapon Proficiency, Simple Weapon Proficiency	Combat Expertise, Dodge, Greater Dirty Trick, Greater Trip, Improved Dirty Trick, Improved Natural Attack (Gore), Improved Trip, Martial Weapon Proficiency, Quick Dirty Trick, Simple Weapon Proficiency	Combat Expertise, Critical Focus, Dodge, Greater Dirty Trick, Greater Trip, Improved Dirty Trick, Improved Natural Armor, Improved Natural Attack (Gore), Improved Trip, Martial Weapon Proficiency, Quick Dirty Trick, Simple Weapon Proficiency, Weapon Focus (Gore, Halberd)	Combat Expertise, Critical Focus, Dodge, Greater Dirty Trick, Greater Trip, Greater Weapon Focus (Halberd), Improved Dirty Trick, Improved Natural Armor (3x), Improved Natural Attack (Gore), Improved Trip, Martial Weapon Proficiency, Power Attack, Quick Dirty Trick, Simple Weapon Proficiency, Weapon Focus (Gore, Halberd)		
Skills	Acrobatics +11, Appraise +1, Bluff +6, Climb +5, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +3, Heal -4, Intimidate +6, Perception +13, Perform (Untrained) -2, Ride +3, Sense Motive +4, Stealth +12, Survival -4, Swim +5	Acrobatics +11, Appraise +1, Bluff +6, Climb +5, Craft (Untrained) +1, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +3, Heal -4, Intimidate +10, Knowledge (Planes) +9, Perception +17, Perform (Untrained) -2, Ride +3, Sense Motive +5, Stealth +16, Survival -4, Swim +5	Acrobatics +17, Appraise +3, Bluff +13, Climb +8, Craft (Untrained) +3, Escape Artist +5, Fly +5, Heal -2, Intimidate +17, Knowledge (Dungeoneering) +11, Knowledge (Planes) +11, Knowledge (Religion) +8, Perception +23, Ride +5, Sense Motive +15, Stealth +22, Survival -2, Swim +8	Acrobatics +17, Appraise +3, Bluff +17, Climb +10, Craft (Untrained) +3, Escape Artist +5, Fly +3, Heal -2, Intimidate +21, Knowledge (Dungeoneering) +11, Knowledge (Planes) +11, Knowledge (Religion) +8, Perception +27, Ride +5, Sense Motive +19, Stealth +22, Survival -2, Swim +10		
Languages	Abyssal, Celestial, Draco	nic, Telepathy 100 ft.				
tial Qualities	Aligned (Chaotic, Evil), Bonus Feats, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft.	Aligned (Chaotic, Evil), Armor Training, Bonus Feats, Bravery, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft., Weapon Training	Aligned (Chaotic, Evil), Armor Training, Bonus Feats, Bravery, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft., Weapon Training	Aligned (Chaotic, Evil), Armor Training, Bonus Feats, Bravery, Darkvision, Disease, Outsider Traits, Spell-Like Abilities, Telepathy 100 ft., Weapon Training		
Treasure	+1 corrosive halberd	+2 corrosive halberd	+3 corrosive halberd	+4 corrosive halberd		

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Aligned (Chaotic, Evil) Your natural weapons, as well as any weapons you wield, are treated as Chaotic and Evil for the purpose of resolving damage reduction.

Armor Training (Ex) You are more maneuverable while wearing armor. Whenever you are wearing armor, you reduce the armor check penalty by 3 and increase the maximum Dexterity bonus allowed by your armor by +3

Bonus Feats At 1st level, and at every even level thereafter, a fighter gains a bonus feat in addition to those gained from normal advancement (meaning that the fighter gains a feat at every level). These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats." Upon reaching 4th level, and every four levels thereafter (8th, 12th, and so on), a fighter can choose to learn a new bonus feat in place of a bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. A fighter can only change one feat at the time he gains a new bonus feat for the level.

Bravery (Ex) You gain a +3 bonus to Will saves against fear effects.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the demon's filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox-a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based. Gray Pox: Halberd-injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d6 Str damage; cure 2 consecutive saves.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex. **Outsider Traits (Ex)** Unlike most living creatures, an outsider does not have a dual nature--its soul and body form one unit. When an outsider is slain, no soul is set loose. Spells that restore souls to their bodies, such as raise dead, reincarnate, and resurrection, don't work on an outsider. It takes a different magical effect, such as limited wish, wish, miracle, or true resurrection to restore it to life. Outsiders breathe, but do not need to eat or sleep (although they can do so if they wish).

Spell-Like Abilities (Sp) (CL 6th; concentration +4) Constantsee invisibility, tongues 3/day-arcane lock, expeditious retreat, protection from good 1/day-summon (level 2, 1d3 schirs 20%)

Telepathy (Su) You can mentally communicate with any other creature within 100 feet that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Weapon Training (Ex) Attacks with a weapon from listed groups, gain a bonus on attack and damage rolls. (Included in weapon blocks) Axes +1 Heavy Blades +2 Pole Arms +3

🗲 Feats

Combat Expertise You can increase your defense at the expense of your accuracy. You can choose to take a -5 penalty on melee attack rolls and combat maneuver checks to gain a +5 dodge bonus to your Armor Class. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Greater Dirty Trick When you pull a dirty trick, your foe is truly hindered. You receive a +2 bonus on checks made to attempt a dirty trick. This bonus stacks with the bonus granted by Improved Dirty Trick. Whenever you successfully perform a dirty trick, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds the target's CMD. In addition, removing the condition requires the target to spend a standard action.

Greater Trip You can make free attacks on foes that you knock down. You receive a +2 bonus on checks made to trip a foe. This bonus stacks with the bonus granted by Improved Trip. Whenever you successfully trip an opponent, that opponent provokes attacks of opportunity.

Greater Weapon Focus (Halberd) You are a master at your chosen weapon. You gain a +1 bonus on attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including those from Weapon Focus.

Improved Dirty Trick You are skilled at pulling dirty tricks on your foes. You do not provoke an attack of opportunity when performing a dirty trick combat maneuver. In addition, you receive a +2 bonus on checks made to attempt a dirty trick. You also receive a +2 bonus to your Combat Maneuver Defense when an opponent tries a dirty trick on you.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Gore) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Improved Trip You are skilled at sending your opponents to the ground. You do not provoke an attack of opportunity when performing a trip combat maneuver. In addition, you receive a +2 bonus on checks made to trip a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to trip you.

Martial Weapon Proficiency You understand how to use your martial weapons in combat. You make attack rolls with all your martial weapons normally (without the non-proficient penalty).

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands,

or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Quick Dirty Trick You can perpetrate a dirty trick and deliver an attack before your opponent is the wiser.

On your turn, you can perform a single dirty trick combat maneuver (Advanced Players Guide 320) in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Simple Weapon Proficiency You are trained in the use of basic weapons. You make attack rolls with simple weapons without penalty.

Weapon Focus (Gore, Halberd) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Lythimortus (Dark Stalker)

CR 4; **XP** 1,200

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the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR 4; XP 1,200	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Female Dark Stalker; CN (dark folk)	I Medium humanoid	Female Dark Stalker (Advanced); CN Medium humanoid (dark folk)	Female Dark Stalker (Advanced, Giant); CN Large humanoid (dark folk)
Class	Humanoid 6	Humanoid 6 / Rogue 4	Humanoid 6 / Rogue 8	Humanoid 6 / Rogue 12
Initiative	+4	+6	+9	+8
Senses	Perception +8; See in Darkness	Perception +16; See in Darkness	Perception +22; See in Darkness	Perception +26; See in Darkness
Defense				
Armor Class	AC 18, touch 14, ff 14 (+4 Dex, +2 natural, +2 leather armor)	AC 20, touch 15, ff 20 (+5 Dex, +2 natural, +3 masterwork studded leather armor); Two-Weapon Defense	AC 25, touch 15, ff 25 (+5 Dex, +4 natural, +5 studded leather armor +2); Two- Weapon Defense	AC 29, touch 14, ff 29 (-1 size, +5 Dex, +7 natural, +7 creeping studded leather armor +4); Two-Weapon Defense
hp / HD	39 (6d8)+12	94 (6d8)+(4d8)+44	162 (6d8)+(8d8)+92	248 (6d8)+(12d8)+156
Saves	Fort +4, Ref +9, Will +2	Fort +7, Ref +15, Will +2; +1 Reflex to avoid traps	Fort +10 Ref +20, Will +5; +2 Reflex to avoid traps	Fort +14 Ref +21, Will +7; +4 Reflex to avoid traps
Defensive Abilities	Weakness Light Blindness	Weakness Light Blindness; Evasion; Trap Sense +1; Uncanny Dodge	Weakness Light Blindness; Evasion; Trap Sense +2; Improved Uncanny Dodge	Weakness Light Blindness; Evasion; Trap Sense +4; Improved Uncanny Dodge
Solution Offense				
Movement	1			
Attacks	Melee shortsword +8 (1d6+2/19-20) or Ranged blowgun +8 (1d2)	Melee cold iron shortsword +13/+8 (1d6+3/19-20) or Melee masterwork shortsword +14/+9 (1d6+3/19-20) or Ranged blowgun +13/+8 (1d2)	Melee +1 dispelling burst shortsword +21/+16 (1d6+6/19- 20) or Melee +2 corrosive shortsword +22/+17 (1d6+7/19-20) or Ranged blowgun +19/+14 (1d2)	Melee +3 corrosive burst shortsword (large) +24/+19/+14 (1d8+10/19-20) or Melee +3 dispelling burst shortsword (large) +24/+19/+14 (1d8+10/19-20) or Ranged blowgun +18/+13/+8 (1d2)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Death Throes (DC 15); Sneak Attack 3d6	Death Throes (DC 17); Sneak Attack 5d6	Death Throes (DC 19); Sneak Attack 7d6; Bleeding Attack	Death Throes (DC 21); Sneak Attack 9d6; Bleeding Attack
Prepared Spells	Innate Spell-Like Abilities At Will - deeper darkness, d			
Statistics				
Ability Scores	Str 14, Dex 18, Con 14, Int 9, Wis 11, Cha 13	Str 16, Dex 23, Con 18, Int 9, Wis 11, Cha 13	Str 20, Dex 28, Con 22, Int 15, Wis 13, Cha 17	Str 24, Dex 27, Con 26, Int 15, Wis 13, Cha 17
Core Attack	Base Atk +4; CMB +6; CMD 20	Base Atk +7; CMB +10; CMD 26	Base Atk +10; CMB +15; CMD 34	Base Atk +13; CMB +21; CMD 39
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the market	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Feats	Double Slice, Two- Weapon Fighting, Weapon Finesse	Double Slice, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse	Critical Focus, Double Slice, Improved Two- Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Sword (Short))	Critical Focus, Double Slice, Greater Two- Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (Sword (Short))
Skills	Acrobatics +4, Appraise -1, Bluff +1, Climb +10, Craft (Untrained) -1, Diplomacy +1, Disguise +1, Escape Artist +4, Fly +4, Intimidate +1, Perception +8, Perform (Untrained) +1, Ride +4, Sleight of Hand +5, Stealth +8, Swim +2	Acrobatics +15, Bluff +1, Climb +16, Diplomacy +1, Disguise +10, Escape Artist +6, Fly +6, Heal -1, Intimidate +1, Perception +16, Perform (Untrained) +1, Ride +6, Sense Motive -1, Sleight of Hand +10, Stealth +23, Survival -1, Swim +11	Acrobatics +26, Appraise +2, Bluff +3, Climb +26, Craft (Untrained) +2, Diplomacy +3, Disguise +20, Escape Artist +9, Fly +9, Heal +1, Intimidate +16, Perception +22, Perform (Untrained) +3, Ride +9, Sense Motive +5, Sleight of Hand +22, Stealth +30, Survival +1, Swim +21	Acrobatics +29, Appraise +2, Bluff +3, Climb +32, Craft (Untrained) +2, Diplomacy +3, Disguise +24, Escape Artist +8, Fly +6, Heal +1, Intimidate +20, Perception +26, Perform (Untrained) +3, Ride +8, Sense Motive +13, Sleight of Hand +25, Stealth +29, Survival +1, Swim +27
Languages	Dark Folk, Undercommo	n		
ecial Qualities	Humanoid Traits, Light Blindness, Poison Use (Black Smear injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save), See in Darkness	Camouflage, Humanoid Traits, Light Blindness, Poison Use (Black Smear injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness, Trapfinding,	Camouflage, Expert Leaper, Humanoid Traits, Lasting Poison, Light Blindness, Poison Use (Black Smear injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness, Trapfinding	Camouflage, Expert Leaper, Humanoid Traits, Lasting Poison, Light Blindness, Poison Use (Black Smear injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.), See in Darkness, Stealthy Sniper, Swift Poison, Trapfinding
Treasure	shortsword (x2); leather armor; blowgun; blowgun darts (10x); black smear poison 6x)	cold iron shortsword; masterwork shortsword; masterwork studded leather armor; blowgun; blowgun darts (10x); black smear poison 6x)	+1 dispelling burst shortsword; +2 corrosive shortsword; +2 studded leather armor; blowgun; blowgun darts (10x); black smear poison 6x)	+3 corrosive burst shortsword (large); +3 dispelling burst shortsword (large); +4 creeping studded leather armor (large); blowgun; blowgun darts (10x); black smear poison 6x)

Spe

Bleeding Attack (Ex) You can cause living opponents to bleed when hitting them with a sneak attack. This attack causes the target to take 9 additional points of damage each round. Bleeding creatures that that amount of damage every round at the start of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Camouflage (Ex) Once per day, a rogue with this talent can craft simple but effective camouflage from the surrounding foliage. The rogue needs 1 minute to prepare the camouflage, but once she does, it is good for the rest of the day or until the rogue fails a saving throw against an area effect spell that deals fire, cold, or acid damage, whichever comes first. The rogue gains a +4 bonus on Stealth checks while within terrain that matches the foliage used to make the camouflage. This ability cannot be used in areas without

natural foliage.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a fireball that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 21 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion.

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

Expert Leaper (Ex) When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor

by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Humanoid Traits (Ex) Humanoids breathe, eat, and sleep.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 16.

Lasting Poison (Ex) A rogue with this talent can apply poison to a weapon in such a way that it is effective for two successful attacks instead of one. The poison has a reduced effect, however, and saves made against the poison receive a +2 circumstance bonus. Applying poison in this way requires a full-round action, or a standard action if the rogue has the swift poison talent.

Light Blindness (Ex) You are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. You are dazzled as long as you remain in areas of bright light.

Poison Use (Ex) Dark Folk are skilled in the use of poison and never risk accidentally poisoning themselves. Dark Folk favor a foulsmelling black paste distilled from certain deep-underground fungi known as black smear-- injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

See in Darkness (Su) Dark Folk can see perfectly in darkness of any kind, including that created by deeper darkness.

Sneak Attack (Ex) If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 9d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stealthy Sniper (Ex) When a rogue with this talent uses the Stealth skill to snipe, she only suffers a -10 penalty on the Stealth check, instead of -20.

Swift Poison (Ex) A rogue with this talent can apply poison to a weapon as a move action, instead of a standard action.

Trapfinding (Ex) You add +6 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

Trap Sense (Ex) You gain a +4 bonus on Reflex saves made to avoid traps, and a +4 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

🗲 Feats

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Double Slice Your off-hand weapon while dual-wielding strikes with greater power. Add your Strength bonus to damage rolls made with your off-hand weapon.

Greater Two-Weapon Fighting You are incredibly skilled at fighting with two weapons at the same time. You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Improved Two-Weapon Fighting You are skilled at fighting with two weapons. In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Two-Weapon Defense You are skilled at defending yourself while fighting with two weapons. When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting You can fight with a weapon in each of your hands.

You can make one extra attack each round with the secondary weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Two-Weapon Rend Striking with both your weapons simultanoeusly, you can use them to deliver devastating wounds. If you hit an opponent with both your primary hand and your off-hand weapon, you deal an additional 1d10 points of damage plus 10. You can only deal this additional damage once each round.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Sword (Short)) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.



Bestiary

Vildanna (Dullahan)

CR 8; **XP** 4,800

Description

Vildanna is a fallen paladin, once a valiant defender of the Realm, but banished to the underside of the world for dark yet necessary deeds long forgotten.

i Appearance

Armed to the teeth—if her headless nature included a face and mouth in which to bare them—this dark-cloaked, lithe rider emanates a feeling of dread and despair.

🖧 Combat Tactics

Vildanna loathes the surface world, and all those who inhabit it. She yearns to reap vengeance upon all who have slighted her—which in her twisted perspective is everyone breathing life in the Realm.

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👤 General				
CR / XP	CR 8; XP 4,800	CR 4; XP 1,200	CR 12; XP 19,200	CR 16; XP 76,800
Sex / Race	Female Dullahan; CE Me	dium undead	Female Dullahan (Advanced); CE Medium undead	Female Dullahan (Advanced, Giant); CE Large undead
Class	Undead 10 / Antipaladin 2	Undead 10 / Antipaladin 4	Undead 10 / Antipaladin 6	Undead 10 / Antipaladin 8
Initiative	+7	+7	+9	+8
Senses	Perception +15; Darkvision 60 ft.; Blindsight 60 ft.; Aura Aura of Evil, Frightful Presence (30 ft., DC 21)	Perception +15; Darkvision 60 ft.; Blindsight 60 ft.; Aura Aura of Evil, Frightful Presence (30 ft., DC 21)	Perception +23; Darkvision 60 ft.; Blindsight 60 ft.; Aura Aura of Evil, Frightful Presence (30 ft., DC 23)	Perception +25; Darkvision 60 ft.; Blindsight 60 ft.; Aura Aura of Evil, Frightful Presence (30 ft., DC 23)
Defense				
Armor Class	AC 24, touch 11, ff 23 (+1 Dex, +10 <i>full plate</i> <i>armor</i> +1, +3 <i>heavy</i> <i>steel shield</i> +1)	AC 26, touch 11, ff 25 (+1 Dex, +11 spiked full plate armor +2, +4 heavy steel shield +2)	AC 30, touch 11, ff 29 (+1 Dex, +2 natural, +12 spiked full plate armor +3, +5 heavy steel shield +3)	AC 34, touch 10, ff 33 (-1 size, +1 Dex, +5 natural, +13 <i>spiked</i> <i>full plate armor</i> +4, +6 <i>heavy steel shield</i> +4)
hp / HD	139 (10d8)+(2d10)+74; Fast Healing 5	163 (10d8)+(4d10)+88; Fast Healing 5	215 (10d8)+(6d10)+134; Fast Healing 5	246 (10d8)+(8d10)+152; Fast Healing 5
Saves	Saves Fort +18, Ref +12, Will +20 Fort +19, Ref Will +21		Fort +24, Ref +18, Will +26	Fort +25, Ref +17, Will +27
Defensive Abilities	Channel Resistance +4; Spell Resistance 18; Immune Ability Drain, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			
Service Offense				
Movement	Speed 20 ft.			

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A STATE		Moderate	Advanced	Elite
Attacks	Melee +1 keen longsword +18/+13 (1d8+8/17-20) or Melee +1 heavy steel shield +16 (1d4+3) or Melee +1 shocking shortsword +17/+12 (1d6+8/19-20) or Melee dagger +16/+11 (1d4+7/19-20) or Ranged dagger (thrown) +12/+7 (1d4+7/19-20) or Melee gauntlet +16/+11 (1d3+7)	Melee +2 keen longsword +21/+16/+11 (1d8+9/17-20) or Melee +2 heavy steel shield +18 $(1d4+3)$ or Melee dagger +18/+13/+8 (1d4+7/19-20) or Ranged dagger (thrown) +14/+9/+4 (1d4+7/19-20) or Melee +2 shocking shortsword +20/+15/+10 (1d6+9/19-20) or Melee armor spikes +18/+13/+8 $(1d6+7)$ or Melee gauntlet +18/+13/+8 $(1d3+7)$	Melee +3 keen longsword +26/+21/+16 (1d8+12/17-20) or Melee +3 heavy steel shield +22 $(1d4+4)$ or Melee dagger +22/+17/+12 (1d4+9/19-20) or Ranged dagger (thrown) +18/+13/+8 (1d4+9/19-20) or Melee +3 shocking shortsword +25/+20/+15 (1d6+12/19-20) or Melee armor spikes +22/+17/+12 $(1d6+9)$ or Melee gauntlet +22/+17/+12 $(1d3+9)$	Melee +4 keen longsword (large) + $30/+25/+20$ ($2d6+15/17-20$) or Melee +4 spiked heavy steel shield (large) +25 ($1d6+5$) or Melee armor spikes (large) + $25/+20/+15$ ($1d8+11$) or Melee gauntlet ($spiked$) (large) + $25/+20/+15$ ($1d6+11$) or Melee +4 shocking shortsword (large) + $29/+24/+19$ ($1d8+15/19-20$) or Melee dagger ($large$) + $25/+20/+15$ ($1d6+11/19-20$) or Ranged dagger ($large/$ thrown) + $18/+13/+8$ ($1d6+11/19-20$)
Space / Reach	Space 5 ft.; Reach 5 ft.			Space 10 ft.; Reach 10 ft.
Special Attacks	Chilling Blade (+1d6 cold); Death's Calling (DC 22); Summon Mount	Chilling Blade (+1d6 cold); Death's Calling (DC 25); Summon Mount	Chilling Blade (+1d6 cold); Death's Calling (DC 28); Summon Mount	Chilling Blade (+1d6 cold); Death's Calling (DC 29); Summon Mount
Prepared Spells	Antipaladin (CL 2 nd): At Will – detect good	Antipaladin (CL 4 th): 1 st – bane, murderous command At Will – detect good	Antipaladin (CL 6 th): 1 st – bane, murderous command, protection from law At Will – detect good	Antipaladin (CL 8 th): 2 nd – darkness, desecreate, hold person 1 st – bane, murderous command, protection from law At Will – detect good
E Statistics				
Ability Scores	Str 25, Dex 16, Con *, Int 16, Wis 14, Cha 22	Str 25, Dex 16, Con *, Int 16, Wis 14, Cha 22	Str 29, Dex 20, Con *, Int 20, Wis 18, Cha 27	Str 33, Dex 18, Con *, Int 20, Wis 18, Cha 27
Core Attack	Base Atk +9; CMB +16; CMD 29	Base Atk +11; CMB +18; CMD 31	Base Atk +13; CMB +22; CMD 37	Base Atk +15; CMB +27; CMD 41
Feats	Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)	Ability Focus (Death's Calling), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (Longsword)	Ability Focus (Death's Calling), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)	Ability Focus (Death's Calling), Critical Focus, Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (Longsword)

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Skills	SkillsAcrobatics -3, AppraiseAcrobatics -3, Appraise+3, Bluff +6, Climb+3, Bluff +6, Climb+1, Craft (Untrained)+1, Craft (Untrained)+3, Diplomacy +6,+3, Diplomacy +6,Disguise +6, EscapeDisguise +6, EscapeArtist -3, Fly -3,Artist -3, Fly -3,Handle Animal +21,Handle Animal +23,Heal +2, IntimidateHeal +2, Intimidate+21, Perception +15,+23, Perception +15,Perform (Untrained)Perform (Untrained)+6, Ride +12, Sense+6, Ride +14, SenseMotive +15, SpellcraftMotive +15, Spellcraft+18, Stealth +12,Survival +2, Swim +1Survival +2, Swim +1Survival +2, Swim +1		Acrobatics -1, Appraise +5, Bluff +8, Climb +16, Craft (Untrained) +5, Diplomacy +8, Disguise +21, Escape Artist -1, Fly -1, Handle Animal +27, Heal +4, Intimidate +27, Perception +23, Perform (Untrained) +8, Ride +18, Sense Motive +23, Spellcraft +24, Stealth +18, Survival +4, Swim +3	Acrobatics -2, Appraise +5, Bluff +8, Climb +19, Craft (Untrained) +5, Diplomacy +8, Disguise +22, Escape Artist -2, Fly -4, Handle Animal +29, Heal +4, Intimidate +29, Perception +25, Perform (Untrained) +8, Ride +19, Sense Motive +25, Spellcraft +26, Stealth +13, Survival +4, Swim +5		
Languages	Common, Undercommor					
Special Qualities	Aura of Evil, Blindsight, Darkvision, Detect Good, Fast Healing 5, Frightful Presence (30 ft., DC 21), Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience	Aura of Cowardice, Aura of Evil, Blindsight, Cruelty, Darkvision, Detect Good, Fast Healing 5, Frightful Presence (30 ft., DC 21), Plague Bringer, Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience	Aura of Cowardice, Aura of Evil, Blindsight, Cruelty, Darkvision, Detect Good, Enhance Weapon, Fast Healing 5, Frightful Presence (30 ft., DC 23), Plague Bringer, Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience	Aura of Cowardice, Aura of Despair, Aura of Evil, Blindsight, Cruelty, Darkvision, Detect Good, Enhance Weapon, Fast Healing 5, Frightful Presence (30 ft., DC 23), Plague Bringer, Smite Good, Touch of Corruption, Undead Traits, Unholy Resilience		
Treasure	+1 keen longsword; +1 heavy steel shield; +1 full plate armor; +1 shocking shortsword; dagger (2x); gauntlet	+2 keen longsword; +2 heavy steel shield; +2 spiked full plate armor; +2 shocking shortsword; dagger (2x); gauntlet	+3 keen longsword; +3 heavy steel shield; +3 spiked full plate armor; +3 shocking shortsword; dagger (2x); gauntlet	+4 keen longsword (large); +4 spiked heavy steel shield (large); +4 spiked full plate armor (large); +4 shocking shortsword (large); dagger (2x, large); spiked gauntlet (large)		
MAGIC						

MAGIC

Spells per Day			0/3/0/0/0/0/0/0/0	Antipaladin (CL 8th): 0/3/3/0/0/0/0/0 DC: 19+spell level
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Special Abilities

Aura of Cowardice (Su) You radiate a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. This ability functions only while you remain conscious, not if you are unconscious or dead.

Aura of Despair (Su) Enemies within 10 feet of you take a -2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice. This ability functions only while you remain conscious, not if you are unconscious or dead.

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use

it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Channel Negative Energy (Su) You can unleash a wave of negative energy. You must choose to deal 4d6 points of negative energy damage to living creatures or to heal undead creatures of 4d6 points of damage. Creatures that take damage from channeled energy receive a DC 22 Will save to halve the damage. Using this ability consumes two uses of your touch of corruption ability.

Channel Resistance (Ex) You are less easily affected by clerics or paladins. You add +4 to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy.

Chilling Blade (Su) A dullahan is proficient with all simple and martial weapons. When it wields a slashing weapon, the blade inflicts +1d6 cold damage and gains the keen weapon property.

Cruelty At 3rd level, and every three levels thereafter, an

antipaladin can select one cruelty. Each cruelty adds an effect to the antipaladin's touch of corruption ability. Whenever the antipaladin uses touch of corruption to deal damage to one target, the target also receives the additional effect from one of the cruelties possessed by the antipaladin. This choice is made when the touch is used. The target receives a Fortitude save to avoid this cruelty. If the save is successful, the target takes the damage as normal, but not the effects of the cruelty. The DC of this save is 22.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Death's Calling (Su) Once per day as a standard action, a dullahan may place death's calling on a target within 60 feet (DC 29 Fortitude negates). If the dullahan knows and speaks the target's name, the target takes a -2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect.

Detect Good (Sp) At will, you can use Detect Good, as the spell. You can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is good, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect good in any other object or individual within range.

Diseased (Su) Whenever you use Touch of Corruption to deal damage to one target, the target also contracts a disease, as if you had cast Contagion (caster level 8).

Enhance Weapon Your fiendish boon allows you to enhance your weapon as a standard action by calling upon the aid of a fiendish spirit for 8 minutes. When called, the spirit causes the weapon to shed unholy light as a torch. This spirit grants the weapon a +2 enhancement bonus. This bonus can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: flaming, keen, vicious (+1), anarchic, flaming burst, unholy, wounding (+2), speed (+3), and vorpal (+5). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The fiendish spirit imparts no bonuses if the weapon is held by anyone other than you but resumes giving bonuses if returned to you. These bonuses apply to only one end of a double weapon. You can use this ability 1 times per day. If a weapon bonded with a fiendish spirit is destroyed, you lose the use of this ability for 30 days, or until you gains a level, whichever comes first. During this 30-day period, you take a -1 penalty on attack and weapon damage rolls.

Fast Healing (Ex) You regain hit points at 5 hit points per round. You regain hit points at 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Frightful Presence (Ex) Your very presence unsettling to foes. Activating this ability is a free action that is usually part of an attack or charge. Opponents within range who witness the action may become frightened or shaken. The range is 30 feet, and the duration is usually 5d6 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 23). On a failed save, the opponent is shaken, or panicked if 4 HD or fewer. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours. Frightful presence is a mindaffecting fear effect.

Giant Creature (Rebuild Option) Rebuild Rules: Used for on-the-fly gaming. Size increase by one category; AC increase natural armor by +3; Attacks increase dice rolled by 1 step; Ability Scores +4 size bonus to Str and Con, -2 Dex.

Plague Bringer (Ex) The powers of darkness make you a beacon of corruption and disease. You do not take any damage or from diseases. You can still contract diseases and spread them to others, but You are otherwise immune to their effects.

Shaken (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also shaken for 8 rounds.

Sickened (Su) Whenever you use Touch of Corruption to deal damage to one target, the target is also sickened for 8 rounds.

Smite Good (Su) You can call out to the dark powers to crush the forces of good 3 times per day. As a swift action, you choose one target within sight to smite. If this target is good, you add +8 to your attack rolls and +8 on all damage rolls made against the target of your smite. If the target of Smite Good is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to +16. Regardless of the target, Smite Good attacks automatically bypass any DR the creature might possess. In addition, while Smite Good is in effect, you gains a +8 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not good, the smite is wasted with no effect. The Smite Good effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.

Summon Mount (Su) As a standard action, a dullahan can summon a war-trained heavy horse with the fiendish creature simple template. This horse remains until it is slain or the dullahan dismisses it. He can only have one such horse in his service at a time.

Touch of Corruption (Su) You surrounds your hand with a fiendish flame, causing terrible wounds to open on those you touch. You can use this ability 12 times per day. As a touch attack, you can cause 4d6 points of damage. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, you can use this power to heal undead creatures, restoring 4d6 hit points. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature.

Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Unholy Resilience (Su) At 2nd level, an antipaladin gains a bonus equal to his Charisma bonus (if any) on all saving throws.

🗲 Feats

Ability Focus (Death's Calling) One of this creature's special attacks is particularly difficult to resist. Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Critical Focus You are trained in the arts of causing pain. You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Mounted Combat You are adept at guiding your mount through combat. Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Ride-By Attack While mounted, you can move, strike at a foe, and then continue moving. When you are mounted and use the charge action, you may

move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Spirited Charge Your mounted charge deals a tremendous amount of damage. When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

Trample While mounted, you can ride down opponents and thrample them under your mount. When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

Weapon Focus (Longsword) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Common Creatures

Common Creature Index

[...]

Badger

CR 1/2; **XP** 200

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CR / XP CR 1/2; XP 200 CR 3; XP 800 CR 8; XP 4,800 CR 10; XP 9,600 Ser / Race Male or Fernale Badger; TM Small animal Animal 10 Animal 10 Case Animal 1 Animal 4 Animal 10 Animal 15 Initiative +1 +2 +2 +3 Senses Perception +8; Scent; Low-Light Vision Perception +10; Scent; Low-Light Vision Perception +20; Scent; Low-Light Vision Of Defense A Cl 3, touch 12, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 14, ff 15 (+1 size, +2 Dex, +1 natural) Saves Fort +4, Ref +3, Will +2 Fort +6, Ref +6, Will +2 Fort +9, Ref +5, Will +2 Fort +1, Ref +12, Will +2 Saves Fort +1, Ref +13, Will +2 Melee bite +1 (143) or Melee claw +4/+4 (td2) Melee bite +9 (14d,) or Melee claw +4/+4 (td2) Melee bite +9 (14d,) or Melee claw +4/+4 (td2) Melee bite +1 (143) or Melee claw +4/+4 (td2) Mele bite +2 (142) or	and other states in such	Low	Moderate	Advanced	🐣 Elite	
Sex / Race Male or Pemale Badger; TM Small animal Animal 10 Animal 10 Animal 1 Animal 4 Animal 10 Animal 15 Initiative +1 +2 +2 Senses Perception +8; Scent; Low-Light Vision Perception +10; Scent; Low-Light Vision Perception +20; Scent; Low-Light Vision Image: Construct the sense of the sense			-			
Class Animal 1 Animal 4 Animal 10 Animal 15 Initiative +1 +2 +2 +3 Sense Perception +30; Scent; Low-Light Vision Perception +20; Scent; Low-Light Vision Perception +20; Scent; Low-Light Vision O Defense Armor Class AC 13, touch 12, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 18, touch 14, ff 75 (+1 size, +2 Dex, +1 natural) Mp / HI 3 (1d8)+2 25 (4d8)+8 G2 (10d8)+20 91 (15d8)+20 Saves Port +4, Ref +3, Will +2 Port +6, Ref +6, Will +4 Will +2 Melee bite +1 (14) will +2 Movement Speed 30 ft; Burrow to ft. Melee bite +1 (14) or Melee claw +1/+1 (1d2) Melee bite +1 (14) or Melee claw +3/+13 (1d3) Str 10, Dex 15, Con 15 Int 2, Wis 12, Cha 6 Str 10, Dex 15, Con 15 Int 2, Wis 12, Cha 6 Str 10, Dex 15, Con 15 Int 2, Wis 12, Cha 6 Base Atk +7; CMB +1; CMD 10 (1d8 +1; CMD 10 (1d8 +1; CMD 10; CMB +1; CMD 10 (1d8 +1; CMD 10; CMB +2; CMD 14; CMB	Statement of the local division of the local division of the	, , ,		CR 8; XP 4,800	CR 10; XP 9,600	
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Low-Light Vision Low-Light Vision Scenit, Low-Light Vision Scenit, Low-Light Vision Correlate Armor Class AC 13, touch 12, ff 11 (+1 size, +1 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural) AC 14, touch 14, ff 15 (+1 size, +2 Dex, +1 natural) More and the formation of the fo	And the second sec					
Armor ClassAC 13, touch 12, ff 11 (+1 size, +1 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 13, ff 11 (+1 size, +2 Dex, +1 natural)AC 14, touch 14, ff 15 (+1 size, +2 Dex, +1 natural)AC 14, touch 14, ff 15 (+1 size, +2 Dex, +1 natural)AC 14, touch 14, ff 15 (+1 size, +2 Dex, +1 natural)AC 14, touch 14, ff 15 (+1 size, +2 Dex, Will +4AC 14, touch 14, ff 15 (+1 size, +2 Dex, Will +4AC 14, touch 14, ff 15 (+1 size, +2 Dex, Will +4AC 14, touch 14, ff 15 (+1 size, +2, Will +4AC 14, touch 14, ff 15 (+1, size, +12, Will +4AC 14, touch 14, ff 15 (+1, size, +1, 2, Will +4AC 14, touch 14, ff 15 (+1, size, +1, 2, Will +4AC 14, touch 14, ff 15 (+1, size, +1, 2, Will +2, Cha 5 (+1, size, +2, Artistry +4, Bluff -2, Craft<	Senses			Scent; Low-Light	Scent; Low-Light	
(+1 size, + 1 Dex, +1 natural) (+1 size, + 2 Dex, +1 natural) (+1 size, + 2 Dex, +1 natural) (+1 size, + 2 Dex, +1 natural) hp / HD 3 (1d8)+2 25 (d48)+8 62 (1008)+20 91 (15d8)+20 saves Fort +4, Ref +3, Will +1 Fort +6, Ref +6, Will +2 Fort +9, Ref +9, Will +4 Fort +11, Ref +12, Will +4 Movement Speed 30 ft; Burrow 10 ft. Melee bite +5 (1d3) or Melee claw +4/+4 Melee bite +9 (1d4) or Melee claw +4/+4 Melee bite +13 (1d4) or Melee claw +13/+13 (1d3) Space / Reach Space 5 ft; Reach 5 ft. Bood Rage 5 Ability Scores Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15	🖸 Defense					
+1 natural) +1 natural) +1 natural) +4 natural) hp / HB 3 (1d8)+2 25 (4d8)+8 62 (1od8)+20 91 (1568)+30 Saves Fort +4, Ref +3, Will +1 Fort +6, Ref +6, Will +2 Fort +9, Ref +9, Ref +9, Will +4 Fort +1, Ref +12, Will +6 Movement Speed 30 ft; Burrow 10 ft. Melee bite +5 (1d3) or Melee claw +1/+4 (1d2) Melee bite +9 (1d4) or Melee claw +3/+9 (1d3) Melee bite +13 (1d4) or Melee claw +1/+4 (1d2) Melee bite +9 (1d4) or Melee claw +1/+9 (1d3) Melee bite +13 (1d4) or Melee claw +1/+1 Space / Reach Space 5 ft; Reach 5 ft. Blood Rage Int 2, Wis 12, Cha 6 Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6	Armor Class					
hp / HD 3 (1d8)+2 25 (4d8)+8 62 (1od8)+20 91 (15d8)+30 Saves Fort +4, Ref +3, Will +1 Fort +6, Ref +6, Will +2 Fort +9, Ref +9, Will +4 Fort +11, Ref +12, Will +4 Movement Speed 30 f.; Burrow 10 f. Melee bite +5 (1d3) or Melee claw +4/+4 (d2) Melee bite +9 (1d4) or Melee claw +3/+9 (1d3) Melee bite +3 (1d4) or Melee claw +4/+4 (1d2) Melee bite +9 (1d4) or Melee claw +13/+13 (1d3) Melee bite +13 (1d4) or Melee claw +4/+4 (1d2) Special Attacks Space 5 ft.; Reach 5 ft. Base Att +3; CMB +10; CMD 10 (14 vs. trip) Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Base Att +0; CMB +1; CMD 10 (14 vs. trip) Base Att +3; CMB +1; CMD 10 (18 vs. trip) Still Focus (Bite) Date Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw) Improved Natural Armor (2x), Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw) Acrobatics +2, Appraise -4, Artistry -4, Bulff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +6, Survival +1 Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1 Acrobatics +2, Appraise -2, Escape Artist +5, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1 Acrobatics +2, Appraise -4	Manager and Party					
SavesFort +4, Ref +3, Will +1Fort +6, Ref +6, Will +2Fort +9, Ref +9, Will +4Port +11, Ref +12, Will +6MorementSpeed 30 ft; Burrow 10 ft.AttacksMelee bite +1 (1d3) or Melee claw +1/+1 (1d2)Melee bite +5 (1d3) or Melee claw +4/+4 (1d2)Melee bite +9 (1d4) or Melee claw +3/+9 (1d3)Melee bite +9 (1d4) or Melee claw +3/+9 (1d3)Melee bite +9 (1d4) or Melee claw +1/+1 (1d2)Melee bite +13 (1d4) or Melee claw +1/+1 (1d2)Space / ReachSpace 5 ft; Beach 5 ft. Blood RageSpace 5 ft; Reach 5 ft. Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Ability ScoresStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Base Atk +0; (CMB +1; CMD 10 (14 %s. trip)Base Atk +2; IMB +2; CMD 14 (18 %s. trip)Base Atk +11; CMB +6; CMD 18 (22 %s. trip)FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite, Claw)Improved Natural Armor (3x), Improved Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Acrobatics +2, Appraise -4, Artistry -4, Biuff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal+1, Intimidate -2, Perception +8, Perform (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal+1, Intimidate -2, Perception +8, Perform (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +5, Heal +1,	hp / HD	,	, ,	· ·	- · ·	
MovementSpeed 30 ft.; Burrow 10 ft.AttacksMelee bite +1 (1d3) or Melee claw +1/+1 (1d2)Melee bite +5 (1d3) or Melee claw +4/+4 (1d2)Melee bite +9 (1d4) or Melee claw +9/+9 (1d3)Melee bite +13 (1d4) or Melee claw +13/+13 (1d3)Space / ReachSpace 5 ft.; Reach 5 ft.Special AttacksBlood RageStrististStrististAbility ScoresStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Core AttackBase Atk +0; (CMB +1; CMD 10) (14 vs. trip)Base Atk +7; (CMB +1; CMD 10) (14 vs. trip)Base Atk +7; (CMB +2; CMD 14) (18 vs. trip)Base Atk +7; (CMB +6; CMD 18) (22 vs. trip)Base Atk +7; (CMB +6; CMD 18) (22 vs. trip)Base Atk +7; (CMB +10; CMD 23) (27 vs. trip)FeatsSkill Pocus (Perception)Skill Pocus (Perception), Weapon Pocus (Bite, Claw)Improved Natural Attack (Bite, Claw), Skill Pocus (Paresterion), Weapon Pocus (Bite, Claw)Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +16, Perform (Untrained) -2, Ride +1, Senalt +6, Survival +1Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense	No. of Concession, Name of Street, or other	Fort +4, Ref +3,	Fort +6, Ref +6,	Fort +9, Ref +9,	Fort +11, Ref +12,	
MovementSpeed 30 ft.; Burrow 10 ft.AttacksMelee bite +1 (1d3) or Melee claw +1/+1 (1d2)Melee bite +5 (1d3) or Melee claw +4/+4 (1d2)Melee bite +9 (1d4) or Melee claw +9/+9 (1d3)Melee bite +13 (1d4) or Melee claw +13/+13 (1d3)Space / ReachSpace 5 ft.; Reach 5 ft.Special AttacksBlood RageStrististStrististAbility ScoresStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Core AttackBase Atk +0; (CMB +1; CMD 10) (14 vs. trip)Base Atk +7; (CMB +1; CMD 10) (14 vs. trip)Base Atk +7; (CMB +2; CMD 14) (18 vs. trip)Base Atk +7; (CMB +6; CMD 18) (22 vs. trip)Base Atk +7; (CMB +6; CMD 18) (22 vs. trip)Base Atk +7; (CMB +10; CMD 23) (27 vs. trip)FeatsSkill Pocus (Perception)Skill Pocus (Perception), Weapon Pocus (Bite, Claw)Improved Natural Attack (Bite, Claw), Skill Pocus (Paresterion), Weapon Pocus (Bite, Claw)Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +16, Perform (Untrained) -2, Ride +1, Senalt +6, Survival +1Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -2, Ride +2, Sense	Coffense		1		<u>I</u>	
AttacksMelee bite +1 (1d3) or Melee claw +1/+1 (1d2)Melee bite +5 (1d3) or Melee claw +4/+4 (1d2)Melee bite +13 (1d4) melee claw +9/+9 (1d3)Melee bite +13 (1d4) or Melee claw +1/+1 (1d2)Space / Reach Special AttacksSpace 5 ft.; Reach 5 ft. Blood RageSpace 5 ft.; Reach 5 ft. Blood RageImage: Image: Imag	the second s	Speed 30 ft.: Burrow 10) ft.			
Melee claw +1/+1 (td2)Melee claw +4/+4 (td2)Melee claw +9/+9 (td3)or Melee claw +13/+13 (td3)Space / Reach Special AttackSpace 5 ft.; Reach 5 ft.Special AttackBlood RageStatisticsStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Devel Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Attist +5, Fly +3, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Seath +5, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +3, Appraise -4, Artistry -4, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +3, Appraise -4, Artistry -4, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Surviv	the second s			Melee bite +9 (1d4) or	Melee bite +13 (1d4)	
Space / Reach Special Attacks Space 5 ft.; Reach 5 ft. Blood Rage Image: Special Attacks Blood Rage Image: Special Attacks Blood Rage Image: Special Attacks Statistics Ability Scores Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6 Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6 Base Atk + 0; (CMB + 1; CMD 10 (14 vs. trip) CMB + 2; CMD 14 (18 vs. trip) Base Atk + 7; CMB + 6; CMD 18 (22 vs. trip) Statistics Feats Skill Focus (Perception) Skill Focus (Perception), Weapon Focus (Bite) Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw) Improved Natural Atrack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw) Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +3, Perform (Untrained) -2, Ride +1, Stealth +5, Survival +1 Acrobatics +2, Acrobatics +2, Statis +2, Ride +1, Stealth +6, Survival +1 Acrobatich +7, Survival +1 Languages None	the state of the s	Melee claw +1/+1	Melee claw +4/+4	Melee claw +9/+9	or	
Special AttacksBlood Rage■Blood Rage■StatisticsAbility ScoresStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Core AttackBase Atk +0; CMB +1; CMD 10 (14 vs. trip)Base Atk +2; (CMB +2; CMD 14 (14 vs. trip)Base Atk +2; (CMB +2; CMD 14 (22 vs. trip)Base Atk +11; CCMB +2; CMD 13 (22 vs. trip)Base Atk +11; (CMB +10; CMD 23 (27 vs. trip)FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)SkillsAcrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +18, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Sense Motive +1, Stealth +5, Survival +1Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +5, Survival +1Acrobatic +1, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +7, Survival +1EaguageIanguageNoneImmidate -2, Perception +25, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +7, Survival +1Immidate -2, Ride +3, Sense Motive +1, Stealth +7, Survival +1	R. R. S.		(1d2)	(1d3)		
☑ StatisticsAbility ScoresStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6Core AttackBase Atk +0; CMB +1; CMD 10 (14 vs. trip)Base Atk +3; (CMB +2; CMD 14 (18 vs. trip)Base Atk +7; (CMB +6; CMD 18 (22 vs. trip)Base Atk +11; CMB +6; CMD 18 (22 vs. trip)Base Atk +11; CMB +6; CMD 18 (22 vs. trip)FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +26, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Acrobatics +5, Appraise +1, Antistry -4, Ride +2, Sense Motive +1, Stealth +5, Survival +1Creation -2, Ride +2, Sense Motive +1, Stealth +7, Survival +1Charlen +3, Escalth +7, Survival +1LanguagesNone	the second s	Space 5 ft.; Reach 5 ft.				
Ability ScoresStr 10, Dex 13, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 14, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 15, Con 15, Int 2, Wis 12, Cha 6Str 10, Dex 16, Con 15, Int 2, Wis 12, Cha 6Core AttackBase Atk +0; CMB +1; CMD 10 (14 vs. trip)Base Atk +3; CMB +2; CMD 14 (18 vs. trip)Base Atk +7; CMB +2; CMD 14 (18 vs. trip)Base Atk +7; CMB +6; CMD 18 (22 vs. trip)Base Atk +11; CMB +10; CMD 23 (27 vs. trip)FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Senset Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +1, Stealth +6, Survival +1Acrobatics +2, Appraise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Stealth +5, Survival +1Acrobatics +2, Appraise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Stealth +5, Survival +1Stealth +7, Survival +1Acrobatics +2, Appraise -2, Escape Artist +7, Fly +5, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +7, Survival +1Acrobat	Special Attacks	Blood Rage				
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CMB -1; CMD 10 (14 vs. trip)CMB +2; CMD 14 (18 vs. trip)CMB +6; CMD 18 (22 vs. trip)CMB +10; CMD 23 (27 vs. trip)FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Improved Natural Armor (3X), Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)SkillsAcrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Stealth +5, Survival +1Acrobatics +2, Appraise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Stealth +5, Survival +1Acrobatics +2, Appraise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1CMB +6; CMD 18 (27 vs. trip)CMB +10; CMD 23 (27 vs. trip)LanguagesNone	Ability Scores					
FeatsSkill Focus (Perception)Skill Focus (Perception), Weapon Focus (Bite)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)SkillsAcrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Improved Natural Attack (Bite, Claw), Skill Focus (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)LanguagesNone	Core Attack	CMB -1; CMD 10	CMB +2; CMD 14	CMB +6; CMD 18	CMB +10; CMD 23	
(Perception)(Perception), Weapon Focus (Bite)Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)Armor (3x), Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)skillsAcrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Armor (3x), Improved Natural Attack (Bite, Claw), Skill Focus (Perception), Weapon Focus (Bite, Claw)LanguagesNoneAcrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -2, Ride +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +6, Survival +1Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +6, Fly +4, Heal +1, Intimidate -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1LanguagesNone	A CALL AND A CALL			· · · · · · · · · · · · · · · · · · ·		
SkillsAcrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Acrobatics +2, Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +2, Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +2, Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +2, Artist +6, Fly +4, Heal +1, Intimidate -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1NoneLanguageNoneNoneNoneNoneNatural Attack (Bite, Claw), Skill Focus (Perception), Weapon Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1NoneNatural Attack (Bite, Claw), Skill Focus (Perception), Weapon Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1None	Feats					
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SkillsAcrobatics +1, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1LanguagesNone	Section and and					
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Disguise -2, Escape Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate Perform (Untrained) -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate Perform (Untrained) -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Disguise -2, Escape Artist +6, Fly +4, Heal +1, Intimidate Perform (Untrained) -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Disguise -2, Escape Artist +7, Fly +5, Heal +1, Intimidate Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1LanguagesNone	2 FLARE STORE	(Untrained) -4,	(Untrained) -4,	(Untrained) -4,	(Untrained) -4,	
Artist +5, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +6, Fly +4, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +7, Fly +5, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +7, Fly +5, Heal +1, Intimidate Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +7, Fly +5, Heal +1, Intimidate Perform (Untrained) -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +7, Fly +5, Heal +1, Intimidate Perform (Untrained) -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Artist +7, Fly +5, Heal +1, Intimidate Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +6, Survival +1LanguagesNone	State State State					
Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +6, Survival +1LanguagesNone	and the second					
Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +7, Survival +1LanguagesNone	States and the second second	Heal +1, Intimidate	Heal +1, Intimidate	Heal +1, Intimidate	Heal +1, Intimidate	
-2, Ride +1, Sense Motive +1, Stealth +5, Survival +1-2, Ride +2, Sense Motive +1, Stealth +6, Survival +1-2, Ride +2, Sense Motive +1, Stealth +6, Survival +1-2, Ride +3, Sense Motive +1, Stealth +7, Survival +1LanguagesNone	A STATE OF STATE	-		-		
Motive +1, Stealth +5, Survival +1Motive +1, Stealth +6, Survival +1Motive +1, Stealth +6, Survival +1Motive +1, Stealth +7, Survival +1LanguagesNone	and the second					
Languages None	STORE NO	Motive +1, Stealth +5,	Motive +1, Stealth +6,	Motive +1, Stealth +6,	Motive +1, Stealth +7,	
	State of the second second					
Special Qualities Low-Light Vision, Scent	A REAL PROPERTY OF THE OWNER.					
Treasure	A REAL PROPERTY OF THE OWNER.	Low-Light vision, Scent				
	Treasure	-	-	-		

Blood Rage (Ex) When the creature takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength, but takes a -2 penalty on AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of

surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

🖌 Feats

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Bite, Claw) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Bat

CR 1/8; **XP** 50

ACC COLLER NO.				
	🔀 Low	🖄 Moderate	🔀 Advanced	≚ Elite
👤 General				
CR / XP	CR 1/8; XP 50	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600
Sex / Race	Male or Female Bat; TN	Diminutive animal		
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+3	+4
Senses	Perception +6; Blindsense 20ft.; Low-Light Vision	Perception +6; Blindsense 20ft.; Low-Light Vision	Perception +9; Blindsense 20ft.; Low-Light Vision	Perception +9; Blindsense 20ft.; Low-Light Vision
🖸 Defense				
Armor Class	AC 16, touch 16, ff 14 (+2 Dex, +4 size)	AC 17, touch 17, ff 14 (+3 Dex, +4 size)	AC 17, touch 17, ff 14 (+3 Dex, +4 size)	AC 18, touch 18, ff 14 (+4 Dex, +4 size)
hp / HD	3 (1d8)-2	8 (4d8)-8	33 (10d8)-20	55 (15d8)-30
Saves	Fort +0, Ref +4, Will +2	Fort +2, Ref +7, Will +3	Fort +5, Ref +10, Will +5	Fort +9, Ref +13, Will +9
S Offense				
Movement	Speed 5 ft.; Fly 40 ft. (0	Good)		
Attacks	Melee bite +6 (1d2-5)	Melee bite +11 (1d2-5)	Melee bite +15 (1d3-5)	Melee bite +20 (1d3-5)
Space / Reach	Space 1 ft.; Reach o ft.			
Statistics				
Ability Scores	Str 1, Dex 15, Con 6, Int 2, Wis 14, Cha 5	Str 1, Dex 16, Con 6, Int 2, Wis 14, Cha 5	Str 1, Dex 17, Con 6, Int 2, Wis 14, Cha 5	Str 1, Dex 18, Con 6, Int 2, Wis 14, Cha 5
Core Attack	Base Atk +0; CMB -2; CMD 3	Base Atk +3; CMB +2; CMD 7	Base Atk +7; CMB +6; CMD 11	Base Atk +11; CMB +11; CMD 16

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The Part	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
Feats	Weapon Finesse	Weapon Finesse, Weapon Focus (Bite)	Alertness, Improved Natural Attack (Bite), Uncanny Alertness, Weapon Finesse, Weapon Focus (Bite)	Alertness, Flyby Attack, Great Fortitude, Improved Natural Attack (Bite), Iron Will, Uncanny Alertness, Weapon Finesse, Weapon Focus (Bite)	
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +9, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +16, Heal +2, Intimidate -3, Perception +6, Perform (Untrained) -3, Ride +2, Sense Motive +2, Stealth +14, Survival +2, Swim +2	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +11, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +20, Heal +2, Intimidate -3, Perception +6, Perform (Untrained) -3, Ride +3, Sense Motive +2, Stealth +15, Survival +2, Swim +3	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +11, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +26, Heal +2, Intimidate -3, Perception +9, Perform (Untrained) -3, Ride +3, Sense Motive +5, Stealth +15, Survival +2, Swim +3	Acrobatics +4, Appraise -4, Artistry -4, Bluff -3, Climb +13, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +32, Heal +2, Intimidate -3, Perception +9, Perform (Untrained) -3, Ride +4, Sense Motive +5, Stealth +16, Survival +2, Swim +4	
Languages					
l Qualities	Blindsense, Low-Light V	1S10N			
Treasure	-	-	-	-	

Special

Blindsense (Ex) Range 20 ft.; Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Flyby Attack This creature can make an attack before and after it moves while flying. When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack. Normal: Without this feat, the creature takes a standard action either before or after its move.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals

1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Uncanny Alertness Your research into arcana and the nature of reality has given you heightened senses. This feat gives you an additional +1 bonus on Perception and Sense Motive checks, and you gain a +2 bonus on saving throws against sleep and charm effects.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a + 1 bonus on all attack rolls you make using the selected weapon.



Bat Swarm

CR 2; **XP** 600

CR 2, AP 000								
112	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite				
👤 General								
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 10; XP 9,600	CR 12; XP 19,200				
Sex / Race	Male or Female Bat Swa	rm; TN Diminutive anima	ıl (swarm)					
Class	Animal 3	Animal 8	Animal 13	Animal 18				
Initiative	+2	+3	+4	+4				
Senses	Perception +11; Blindsense (20 ft.); Low-Light Vision	Perception +18; Blindsense (20 ft.); Low-Light Vision	Perception +29; Blindsense (20 ft.); Low-Light Vision	Perception +34; Blindsense (20 ft.); Low-Light Vision				
🖸 Defense								
Armor Class	AC 16, touch 16, ff 14 (+4 size, +2 Dex)	AC 17, touch 17, ff 14 (+4 size, +3 Dex)	AC 18, touch 18, ff 14 (+4 size, +4 Dex)	AC 18, touch 18, ff 14 (+4 size, +4 Dex)				
hp / HD	15 (3d8)	35 (8d8)	60 (13d8)	83 (18d8)				
Saves	Fort +3, Ref +7, Will +3	Fort +6, Ref +11, Will +4	Fort +10, Ref +14, Will +8	Fort +13, Ref +17, Will +10				
Defensive Abilities	Immune to Critical Hits,	Flanking, Weapon Dama	ge					
🖌 Offense								
Movement	Speed 5 ft. ; Fly 40 ft. (0	Good)						
Attacks	Melee swarm (1d6)	Melee swarm (1d8)	Melee swarm (1d8)	Melee swarm (1d8)				
Space / Reach	Space 1 ft.; Reach o ft.	Space 1 ft.; Reach o ft.						
Special Attacks	Distraction, Wounding							
🗎 Statistics								
Ability Scores	Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4	Str 3, Dex 17, Con 11, Int 2, Wis 14, Cha 4	Str 3, Dex 18, Con 11, Int 2, Wis 14, Cha 4	Str 3, Dex 19, Con 11, Int 2, Wis 14, Cha 4				
Core Attack	Base Atk +2; CMB +0; CMD 6 (can't be tripped)	Base Atk +6; CMB +5; CMD 11 (can't be tripped)	Base Atk +9; CMB +9; CMD 15 (can't be tripped)	Base Atk +13; CMB +13; CMD 19 (can't be tripped)				
Feats	Lightning Reflexes, Skill Focus (Perception)	Alertness, Improved Natural Attack (Swarm), Lightning Reflexes, Skill Focus (Perception)	Alertness, Great Fortitude, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Uncanny Alertness	Alertness, Great Fortitude, Improved Great Fortitude, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception), Uncanny Alertness, Weapon Focus (Swarm)				
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +2, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +2, Fly +12, Heal +2, Intimidate -3, Perception +11, Perform (Untrained) -3, Ride +2, Sense Motive +2, Stealth +14, Survival +2, Swim -4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +3, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +13, Heal +2, Intimidate -3, Perception +18, Perform (Untrained) -3, Ride +3, Sense Motive +4, Stealth +15, Survival +2, Swim -4	Acrobatics +4, Appraise -4, Artistry -4, Bluff -3, Climb +4, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +14, Heal +2, Intimidate -3, Perception +29, Perform (Untrained) -3, Ride +4, Sense Motive +5, Stealth +16, Survival +2, Swim -4	Acrobatics +4, Appraise -4, Artistry -4, Bluff -3, Climb +4, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +14, Heal +2, Intimidate -3, Perception +34, Perform (Untrained) -3, Ride +4, Sense Motive +5, Stealth +16, Survival +2, Swim -4				
Languages Special Qualities	None Blindsense Can't Be Trir	ned Low-Light Vision						
Special Quanties	Blindsense, Can't Be Tripped, Low-Light Vision							

Contraction of the	Low		derate	Advanced	× Elite
Treasure	- LOW	-	ouerate	Auvaliceu	- Ente
and the second second second			20.00		Card of the local division of the local divi
Special Abilitie	s		🖌 Feats		
 Alertness You often notice things that others might serve all if the precision of blindsgiht. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. Card't Be Tripped (Ex) A creature with blindsense. Card't Be Tripped (Ex) A creature with blindsense. Card't Be Tripped (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round a Fortitude save (DC 19) negates the effect. Immunity to Flanking (Ex) You can never subject to weapon damage. Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision can read a scroll as long as even the tiniest candle flame is neve to her as a source of light. Characters with low-light vision can see outdoors on a moonili night as well as they can during the sourd or nore ranks in that skill, this bonus on all weapon damage. Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hi point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC to Head check or the application of a cure spel or some other healing magic. 					e skill checks. If you have he bonus increases to +4 for sons, diseases, and other all Fortitude saving throws. y upon an inner reserve to bus harm. Once per day, at decide to use this ability t take the second roll, even acks made by one natural ne of the creature's natural al attack increases by one ure's size had increased by allows: 1d2, 1d3, 1d4, 1d6, apon or attack that deals ws: 1d10, 2d8, 3d8, 4d8, tal effects. You get a +2 exes than normal. You get a allarly adept at your chosen volving the chosen skill. If his bonus increases to +6. rcana and the nature of This feat gives you an ense Motive checks, and you t sleep and charm effects. lly good at using your
Dog CR 1/3; XP 135					
CR 1/ 5, M 155					
and the second	🔀 Low	🖂 Mo	oderate	🔀 Advanced	≚ Elite
👤 General					
CR / XP	CR 1/3; XP 135	CR 3; XP 8	00	CR 8; XP 4,800	CR 12; XP 19,200
Sex / Race	Male or Female Dog; TN	Small anim	al		
Class	Animal 1	Animal 4		Animal 10	Animal 15
Initiative	+1	+1		+1	+2
Senses	s Perception +8; Scent; Low-Light Vision Percepti				Perception +25; Scent; Low-Light Vision
Defense					
Armor Class	AC 13, touch 12, ff 12 (+1 size, +1 Dex, +1 natural)	AC 13, touc (+1 size, +1 +1 natural)	Dex,	AC 13, touch 12, ff 12 (+1 size, +1 Dex, +1 natural)	AC 17, touch 13, ff 15 (+1 size, +2 Dex, +4 natural)
the second s	7 (1d8)+2	23 (4d8)+8		60 (10d8)+20	95 (15d8)+30
Saves	Fort +4, Ref +3, Will +1	Fort +6, R Will +2	er +5,	Fort +9, Ref +8, Will +4	Fort +11, Ref +11, Will +6

S Offense

Movement Speed 40 ft.

Speed 45 ft.

Bestiary

Contraction of the						
and the state	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Attacks	Melee bite +2 (1d4+1)	Melee bite +6 (1d4+3)	Melee bite +10 (1d4+3)	Melee bite +15 (1d6+3)		
Space / Reach	Space 5 ft.; Reach 5 ft.					
Statistics						
Ability Scores	Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 15, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 6		
Core Attack	Base Atk +0; CMB +0; CMD 11 (15 vs. trip)	Base Atk +3; CMB +4; CMD 15 (19 vs. trip)	Base Atk +7; CMB +8; CMD 19 (23 vs. trip)	Base Atk +11; CMB +12; CMD 24 (28 vs. trip)		
Feats	Skill Focus (Perception)	Run, Skill Focus (Perception)	Fleet, Run, Skill Focus (Perception)	Fleet, Improved Natural Armor (3x), Improved Natural Attack (Bite), Run, Skill Focus (Perception), Weapon Focus (Bite)		
Skills	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Climb +1, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal +1, Intimidate -2, Perception +8, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1, Swim +1	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal +1, Intimidate -2, Perception +11, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1, Swim +2	Acrobatics +1, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +1, Fly +3, Heal +1, Intimidate -2, Perception +20, Perform (Untrained) -2, Ride +1, Sense Motive +1, Stealth +5, Survival +1, Swim +2	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +4, Heal +1, Intimidate -2, Perception +25, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +6, Survival +1, Swim +2		
Languages	None					
Special Qualities	Low-Light Vision, Scent					
Treasure	-	-	-	-		

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

🖌 Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Improved Natural Armor (3x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Skill Focus (Perception) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Fox

CR 1/4; **XP** 100

CK 1/4, XF 100				
and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR ½; XP 100	CR 4; XP 1,200	CR 8; XP 4,800	CR 10; XP 9,600
Sex / Race	Male or Female Fox; TN	Tiny animal		
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+3	+4
Senses	Perception +5; Low-Light Vision	Perception +8; Low-Light Vision	Perception +14; Low-Light Vision	Perception +19; Low-Light Vision
🖸 Defense				
Armor Class	AC 14, touch 14, ff 12 (+2 size, +2 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)
hp / HD	2 (1d8)-1	11 (4d8)-4	35 (10d8)-10	45 (15d8)-15
Saves	Fort +1, Ref +4, Will +1	Fort +3, Ref +7, Will +2	Fort +8, Ref +10, Will +6	Fort +10, Ref +13, Will +8
🖌 Offense				
Movement	Speed 40 ft.	Speed 45 ft.		
Attacks	Melee bite -2 (1d3-4)	Melee bite +1 (1d3-4)	Melee bite +5 (1d4-4)	Melee bite +10 (1d4-4
Space / Reach	Space 2.5 ft.; Reach 0 ft			
Statistics				
Ability Scores	Str 3, Dex 15, Con 8, Int 1, Wis 12, Cha 2	Str 3, Dex 16, Con 8, Int 1, Wis 12, Cha 2	Str 3, Dex 17, Con 8, Int 1, Wis 12, Cha 2	Str 3, Dex 18, Con 8, Int 1, Wis 12, Cha 2
Core Attack	Base Atk +0; CMB +0; CMD 6	Base Atk +3; CMB +4; CMD 10	Base Atk +7; CMB +8; CMD 14	Base Atk +11; CMB +13; CMD 19
Feats	Run	Fleet, Run	Fleet, Great Fortitude, Improved Natural Attack (Bite), Iron Will, Run	Fleet, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Improved Natural Attack (Bite), Iron Will, Run, Weapon Focus (Bite)
Skills Languages	Acrobatics +2, Appraise -5, Artistry -5, Bluff -4, Climb +2, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +5, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +10, Survival +1, Swim -4 None	Acrobatics +3, Appraise -5, Artistry -5, Bluff -4, Climb +3, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +11, Survival +1, Swim -4	Acrobatics +3, Appraise -5, Artistry -5, Bluff -4, Climb +3, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +14, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +11, Survival +1, Swim -4	Acrobatics +4, Appraise -5, Artistry -5, Bluff -4, Climb +4, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +19, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +12, Survival +1, Swim -4
Special Qualities				
Treasure	-	-	-	-
Special Abilitie		next to her a	s a source of light. Characte	re with low-light vision can

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is

next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of

this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Great Fortitude You can draw upon an inner reserve to resist diseases, poisons, and other grievous harm. Once per day, you may reroll a Fortitude save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Iron Will Your clarity of thought allows you to resist mental attacks. Once per day, you may reroll a Will save. You must decide to use this ability before the results are revealed. You must take the second roll, even if it is worse.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

Fungal Crauler

CR 3; **XP** 800

and the second s	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite	
👤 General					
CR / XP	CR 3; XP 800	CR 6; XP 2,400	CR 10; XP 9,600	CR 14; XP 38,400	
Sex / Race	Male or Female Fungal (Crawler; TN Small aberra	tion		
Class	Aberration 5	Aberration 8	Aberration 12	Aberration 17	
Initiative	+9	+9	+9	+9	
Senses	Perception +6; Darkvision 60 ft.	Perception +9; Darkvision 60 ft.	Perception +12; Darkvision 60 ft.	Perception +16; Darkvision 60 ft.	
🖸 Defense					
Armor Class	AC 16, touch 16, ff 11 (+1 size, +5 Dex)	AC 16, touch 16, ff 11 (+1 size, +5 Dex)	AC 16, touch 16, ff 11 (+1 size, +5 Dex)	AC 16, touch 16, ff 11 (+1 size, +5 Dex)	
hp / HD	29 (4d8)+8	58 (8d8)+16	86 (12d8)+24	125 (17d8)+34	
Saves	Fort +3, Ref +6, Will +5	Fort +4, Ref +7, Will +7	Fort +6, Ref +9, Will +9	Fort +9, Ref +12, Will +11	
Defensive Abilities	Plant Defenses; Immune to Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Stunning				
🖌 Offense	☑ Offense				
Movement	Speed 20 ft.; Climb 40 f	ft.			
Attacks	Melee bite +6 (1d6+2) or Melee claw +6/+6 (1d4+2)	Melee bite +9 (1d8+2) or Melee claw +9/+9 (1d6+2)	Melee bite +14 (1d8+3) or Melee claw +14/+14 (1d6+3)	Melee bite +17 (1d8+3) or Melee claw +17/+17 (1d6+3)	
Space / Reach	Space 5 ft.; Reach 5 ft.				
Special Attacks	Leap, Poison (bite)				
E Statistics					
Ability Scores	Str 14, Dex 20, Con 15, Int 2, Wis 13, Cha 7	Str 15, Dex 20, Con 15, Int 2, Wis 13, Cha 7	Str 16, Dex 20, Con 15, Int 2, Wis 13, Cha 7	Str 17, Dex 20, Con 15, Int 2, Wis 13, Cha 7	
Core Attack	Base Atk +3; CMB +4; CMD 19 (23 vs. trip)	Base Atk +6; CMB +7; CMD 22 (26 vs. trip)	Base Atk +9; CMB +11; CMD 26 (30 vs. trip)	Base Atk +12; CMB +14; CMD 29 (33 vs. trip)	

and the second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
Feats	Improved Initiative, Step Up	Improved Initiative, Improved Natural Attack (Bite, Claw), Step Up	Improved Initiative, Improved Natural Attack (Bite, Claw), Step Up, Weapon Focus (Bite, Claw)	Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite, Claw), Lightning Reflexes, Step Up, Weapon Focus (Bite, Claw)
Skills	Acrobatics +10, Appraise -4, Artistry -4, Bluff -2, Climb +10, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +6, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +2	Acrobatics +11, Appraise -4, Artistry -4, Bluff -2, Climb +10, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +9, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +2	Acrobatics +12, Appraise -4, Artistry -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +12, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +3	Acrobatics +13, Appraise -4, Artistry -4, Bluff -2, Climb +11, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +16, Perform (Untrained) -2, Ride +5, Sense Motive +1, Stealth +9, Survival +1, Swim +3
Languages	None Darkvision			
Treasure	-	-	-	-

Specia

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Leap (Ex) A fungal crawler can perform a special kind of pounce attack by jumping into combat. When a fungal crawler charges, it

can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

Plant Defenses (Ex) A fungal crawler is part plant and shares many of the immunities that plant creatures possess. A fungal crawler is immune to mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

Poison (Ex) Bite - injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 1d2 Str and 1d2 Con; cure 1 save.

Leech, Giant

CR 2; **XP** 600

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
👤 General						
CR / XP	CR 2; XP 600	CR 5; XP 1,600	CR 11; XP 12,800	CR 14; XP 38,400		
Sex / Race	Neuter Giant Leech; TN	Medium vermin (aquatic)			
Class	Vermin 3	Vermin 6	Vermin 12	Vermin 15		
Initiative	+1	+1	+1	+1		
Senses	Perception +0, Scent , Blindsight 30 ft. Darkvision 60 ft.	Perception +0, Scent , Blindsight 30 ft. Darkvision 60 ft.	Perception +0, Scent , Blindsight 30 ft. Darkvision 60 ft.	Perception +0, Scent , Blindsight 30 ft. Darkvision 60 ft.		
🖸 Defense	Defense					
Armor Class	AC 11, touch 11, ff 10 (+1 Dex)					
hp / HD	12 (3d8)+6	35 (6d8)+12	67 (12d8)+24	88 (15d8)+30		
Saves	Fort +5, Ref +2, Will +1	Fort +7, Ref +3, Will +2	Fort +10, Ref +5, Will +4	Fort +11, Ref +6, Will +5		
Defensive Abilities	Immune to Mind-Affecting Effects; Susceptible to Salt					

Bestiary

Service States	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Gifense				
Movement	Speed 5 ft.; Swim 20 ft.			
Attacks	Melee bite +2 (1d6)	Melee bite +5 (1d6+1)	Melee bite +11 (1d6+2)	Melee bite +13 (1d6+2)
Space / Reach	Space 5 ft.; Reach 5 ft.			
Special Attacks	Attach, Blood Drain			
🗎 Statistics				
Ability Scores	Str 11, Dex 12, Con 14, Int *, Wis 10, Cha 1	Str 12, Dex 12, Con 14, Int *, Wis 10, Cha 1	Str 14, Dex 12, Con 14, Int *, Wis 10, Cha 1	Str 14, Dex 12, Con 14, Int *, Wis 10, Cha 1
Core Attack	Base Atk +2; CMB +2; CMD 13 (can't be tripped)	Base Atk +4; CMB +5; CMD 16 (can't be tripped)	Base Atk +9; CMB +11; CMD 22 (can't be tripped)	Base Atk +11; CMB +13; CMD 24 (can't be tripped)
Feats	-	-	-	-
Skills	Acrobatics +1, Bluff -5, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +8	Acrobatics +1, Bluff -5, Climb +1, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +9	Acrobatics +1, Bluff -5, Climb +2, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +10	Acrobatics +1, Bluff -5, Climb +2, Diplomacy -5, Disguise -5, Escape Artist +1, Fly +1, Intimidate -5, Perform (Untrained) -5, Ride +1, Stealth +1, Swim +10
Languages	None			
Special Qualities	Blindsight, Can't Be Tripped, Darkvision, Scent, Susceptible to Salt, Vermin Traits			
Treasure	-	-	-	-
And the second data and		the Contraction of the local division of the		

Attach (Ex) When a giant leech hits with a bite attack, it latches onto its target and automatically grapplies. The giant leech loses its Dexterity bonus to AC and has an AC of 10, but holds on with great tenacity and automatically inflicts bite damage each round. A giant leech has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached giant leech can be struck with a weapon or grappled itself--if its prey manages to win a grapple check or Escape Artist check against it, the giant leech is removed.

Blindsight (Ex) Range 30 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Blood Drain (Ex) A giant leech drains blood at the end of each turn it is attached, inflicting 1 point of Strength and Constitution damage.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified

for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

Susceptible to Salt (Ex) A handful of salt burns a leech as if it were a flask of acid, causing 1d6 points of damage per use.

Lizard

CR 1/6; **XP** 65

\mathbf{CK} 1/0, \mathbf{AP} 05				
	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
👤 General				
CR / XP	CR 1/6; XP 65	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600
Sex / Race	Male or Female Lizard;	۲N Tiny animal	•	
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+7	+8
Senses	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision	Perception +1; Low-Light Vision
Defense				
Armor Class	AC 14, touch 14, ff 12 (+2 size, +2 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)
hp / HD	5 (1d8)-1	14 (4d8)-4	34 (10d8)-10	54 (15d8)-15
Saves	Fort +1, Ref +4, Will +1	Fort +3, Ref +7, Will +2	Fort +6, Ref +10, Will +4	Fort +10, Ref +13, Will +8
S Offense				
Movement	Speed 20 ft.; Climb 20 ft.	Speed 25 ft.; Climb 20 f	īt.	
Attacks	Melee bite +4 (1d3-4)	Melee bite +8 (1d3-4)	Melee bite +13 (1d4-4)	Melee bite +18 (1d4-4)
Space / Reach	Space 2.5 ft.; Reach 5 ft			
Statistics				
Ability Scores	Str 3, Dex 15, Con 8,	Str 3, Dex 16, Con 8,	Str 3, Dex 17, Con 8,	Str 3, Dex 18, Con 8,
	Int 1, Wis 12, Cha 2			
Core Attack	Base Atk +0; CMB +0; CMD 6 (10 vs. trip)	Base Atk +3; CMB +4; CMD 10 (14 vs. trip)	Base Atk +7; CMB +8; CMD 14 (18 vs. trip)	Base Atk +11; CMB +13; CMD 19 (23 vs. trip)
Feats	Weapon Finesse	Fleet, Weapon Finesse	Fleet, Improved Initiative, Improved Natural Attack (Bite), Weapon Finesse, Weapon Focus (Bite)	Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Stealthy, Weapon Finesse, Weapon Focus (Bite)
Skills	Acrobatics +10, Appraise -5, Artistry -5, Bluff -4, Climb +16, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +2	Acrobatics +11, Appraise -5, Artistry -5, Bluff -4, Climb +18, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +18, Survival +1, Swim +3	Acrobatics +11, Appraise -5, Artistry -5, Bluff -4, Climb +18, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +24, Survival +1, Swim +3	Acrobatics +12, Appraise -5, Artistry -5, Bluff -4, Climb +20, Craft (Untrained) -5, Diplomacy -4, Disguise -4, Escape Artist +6, Fly +8, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +34, Survival +1, Swim +4
Languages	None			
Special Qualities	Low-Light Vision		I	
Treasure		-	-	-
- Special Abilitia		so consitivo	to light that they can see twi	co as far as normal in dim

Special Abilities

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are

so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can Bestiary

see outdoors on a moonlit night as well as they can during the day.

💈 Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8,

6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon

Oul, Great Forned

CR 1/2; **XP** 200

Contraction of the local division of the loc	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite		
👤 General						
CR / XP	CR 1/2; XP 200	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600		
Sex / Race	Male or Female Great H	orned Owl; TN Small anir	nal			
Class	Animal 1	Animal 4	Animal 10	Animal 15		
Initiative	+2	+2	+2	+6		
Senses	Perception +10; Low-Light Vision	Perception +10; Low-Light Vision	Perception +10; Low-Light Vision	Perception +10; Low-Light Vision		
🖸 Defense						
Armor Class	AC 15, touch 13, ff 13 (+1 size, +2 Dex, +2 natural)	AC 16, touch 13, ff 14 (+1 size, +2 Dex, +3 natural)	AC 18, touch 13, ff 16 (+1 size, +2 Dex, +5 natural)	AC 21, touch 13, ff 18 (+1 size, +3 Dex, +7 natural)		
hp / HD	8 (1d8)+1	21 (4d8)+4	63 (10d8)+10	92 (15d8)+15		
Saves	Fort +3, Ref +4, Will +4	Fort +5, Ref +6, Will +5	Fort +8, Ref +9, Will +7	Fort +10, Ref +12, Will +9		
🖌 Offense	✓ Offense					
Movement	Speed 10 ft.; Fly 60 ft. ((Average)				
Attacks	Melee claw +0/+0 (1d4-1)	Melee claw +3/+3 (1d4-1)	Melee claw +8/+8 (1d6)	Melee claw +12/+12 (1d6)		
Space / Reach	Space 5 ft.; Reach 5 ft.					
🗎 Statistics	E Statistics					
Ability Scores	Str 8, Dex 15, Con 13, Int 2, Wis 18, Cha 6	Str 9, Dex 15, Con 13, Int 2, Wis 18, Cha 6	Str 10, Dex 15, Con 13, Int 2, Wis 18, Cha 6	Str 10, Dex 16, Con 13, Int 2, Wis 18, Cha 6		
Core Attack	Base Atk +0; CMB -2; CMD 10	Base Atk +3; CMB +1; CMD 13	Base Atk +7; CMB 6; CMD 18	Base Atk +11; CMB +10; CMD 23		
Feats	Alertness	Alertness, Improved Natural Armor	Alertness, Improved Natural Armor (3x), Improved Natural Attack (Claw)	Alertness, Improved Initiative, Improved Natural Armor (5x), Improved Natural Attack (Claw)		
Low		Moderate	Advanced	× Elite		
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Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb -1, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +12, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +2, Sense Motive +6, Stealth +10, Survival +4,	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb -1, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +15, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +2, Sense Motive +6, Stealth +10, Survival +4,	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +2, Fly +21, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +2, Sense Motive +6, Stealth +10, Survival +4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +3, Fly +27, Heal +4, Intimidate -2, Perception +10, Perform (Untrained) -2, Ride +3, Sense Motive +6, Stealth +11, Survival +4		
- There was a series	Swim -1	Swim -1,				
Languages	None					
Special Qualities	Low-Light Vision					
Treasure		-	-	-		

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Armor (5x) This creature's hide is tougher than most. The creature's natural armor bonus increases by +1. Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Natural Attack (Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Raccoon

CR 1/2; **XP** 200

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite	
👤 General					
CR / XP	CR 1/2; XP 200	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600	
Sex / Race	Male or Female Raccoon	; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15	
Initiative	+2	+6	+6	+7	
Senses	Perception +3; Low-Light Vision	Perception +3; Low-Light Vision	Perception +3; Low-Light Vision	Perception +5; Low-Light Vision	
Defense					
Armor Class	AC 15, touch 14, ff 13 (+2 size, +2 Dex, +1 natural)	AC 15, touch 14, ff 13 (+2 size, +2 Dex, +1 natural)	AC 15, touch 14, ff 13 (+2 size, +2 Dex, +1 natural)	AC 16, touch 15, ff 13 (+2 size, +3 Dex, +1 natural)	
hp / HD	4 (1d8)	13 (4d8)	34 (10d8)	57 (15d8)	
Saves	Fort +2, Ref +4, Will +3	Fort +4, Ref +6, Will +4	Fort +9, Ref +9, Will +8	Fort +11, Ref +12, Will +10	
S Offense					
Movement	Speed 20 ft.; Climb 20 ft. Speed 25 ft.; Climb 20 ft. Climb 20 ft.				
Attacks	Melee bite +1 (1d3-1)	Melee bite +4 (1d3-1)	Melee bite +9 (1d4)	Melee bite +13 (1d4)	

State of the local division of the local div	The second se					
and a strend	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
Space / Reach	Space 2.5 ft.; Reach 5 ft					
Statistics						
Ability Scores	Str 8, Dex 15, Con 11, Int 2, Wis 16, Cha 5	Str 9, Dex 15, Con 11, Int 2, Wis 16, Cha 5	Str 10, Dex 15, Con 11, Int 2, Wis 16, Cha 5	Str 10, Dex 16, Con 11, Int 2, Wis 16, Cha 5		
Core Attack	Base Atk +0; CMB +0; CMD 9	Base Atk +3; CMB +3; CMD 12	Base Atk +7; CMB +7; CMD 17	Base Atk +11; CMB +12; CMD 22		
Feats	Stealthy	Improved Initiative, Stealthy	Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Stealthy	Alertness, Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Run, Stealthy		
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +10, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +6, Heal +3, Intimidate -3, Perception +3, Perform (Untrained) -3, Ride +2, Sense Motive +3, Stealth +16, Survival +3, Swim -1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +10, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +6, Heal +3, Intimidate -3, Perception +3, Perform (Untrained) -3, Ride +2, Sense Motive +3, Stealth +19, Survival +3, Swim -1	Acrobatics +2, Appraise -4, Artistry -4, Bluff -3, Climb +10, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +6, Heal +3, Intimidate -3, Perception +3, Perform (Untrained) -3, Ride +2, Sense Motive +3, Stealth +27, Survival +3	Acrobatics +3, Appraise -4, Artistry -4, Bluff -3, Climb +11, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +5, Fly +7, Heal +3, Intimidate -3, Perception +5, Perform (Untrained) -3, Ride +3, Sense Motive +5, Stealth +33, Survival +3		
Languages	None					
Special Qualities	Low-Light Vision					
Treasure	-	-	-	-		

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

🖌 Feats

Alertness You often notice things that others might miss. You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying

no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.



470

Rat, Common

CR 1/3; **XP** 135

, 8, 88	K 1/3, XP 135						
	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite			
👤 General							
CR / XP	CR ¼; XP 100	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600			
Sex / Race	Male or Female Rat; TN	Tiny animal					
Class	Animal 1	Animal 4	Animal 10	Animal 15			
Initiative	+2	+7	+7	+8			
	Perception +1; Scent; Low-Light Vision	Perception +1; Scent; Low-Light Vision	Perception +1; Scent; Low-Light Vision	Perception +1; Scent; Low-Light Vision			
🖸 Defense							
the second s	AC 14, touch 14, ff 12 (+2 size, +2 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)			
hp / HD	8 (1d8)	21 (4d8)	52 (10d8)	82 (15d8)			
	Fort +2, Ref +4, Will +1	Fort +4, Ref +7, Will +2	Fort +7, Ref +10, Will +4	Fort +11, Ref +15, Will +8			
🗹 Offense							
Movement	Speed 15 ft.; Climb 15 ft	.; Swim 15 ft.					
Attacks	Melee bite +4 (1d3-4)	Melee bite +8 (1d3-4)	Melee bite +13 (1d4-4)	Melee bite +18 (1d4-4)			
Space / Reach	Space 2.5 ft.; Reach 5 ft						
B Statistics							
	Str 2, Dex 15, Con 11, Int 2, Wis 13, Cha 2	Str 2, Dex 16, Con 11, Int 2, Wis 13, Cha 2	Str 2, Dex 17, Con 11, Int 2, Wis 13, Cha 2	Str 2, Dex 18, Con 11, Int 2, Wis 13, Cha 2			
States and the second	Base Atk +0; CMB +0; CMD 6 (10 vs. trip)	Base Atk +3; CMB +4; CMD 10 (14 vs. trip)	Base Atk +7; CMB +8; CMD 14 (18 vs. trip)	Base Atk +11; CMB +13; CMD 19 (23 vs. trip)			
Feats	Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Improved Natural Attack (Bite), Skill Focus (Stealth), Weapon Finesse, Weapon Focus (Bite)	Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (Bite)			
	Acrobatics +2, Appraise -4, Artistry -4, Bluff -4, Climb +16, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +18, Survival +1, Swim +10	Acrobatics +3, Appraise -4, Artistry -4, Bluff -4, Climb +18, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +22, Survival +1, Swim +11	Acrobatics +3, Appraise -4, Artistry -4, Bluff -4, Climb +18, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +34, Survival +1, Swim +11	Acrobatics +4, Appraise -4, Artistry -4, Bluff -4, Climb +20, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +1, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +40, Survival +1, Swim +12			
	None						
And in the other day in the local day is the second s	Low-Light Vision, Scent		[
Treasure	A CONTRACTOR OF THE OWNER	- Contraction of the local division of the l	-	-			

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

deadly maladies. You get a +2 bonus on all Fortitude saving throws. **Improved Initiative** Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Skill Focus (Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

💈 Feats

Great Fortitude You are resistant to poisons, diseases, and other

Rat Swarm

CR 3; XP 800

CONTRACTOR OF	🔀 Low	🔀 Moderate	Advanced	× _{Elite}
L General				
CR / XP	CR 3; XP 800	CR 5; XP 1,600	CR 10; XP 9,600	CR 12; XP 19,200
Sex / Race	Male or Female Rat Swa	rm; TN Tiny animal (swa	rm)	
Class	Animal 3	Animal 8	Animal 13	Animal 18
Initiative	+6	+7	+8	+8
Senses	Perception +8; Scent; Low-Light Vision	Perception +10; Scent; Low-Light Vision	Perception +12; Scent; Low-Light Vision	Perception +14; Scent; Low-Light Vision
🖸 Defense				
Armor Class	AC 14, touch 14, ff 12 (+2 size, +2 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)
hp / HD	17 (3d8)+3	45 (8d8)+8	71 (13d8)+13	113 (18d8)+36
Saves	Fort +4, Ref +5, Will +2	Fort +7, Ref +9, Will +3	Fort +11, Ref +14, Will +7	Fort +15, Ref +17, Will +9
Defensive Abilities	Immune to Critical Hits,	Flanking, Weapon Dama	ge	
S Offense				
Movement	Speed 15 ft.; Climb 15 ft; Swim 15 ft.	Speed 20 ft.; Climb 15 ft; Swim 15 ft.		
Attacks	Melee swarm (1d6)	Melee swarm (1d8)	Melee swarm (1d8)	Melee swarm (1d8)
Space / Reach	Space 2.5 ft.; Reach o ft	•		
Special Attacks	Disease, Distraction			

Bestiary

States of Frances							
Contraction of States	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite			
Statistics	Statistics						
Ability Scores	Str 2, Dex 15, Con 13, Int 2, Wis 13, Cha 2	Str 2, Dex 17, Con 13, Int 2, Wis 13, Cha 2	Str 2, Dex 18, Con 13, Int 2, Wis 13, Cha 2	Str 2, Dex 18, Con 14, Int 2, Wis 13, Cha 2			
Core Attack	Base Atk +2; CMB +2; CMD 8 (can't be tripped)	Base Atk +6; CMB +7; CMD 13 (can't be tripped)	Base Atk +9; CMB +11; CMD 17 (can't be tripped)	Base Atk +13; CMB +15; CMD 21 (can't be tripped)			
Feats	Improved Initiative, Skill Focus (Perception)	Fleet, Improved Initiative, Improved Natural Attack (Swarm), Skill Focus (Perception)	Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Skill Focus (Perception)	Fleet, Great Fortitude, Improved Initiative, Improved Natural Attack (Swarm), Iron Will, Lightning Reflexes, Run, Skill Focus (Perception, Stealth)			
Skills	Acrobatics +6, Appraise -4, Artistry -4, Bluff -4, Climb +16, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +2, Fly +6, Heal +1, Intimidate -4, Perception +8, Perform (Untrained) -4, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +10	Acrobatics +8, Appraise -4, Artistry -4, Bluff -4, Climb +18, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Heal +1, Intimidate -4, Perception +10, Perform (Untrained) -4, Ride +3, Sense Motive +1, Stealth +17, Survival +1, Swim +11	Acrobatics +10, Appraise -4, Artistry -4, Bluff -4, Climb +20, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +12, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +20, Survival +1, Swim +12	Acrobatics +11, Appraise -4, Artistry -4, Bluff -4, Climb +20, Craft (Untrained) -4, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Heal +1, Intimidate -4, Perception +14, Perform (Untrained) -4, Ride +4, Sense Motive +1, Stealth +25, Survival +1, Swim +12			
Languages	None						
Special Qualities	Can't Be Tripped, Low-L	ight Vision, Scent					
Treasure	-	-	-	-			

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Disease (Ex) Filth Fever-Bite injury; Save Fort DC 21; Onset 1d3 days; Frequency 1/day; Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves.

Distraction (Ex) You can nauseate creatures that you damage. Any living creature that takes damage from you is nauseated for 1 round; a Fortitude save (DC 21) negates the effect.

Immunity to Critical Hits (Ex) You are never subject to critical hits.

Immunity to Flanking (Ex) You cannot be flanked.

Immunity to Weapon Damage (Ex) You are never subject to weapon damage.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the

source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

🖌 Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Swarm) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your

normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your

Dexterity bonus to your Armor Class.

Skill Focus (Perception, Stealth) You are particularly adept at your chosen skill. You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Scorpion, Greensting

Image: CR / XP CR / XP isonCR 3; XP 8:00CR 8; XP 4,800CR 10; XP 9,600Sex / RaceMale or Penale Greensting Scorpior; TN Tiny vermin (mindless)CR 10; XP 9,600ClassVermin 1Vermin 10Vermin 10ClassVermin 14; Tremorsense 60 ft; Darkvision 60 ft.; Darkvision 60 ft.; Darkv	and the second second	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite		
CR 3/x XP 100CR 3; XP 800CR 8; XP 4,800CR 10; XP 9,600See / RaceMale or Female Greensting Scorpion; TN Tiny vermin (mindless)Uermin 1Vermin 4Vermin 10Initiative $+3$ 44Vermin 10Vermin 15Initiative $+3$ 44Vermin 10Vermin 15Perception +4; Temorsense 60 ft; Darkvision 60 ft.Perception +4; Temorsense 60 ft; Darkvision 60 ft.DefenseArmor ClassA C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)A C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)A C 21, touch 16, ff 17 (+2 size, +3 Dex, +5 natural)befenseArmor ClassA C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)A C 21, touch 16, ff 17 (+2 size, +3 Dex, +5 natural)befenseArmor ClassA C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)A C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)befenseA C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)A C 21, touch 16, ff 17 (+2 size, +3 Dex, +5 natural)befenseArmor ClassA C 20, touch 15, ff 17 (+2 size, +3 Dex, +5 natural)befenseArmor Class	👤 General						
Class Initiative SenseVermin 1Vermin 4Vermin 10Vermin 15Initiative Sense $+3$ $+4$ $+4$ $+4$ Perception $+4;$ Tremorsense 60 ft.; Darkvision 60 ft.Perception $+4;$ Tremorsense 60 ft.; Darkvision 60 ft.Perception $+4;$ Tremorsense 60 ft.; Darkvision 60 ft.Imarkvision 60 ft.DefenseAC 20, touch 15, ff 17 ($+2$ size, $+3$ Dex, $+5$ natural)AC 20, touch 15, ff 17 ($+2$ size, $+3$ Dex, $+5$ natural)AC 20, touch 15, ff 17 ($+2$ size, $+3$ Dex, $+5$ natural)AC 21, touch 16, ff 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff 17 ($+2$ size, $+4$ Dex, $+5$ natural)NoteFort $+2$, Ref $+3$, Will $+0$ Fort $+4$, Ref $+4$, Will $+1$ Fort $+7$, Ref $+7$, Will $+5$ Fort $+9$, Ref $+9$, Will $+5$ Defensive AbilitiesImmune to Mind-Affecting EffectsImmune to Mind-Affecting EffectsMovementSpeed 20 ft. Melee sting $+2$ (td2 -4) (td2 -4) or Melee sting $+5$ (td2 -4)Melee claw $+9/+9$ (td2 -4)Space / Reach Special AttacksStr 3, Dex 16, Con 10, Int $^+$, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int $^+$, Wis 10, Cha 2Ability ScoresSr 3, Dex 16, Con 10, Int $^+$, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int $^+$, Wis 10, Cha 2Base Att $+3;$ CMD $+10$ (sy s. trip)Constrict (2d2 -4), Crab, Poison (DC 12)Str 3, Dex 18, Con 10, Int $^+$, Wis 10, Cha 2Base Att $+3;$ CMD $+10$ (sy s. trip)Constrict (2d2 -4), Crab, Poison (DC 12)Str 3, Dex 18, Con 10,<		CR ¼; XP 100	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600		
Initiative Senses $+3$ $+4$ $+4$ $+4$ $+4$ Berception $+4$; Tremorsense 60 ft.; Darkvision 60 ft.Perception $+4$; Tremorsense 60 ft.; Darkvision 60 ft.Perception $+4$; Tremorsense 60 ft.; Darkvision 60 ft.Image: Constrict Case Armor CaseCo. pouch 15, ff. 17 ($+2$ size, $+3$ Dex, $+5$ natural)AC 20, touch 15, ff. 17 ($+2$ size, $+3$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+3$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natural)AC 21, touch 16, ff. 17 ($+2$ size, $+4$ Dex, $+5$ natura	Sex / Race	Male or Female Greensti	Male or Female Greensting Scorpion; TN Tiny vermin (mindless)				
SensesPerception $+4$; Tremorsense 60 ft; Darkvision 60 ft.Perception $+4$; Tremorsense 60 ft; Darkvision 60 ft. \blacksquare Perception $+4$; Tremorsense 60 ft; Darkvision 60 ft. \blacksquare DefenseArmor ClassA 20, touch 15, ff 17 ($+2$ size, $+3$ Dex, $+5$ natural)hp / HDC (23 size, $+3$ Dex, $+5$ natural)hp / HDC (43 size, $+3$ Dex, $+5$ natural)hp / HDC (43 size, $+3$ Dex, $+5$ natural)span="2">SensesA C 20, touch 15, ff 17 ($+2$ size, $+4$ Dex, $+5$ natural)A C 21, touch 16, ff 17 ($+2$ size, $+4$ Dex, $+5$ natural)hp / HD7 (143)19 (448)Statural)SavesFort $+2$, Ref $+3$, Wil $+0$ Fort $+4$, Ref $+4$, Wil $+1$ Fort $+7$, Ref $+7$, Wil $+3$ Fort $+9$, Ref $+9$, Wil $+3$ Defensive AbilitiesImmune to Mind-Affecting EffectsMelee claw $+5/+5$ ($1d2 - 4$) or Melee sting $+2$ ($1d2 - 4$) Melee sting $+1$ ($1d2 - 4$) or Melee sting $+1$ ($1d2 - 4$) or Melee sting $+1$ ($1d2 - 4$) or Melee sting $+1$ ($1d2 - 4$) Melee sting $+1$ ($1d2 - 4$) ($1d2 - 4$) or Melee sting $+9$ ($1d2 - 4$) ($1d2 - 4$) or Melee sting $+9$ ($1d2 - 4$) ($1d2 - 4$) or Melee sting $+1$ ($1d2 - 4$) ($1d2 - 4$) or Melee sting $+9$ ($1d2 - 4$) ($1d2 - 4$) or Melee sting $+1$ ($1d2 - 4$) ($1d2 - 4$) or Melee sting $+9$ ($1d2 - 4$) (1	Class	Vermin 1	Vermin 4	Vermin 10	Vermin 15		
Temorsense 6o ft.; Darkvision 6o ft.Temorsense 6o ft.; Darkvision 6o ft.Temorsense 6o ft.; Darkvision 6o ft.CDefenseArmor ClassAC 20, touch 15, ff 17 (± 2 size, ± 3 Dex, ± 5 natural)AC 21, touch 16, ff 17 (± 2 size, ± 4 Dex, ± 5 natural)AC 21, touch 16, ff 17 (± 2 size, ± 4 Dex, ± 5 natural)AC 21, touch 16, ff 17 (± 2 size, ± 4 Dex, ± 5 natural)hp / HD7 (1d8)19 (d48)51 (1od8)77 (15d8)SavesFort ± 3 , Ref ± 3 , Will ± 0 Fort ± 4 , Ref ± 4 , Will ± 0 Fort ± 7 , Ref ± 7 , Will ± 3 Fort ± 9 , Ref ± 9 , Will ± 3 Defensive AbilitiesImmune to Mind-Affecting EffectsMelee claw $\pm 7/\pm 3$ (d2 ± 4) or Melee sting ± 1 (d2 ± 4), Grash, Poison (DC 12)Str 3, Dex 18, Con 11,	Initiative	+3	+3	+4	+4		
Armor Class AC 20, touch 15, ff 17 (± size, +3 Dex, +5 natural) AC 20, touch 15, ff 17 (± size, +3 Dex, +5 natural) AC 21, touch 16, ff 17 (± size, +4 Dex, +5 natural) hp / HD 7 (1d8) 19 (4d8) 51 (1od8) 77 (15d8) Saves Fort +2, Ref +3, Will +0 Fort +4, Ref +4, Will +1 Fort +7, Ref +7, Will +3 Fort +9, Ref +9, Will +5 Defensive Abilitiet Immune to Mind-Affecting Effects Melee claw +5/+5 (1d2-4) or Melee sting +1 (1d2-4), Melee sting +5 (1d2-4) Melee claw +9/+9 (1d2-4) or Melee sting +5 (1d2-4) Space / Reach Specd 20 ft. Melee claw +1/+1 (1d2-4) or Melee sting +1 (1d2-4) Melee claw +5/+5 (1d2-4) or Melee sting +5 (1d2-4) Melee claw +9/+9 (1d2-4) or Melee sting +0 (1d2-4) Space / Reach Space 2.5 ft.; Reach 0 ft. Constrict (2d2-4), Grab, Poison (DC 12) Constrict (2d2-4), Grab, Poison (DC 17) Constrict (2d2-4), Grab, Poison (DC 19) Image: Statistics Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 11, Int *, Wis 10, Cha 2 Image: Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly -7, Intimidate - - Skill Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Perception +4, Perform (Untrained) +4, Ride +3, Stealth +15, Swim -4 - -	Senses	Tremorsense 60 ft.;	Tremorsense 60 ft.;	Tremorsense 60 ft.;	Tremorsense 60 ft.;		
(+2 size, +3 Dex, +5 natural) (+2 size, +3 Dex, +5 natural) (+2 size, +4 Dex, +5 natural) (+2 size, +4 Dex, +5 natural) hp / H0 7 (1d8) 19 (48) \$1 (1od8) 77 (158) Saves Fort +2, Ref +3, Will +0 Fort +4, Ref +4, Will +1 Fort +7, Ref +7, Will +3 Fort +9, Ref +9, Will +5 Defensive Abilities Immune to Mind-Affecting Effects Immune to Mind-Affecting Effects Melee claw +5/+5 (1d2-4) or Melee claw +9/+9 (1d2-4) or Melee sting -2 (1d2-4) Melee claw +1/+1 (1d2-4) or Melee sting +5 (1d2-4) Melee claw +9/+9 (1d2-4) or Space / Reach Space 2, 5ft.; Reach of f. Constrict (2d2-4), Grab, Poison (DC 12) Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2 Str	Defense						
SavesFort +2, Ref +3, Will +0Fort +4, Ref +4, Will +1Fort +7, Ref +7, Will +3Fort +9, Ref +9, Will +5Defensive AbilitiesImmune to Mind-Affecting EffectsMovementSpeed 20 ft.AttacksMelee claw -2/-2 (ld2-4) or Melee sting -2 (ld2-4)Melee claw +1/+1 (ld2-4) or Melee sting +5 (ld2-4)Melee claw +9/+9 (ld2-4) or Melee sting +5 (ld2-4)Space / ReachSpace 1, Reach of ft. Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 12)Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 11, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 11, Int *, Wis 10, Cha 2FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Stealth +16, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +4, Stealth<	Armor Class	(+2 size, +3 Dex,	(+2 size, +3 Dex,	(+2 size, +4 Dex,	(+2 size, +4 Dex,		
Will +0Will +1Will +3Will +5Immune to Mind-Affecting EffectsImmune to Mind-Affecting EffectsSpeed 20 ft.AttacksMelee claw -2/-2 (ld2-4) or Melee sting -2 (ld2-4)Melee claw +1/+1 (ld2-4) or Melee sting +5 (ld2-4)Melee claw +9/+9 (ld2-4) or Melee sting +5 (ld2-4)Space / Reach Space / ReachSpace 2.5 ft.; Reach o ft.Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 17)Gonstrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 14)Constrict (2d2-4), Grab, Poison (DC 14)Totab, Poison (DC 12)StatisticsAbility ScoresStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 4, Stratth +0; CMB +1 (+5 grapple); CMB 10 (22 vs. trip) <t< th=""><th>hp / HD</th><th>7 (1d8)</th><th>19 (4d8)</th><th>51 (10d8)</th><th>77 (15d8)</th></t<>	hp / HD	7 (1d8)	19 (4d8)	51 (10d8)	77 (15d8)		
MovementSpeed 20 ft.MovementSpeed 20 ft.AttacksMelee claw -2/-2 (1d2-4) or Melee sting -2 (1d2-4)Melee claw +1/+1 (1d2-4) or Melee sting +5 (1d2-4)Melee claw +5/+5 (1d2-4) or Melee sting +5 (1d2-4)Melee claw +9/+9 (1d2-4) or Melee sting +5 (1d2-4)Space / ReachSpace 2, 5 ft.; Reach 0 ft.Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 14)Constrict (2d2-4), Grab, Poison (DC 17)Constrict (2d2-4), Grab, Poison (DC 19)Image: StatisticsStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Core AttackBase Atk +0; CMB 1+ (+5 grapple); CMD 7 (19 vs. trip)Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy +4, Disguise -4, Escape Artist +3, Fly +7, Intimidate +4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate +4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +3, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4LanguagesNoneDarkvision, TremorsenseDarkvision, TremorsenseDarkvision, Tremorsense	and the second second	Will +0	Will +1				
Movement AttacksSpeed 20 ft.AttacksMelee claw -2/-2 (1d2-4) or Melee sting -2 (1d2-4)Melee claw +1/+1 (1d2-4) or Melee sting +1 (1d2-4)Melee claw +5/+5 (1d2-4) or Melee sting +5 (1d2-4)Melee claw +9/+9 (1d2-4) or Melee sting +5 (1d2-4)Space / Reach Special AttacksSpace 2.5 ft.; Reach 0 ft.Constrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 14)Constrict (2d2-4), Grab, Poison (DC 17)Constrict (2d2-4), Grab, Poison (DC 19)Image: StatisticsStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 11, Int *, Wis 10, Cha 2FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Sluff -4, Climb +8, Diplomacy -4, Disguise -4, Ride +4, Stealth +16, Swim -4Acrobatics +4, Sluff -4, Climb +8, Diplomacy -4, Ride +4, Stealth +16, Swim -4LanguagesNoneDarkvision, Tremors	And a second	Immune to Mind-Affecti	ng Effects				
AttacksMelee claw -2/-2 (td2-4) or Melee sting -2 (td2-4)Melee claw +1/+1 (td2-4) or Melee sting +1 (td2-4) or Melee sting +1 (td2-4) or Melee sting +5 (td2-4)Melee claw +9/+9 (td2-4) or Melee sting +5 (td2-4)Space / ReachSpace 2.5 ft.; Reach o ft.Constrict (2d2-4), (rab, Poison (DC 12)Constrict (2d2-4), (rab, Poison (DC 14)Constrict (2d2-4), (rab, Poison (DC 17)Constrict (2d2-4), (rab, Poison (DC 19)StatisticsStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Core AttackBase Atk +0; CMD 7 (19 vs. trip)Base Atk +3; CMD 7 (19 vs. trip)Base Atk +3; CMD 7 (19 vs. trip)Base Atk +7; CMD 10 (22 vs. trip)Base Atk +11; CMB +13 (+17 graphe); CMD 19 (31 vs. trip)Feats SkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +3, Bluff -4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4NoneDarkvision, TremorsenseDarkv	🗹 Offense						
Int 2-4) or Melee sting -2 (1d2-4)(1d2-4) or Melee sting +1 (1d2-4)(1d2-4) or Melee sting +5 (1d2-4)(1d2-4) or Melee sting +5 (1d2-4)Space / ReachSpace 2.5 ft.; Reach o ft.Special AttacksConstrict (2d2-4), Grab, Poison (DC 12)Constrict (2d2-4), Grab, Poison (DC 14)Constrict (2d2-4), Grab, Poison (DC 17)Constrict (2d2-4), Grab, Poison (DC 19)Image: StatisticsStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Core AttackBase Atk +0; CMB +1 (+5 grapple); CMD 7 (19 vs. trip)CMB +4 (+8 grapple); CMD 10 (22 vs. trip)CMB +9 (+13 grapple); CMD 15 (27 vs. trip)Base Atk +11; CMB +13 (+17 grapple); CMD 19 (31 vs. trip)FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Stealth +16, Swim -4Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Ride +4, Stealth +16, Swim -4Acrobatics +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4MoneLanguagesNoneImage: Special QualitieDarkvision, TremorsenseImage: Special QualitieDarkvision, Tremorsense	Movement	Speed 20 ft.					
Special AttacksConstrict (2d2-4), (rab, Poison (DC 12)Constrict (2d2-4), (rab, Poison (DC 14)Constrict (2d2-4), (rab, Poison (DC 17)Constrict (2d2-4), (rab, Poison (DC 19)■■■ <t< th=""><th>Attacks</th><th>(1d2-4) or</th><th>(1d2-4) or</th><th>(1d2-4) or</th><th>(1d2-4) or</th></t<>	Attacks	(1d2-4) or	(1d2-4) or	(1d2-4) or	(1d2-4) or		
Grab, Poison (DC 12)Grab, Poison (DC 14)Grab, Poison (DC 17)Grab, Poison (DC 19)Image: StatisticsAbility ScoresStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Core AttackBase Atk +0; CMB +1 (+5 grapple); CMD 7 (19 vs. trip)Base Atk +3; CMB +4 (+8 grapple); CMD 10 (22 vs. trip)Base Atk +7; CMB +9 (+13 grapple); CMD 19 (31 vs. trip)FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +3, Bluff -4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4Acrobatica +4, Perform (Untrained) -4, Ride +4, Stealt	Space / Reach	Space 2.5 ft.; Reach o ft	-				
Ability ScoresStr 3, Dex 16, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 17, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Str 3, Dex 18, Con 10, Int *, Wis 10, Cha 2Core AttackBase Atk +0; CMB +1 (+5 grapple); CMD 7 (19 vs. trip)Base Atk +3; CMB +4 (+8 grapple); CMD 10 (22 vs. trip)Base Atk +7; CMB +9 (+13 grapple); CMD 15 (27 vs. trip)Base Atk +11; CMB +13 (+17 grapple); CMD 19 (31 vs. trip)FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +3, Bluff -4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +4, Stealth +15, Swim -4Acrobatics +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4	Special Attacks						
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FeatsSkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +16, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4ItanguagesNoneItanguagesItanguagesItanguagesDarkvision, TremorsenseItanguages </th <th>Ability Scores</th> <th></th> <th></th> <th></th> <th></th>	Ability Scores						
SkillsAcrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, +15, Swim -4Acrobatics +3, Bluff -4, Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +16, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +16, Swim -4Acrobatics +4, Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4Languages Darkvision, TremorsenseDarkvision, Tremorsense	Core Attack	CMB +1 (+5 grapple);	CMB +4 (+8 grapple);	CMB +9 (+13 grapple);	CMB +13 (+17 grapple);		
Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +15, Swim -4Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth +16, Swim -4Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth +16, Swim -4Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Ride +4, Stealth +16, Swim -4Languages Darkvision, TremorsenseDarkvision, Tremorsense	And the second se	-	-	-	-		
Special Qualities Darkvision, Tremorsense	Skills	Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth	Climb +7, Diplomacy -4, Disguise -4, Escape Artist +3, Fly +7, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +3, Stealth	Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth	Bluff -4, Climb +8, Diplomacy -4, Disguise -4, Escape Artist +4, Fly +8, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +4, Stealth		
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Treasure	and the second	Darkvision, Tremorsens		Г			
	Treasure	-	-		-		

Constrict (Ex) You can crush an opponent, dealing 2d2+-4 bludgeoning damage, when you make a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Grab (Ex) If you hit with the indicated attack (usually a claw or bite attack), you deal normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. You have the option to conduct the grapple normally, or simply use the part of your body you used in the grab to hold the opponent. If you choose to do the latter, you takes a -20 penalty on your CMB check to make and maintain the grapple, but do not gain the grappled condition itself. A successful hold does not deal any extra damage unless you also have the constrict special attack. If you do not

constrict, each successful grapple check you make during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, you deal constriction damage as well. You receive a +4 bonus on combat maneuver checks made to start and maintain a grapple. Unless otherwise noted, grab can only be used on creatures of a size equal to or smaller than you.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Poison (Ex) Sting-injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Skeleton, Barbarian

CR 2; **XP** 600

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👤 General				
CR / XP	CR 2; XP 600	CR 4; XP 1,200 CR 12; XP 19,200		CR 16; XP 76,800
Sex / Race	Male Human (Skeleton)	Undead; NE Medium und	ead (mindless)	
Class	Undead 1 / Barbarian 3	Undead 3 / Barbarian 5	Undead 5 / Barbarian 8	Undead 7 / Barbarian 11
Initiative	+6	+6	+6	+6
Senses	Perception +5; Darkvision 60 ft.	Perception +11; Darkvision 60 ft.	Perception +14; Darkvision 60 ft.	Perception +19; Darkvision 60 ft.
🖸 Defense				
Armor Class	AC 17, touch 13, ff 17 (+2 Dex, +2 natural, +1 dodge, +2 broken chain shirt)	AC 17, touch 13, ff 17 (+2 Dex, +2 natural, +1 dodge, +2 broken chain shirt)	AC 18, touch 13, ff 18 (+2 Dex, +2 natural, +1 dodge, +3 broken breastplate)	AC 21, touch 13, ff 21 (+2 Dex, +2 natural, +1 dodge, +6 broken breastplate +3)
hp / HD	34 (1d8)+(3d12)+3	52 (3d8)+(5d12)+5	86 (5d8)+(8d12)+8	111 (7d8)+(11d12)+11
Saves	Fort +3, Ref +3, Will +3; +1 Reflex to avoid traps	Fort +5, Ref +4, Will +4; +1 Reflex to avoid traps	Fort +7, Ref +5, Will +6; +2 Reflex to avoid traps	Fort +9, Ref +7, Will +8; +3 Reflex to avoid traps
Defensive Abilities	Trap Sense +1, Uncanny Dodge, DR 5/ bludgeoning, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Trap Sense +1, Uncanny Dodge, DR 5/ bludgeoning, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Trap Sense +2, Improved Uncanny Dodge, DR 5/ bludgeoning, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning	Trap Sense +3, Improved Uncanny Dodge, DR 5/ bludgeoning; DR 2/-, Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning
Solution Offense				
Movement	Speed 40 ft.; Fast Move	ment	Speed 30 ft.; Fast Move	ment

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Attacks	Melee greatsword +5 (2H: 2d6+3/19-20) or Melee claw (w/o weapon) +5/+5 (1d4+2) or Melee claw (w/ weapon) +0 (1d4+1) or Melee broken scimitar +3 (1d6/18-20)	Melee +1 greatsword +11/+6 (2H: 2d6+5/19- 20) or Melee claw (w/o weapon) +10/+10 (1d6+3) or Melee claw (w/ weapon) +5 (1d4+1) or Melee broken scimitar +8/+3 (1d6+1/18-20)	Melee +2 icy burst greatsword +16/+11/+6 (2H: 2d6+6/19-20) or Melee claw (w/o weapon) +14/+14 (1d6+3) or Melee claw (w/ weapon) +9 (1d6+1) or Melee broken scimitar +12/+7/+2 (1d6+1/18- 20)	Melee +3 ominous greatsword +23/+18/+13/+8 (2H: 2d6+9/19-20) or Melee claw (w/o weapon) +20/+20 (1d6+4) or Melee claw (w/ weapon) +15 (1d6+2) or Melee broken scimitar +18/+13/+8/+3 (1d6+2/18-20)		
Space / Reach	Space 5 ft.; Reach 5 ft.					
Special Attacks	Knockback	Knockback	Knockback, Overbearing Advance	Bleeding Blow, Knockback, Overbearing Advance		
Statistics						
Ability Scores	Str 15, Dex 14, Con *, Int *, Wis 10, Cha 10	Str 16, Dex 14, Con *, Int *, Wis 10, Cha 10	Str 17, Dex 14, Con *, Int *, Wis 10, Cha 10	Str 18, Dex 14, Con *, Int *, Wis 10, Cha 10		
Core Attack	Base Atk +3; CMB +5; CMD 18	Base Atk +7; CMB +10; CMD 23	Base Atk +11; CMB +14; CMD 27	Base Atk +16; CMB +20; CMD 23		
Feats	Dodge, Improved Initiative	Dodge, Improved Initiative, Improved Natural Attack (Claw (w/o weapon))	Dodge, Improved Initiative, Improved Natural Attack (Claw (w/o weapon), Claw (w/weapon)), Power Attack	Cleave, Dodge, Improved Initiative, Improved Natural Attack (Claw (w/o weapon), Claw (w/ weapon)), Power Attack		
Skills	Acrobatics -2, Climb +5, Escape Artist -2, Fly -2, Intimidate +6, Perception +5, Ride -2, Stealth -2, Survival +6, Swim -2	Acrobatics -2, Climb +6, Escape Artist -2, Fly -2, Intimidate +8, Perception +11, Ride -2, Stealth -2, Survival +6, Swim -1	Acrobatics -6, Climb +7, Escape Artist -6, Fly -6, Intimidate +12, Perception +14, Ride -6, Stealth -6, Survival +6, Swim -5	Acrobatics -5, Climb +13, Escape Artist -5, Fly -5, Intimidate +15, Perception +19, Ride -5, Stealth -5, Survival +6, Swim -3		
Languages	None					
Special Qualities	Darkvision, Fast Movement, Rage	Darkvision, Fast Movement, Rage, Strength Surge	Damage Reduction, Darkvision, Fast Movement, No Escape, Rage, Strength Surge	Damage Reduction, Darkvision, Fast Movement, No Escape, Rage, Strength Surge		
Treasure	greatsword, broken chain shirt, broken scimitar	+1 greatsword, broken chain shirt, broken scimitar	+2 icy burst greatsword, broken breastplate, broken scimitar	+3 ominous greatsword, +3 broken breastplate, broken scimitar		

Bleeding Blow (Ex) When she uses her powerful blow rage power, the barbarian also deals bleed damage equal to her bonus damage with the powerful blow. This bleed damage bypasses damage reduction. A barbarian must have the powerful blow rage power and be at least 8th level before selecting this rage power.

Damage Reduction (Ex) You gain damage reduction. Subtract 2 from the damage you take each time you are dealt damage from a weapon or natural attack. Damage reduction can reduce damage to o but not below o.

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise,

darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Fast Movement (Ex) Your land speed is faster than the norm for your race by +10 feet. This benefit applies only when you are wearing no armor, light armor, or medium armor, and not carrying a heavy load.

Improved Uncanny Dodge (Ex) You can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking you, unless the attacker is a rogue of at least level 4.

Knockback (Ex) Once per round, you can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes points of damage and is moved back as normal. You do not need to move with the target if successful. This does not provoke an attack of opportunity.

No Escape (Ex) You can move up to normal your speed as an immediate action, but you can only use this ability when an adjacent

foe uses a withdraw action to move away from you. You must end your movement adjacent to the enemy that used the withdraw action. You provoke attacks of opportunity as normal during this movement. This power can only be used once per rage.

Overbearing Advance (Ex) While raging, the barbarian inflicts damage equal to her Strength bonus whenever she succeeds at an overrun combat maneuver.

Rage (Ex) You can call upon inner reserves of strength and ferocity, granting you additional combat prowess. You can rage for 24 rounds per day. You can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive. While in rage, you gain a +6 morale bonus to your Strength and a +6 morale bonus to Constitution, as well as a +3 morale bonus on Will saves. In addition, you take a -2 penalty to Armor Class. The increase to Constitution grants you 54 hit points, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. You can end your rage as a free action and are fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. You cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If you fall unconscious, your rage immediately ends, placing you in peril of death.

Strength Surge (Ex) You add +11 on one Strength check or combat maneuver check, or to your Combat Maneuver Defense when an opponent attempts a maneuver against you. This power is used as an immediate action. This power can only be used once per rage.

Trap Sense (Ex) You gain a +3 bonus on Reflex saves made to avoid traps, and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) You can react to danger before your senses would normally allow you to do so. You cannot be caught flatfooted, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

🖌 Feats

Cleave You can strike two adjacent foes with a single swing. As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Dodge Your training and reflexes allow you to react swiftly to avoid an opponent's attack. You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Natural Attack (Claw (w/o weapon), Claw (w/weapon)) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Power Attack You can make exceptionally deadly melee attacks by sacrificing accuracy for strength. You can choose to take a -5 penalty on all melee attack rolls and combat maneuver checks to gain a +10 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with a two-handed weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skeleton, Fiuman

M Offense

CR	1/	3;	ХР	135	

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Sales and the	🖄 Low	🖄 Moderate	🖄 Advanced	🞽 Elite
👤 General				
CR / XP	CR 1/3; XP 135	CR 4; XP 1,200	CR 10; XP 9,600	CR 16; XP 76,800
Sex / Race	Male or Female Human	Skeleton; NE Medium und	lead (mindless)	
Class	Undead 1	Undead 6	Undead 12	Undead 18
Initiative	+6	+6	+6	+6
Senses	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.	Perception +0; Darkvision 60 ft.
Defense				
Armor Class	AC 16, touch 12, ff 14 (+2 Dex, +2 natural, +2 broken chain shirt)	AC 16, touch 12, ff 14 (+2 Dex, +2 natural, +2 broken chain shirt)	AC 17, touch 12, ff 15 (+2 Dex, +2 natural, +3 broken chain shirt +1)	AC 18, touch 12, ff 16 (+2 Dex, +2 natural, +4 broken chain shirt +2)
hp / HD	5 (1d8)	35 (6d8)	65 (12d8)	8 7 (18d8)
Saves	Fort +0, Ref +2, Will +2	Fort +2, Ref +4, Will +5	Fort +4, Ref +6, Will +8	Fort +6, Ref +8, Will +11
Defensive Abilities	DR 5/bludgeoning; Immune to Ability Drain, Cold, Death Effects, Death from Massive Damage, Disease, Energy Drain, Exhaustion, Fatigue, Mind-Affecting Effects, Nonlethal Damage, Paralysis, Poison, Sleep, Stunning			



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States and Street	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite	
Movement	Speed 30 ft.				
Attacks	Melee shortspear +2 (1d6+2) or Ranged shortspear (thrown) +2 (1d6+2) or Melee dagger +2 (1d4+1/19-20) or Ranged dagger (thrown) +2 (1d4+2/19-20) or Melee claw (w/o weapon) +2/+2 (1d4+2) or Melee claw (w/ weapon) -3 (1d4+1) or Melee broken scimitar +0 (1d6/18-20)	Melee spear +7 (2H: 1d8+4/x3) or Ranged spear (thrown) +6 (1d8+3/ x3) or Melee claw (w/o weapon) +7/+7 (1d4+3) or Melee claw (w/ weapon) +2 (1d4+1) or Melee dagger +7 (1d4+3/19-20) or Ranged dagger (thrown) +6 (1d4+3/19-20) or Melee broken scimitar +5 (1d6+1/18-20)	Melee +1 spear +14/+9 (2H: 1d8+7/x3) or Ranged +1 spear (thrown) +12/+7 (1d8+5/x3) or Melee claw (w/o weapon) +13/+13 (1d4+4) or Melee claw (w/ weapon) +8 (1d4+2) or Melee dagger +13/+8 (1d4+4/19-20) or Ranged dagger (thrown) +11/+6 (1d4+4/19-20) or Melee broken scimitar +11/+6 (1d6+2/18-20)	Melee +3 spear +20/+15/+10 (2H: 1d8+9/x3) or Ranged +3 spear (thrown) +18/+13/+8 (1d8+7/x3) or Melee claw (w/o weapon) +17/+17 (1d4+4) or Melee claw (w/ weapon) +12 (1d4+2) or Melee dagger +17/+12/+7 (1d4+4/19-20) or Ranged dagger (thrown) +15/+10/+5 (1d4+4/19-20) or Melee broken scimitar +15/+10/+5 (1d6+2/18-20)	
Space / Reach	Space 5 ft.; Reach 5 ft.		I		
Statistics					
Ability Scores	Str 15, Dex 14, Con *, Int *, Wis 10, Cha 10	Str 16, Dex 14, Con *, Int *, Wis 10, Cha 10	Str 18, Dex 14, Con *, Int *, Wis 10, Cha 10	Str 18, Dex 15, Con *, Int *, Wis 10, Cha 10	
Core Attack	Base Atk +0; CMB +2; CMD 14	Base Atk +4; CMB +7; CMD 19	Base Atk +9; CMB +13; CMD 25	Base Atk +13; CMB +17; CMD 29	
Feats	Improved Initiative	Improved Initiative	Improved Initiative	Improved Initiative	
Skills	Acrobatics -2, Climb -2, Escape Artist -2, Fly -2, Ride -2, Stealth -2, Swim -2	Acrobatics -2, Climb -1, Escape Artist -2, Fly -2, Ride -2, Stealth -2, Swim -1	Acrobatics -1, Climb +1, Escape Artist -1, Fly -1, Ride -1, Stealth -1, Swim +1	Acrobatics -1, Climb +1, Escape Artist -1, Fly -1, Ride -1, Stealth -1, Swim +1	
Languages	None				
Special Qualities	Darkvision				
Treasure	shortspear; dagger; broken chain shirt; broken scimitar	spear; dagger; broken chain shirt; broken scimitar	+1 spear; dagger; +1 broken chain shirt; broken scimitar	+3 spear; dagger; +2 broken chain shirt; broken scimitar	
🛛 Special Abilitie	s		ubjects a creature to gaze att		
 Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, 					

Skunk

	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
👤 General				
CR / XP	CR ¼; XP 100	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600
Sex / Race	Male or Female Skunk; TN Tiny animal			
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+3	+4

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and the second second	🗵 Low	🗵 Moderate	🔀 Advanced	🔀 Elite
Senses	Perception +1; Scent; Low-Light Vision	Perception +1; Scent; Low-Light Vision	Perception +1; Scent; Low-Light Vision	Perception +1; Scent; Low-Light Vision
Defense				
Armor Class	AC 14, touch 14, ff 12 (+2 size, +2 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)
hp / HD	1 (1d8)-1	11 (4d8)-4	25 (10d8)-10	36 (15d8)-15
Saves	Fort +1, Ref +4, Will +1	Fort +3, Ref +7, Will +2	Fort +6, Ref +10, Will +6	Fort +10, Ref +15, Will +8
Contraction of the second seco	Offense			
Movement	Speed 30 ft.	Speed 35 ft.		
Attacks	Melee bite -2 (1d3-4) or Melee claw -2/-2 (1d2- 4) or Ranged spray (touch) +4 (1d1)	Melee bite +1 (1d3-4) or Melee claw +1/+1 (1d2-4) or Ranged spray (touch) +8 (1d1)	Melee bite +5 (1d4-4) or Melee claw +5/+5 (1d3-4) or Ranged spray (touch) +12 (1d1)	Melee bite +9 (1d4- 4) or Melee claw +9/+9 (1d3-4) or Ranged spray (touch) +17 (1d1)
Space / Reach	Space / Reach Space 2.5 ft.; Reach 5 ft.			
🗎 Statistics				
Ability Scores	Str 3, Dex 15, Con 9, Int 2, Wis 12, Cha 6	Str 3, Dex 16, Con 9, Int 2, Wis 12, Cha 6	Str 3, Dex 17, Con 9, Int 2, Wis 12, Cha 6	Str 3, Dex 18, Con 9, Int 2, Wis 12, Cha 6
Core Attack	Base Atk +0; CMB +0; CMD 6	Base Atk +3; CMB +4; CMD 10	Base Atk +7; CMB +8; CMD 14	Base Atk +11; CMB +13; CMD 19
Feats	Stealthy	Fleet, Stealthy	Fleet, Improved Natural Attack (Bite, Claw), Iron Will, Stealthy	Fleet, Great Fortitude, Improved Natural Attack (Bite, Claw), Iron Will, Lightning Reflexes, Run, Stealthy
Skills	Acrobatics +2, Appraise -4, Artistry -4, Bluff -2, Climb +2, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +4, Fly +6, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +2, Sense Motive +1, Stealth +16, Survival +1, Swim -4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Climb +3, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +20, Survival +1, Swim -4	Acrobatics +3, Appraise -4, Artistry -4, Bluff -2, Climb +3, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +5, Fly +7, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +3, Sense Motive +1, Stealth +28, Survival +1, Swim -4	Acrobatics +4, Appraise -4, Artistry -4, Bluff -2, Climb +4, Craft (Untrained) -4, Diplomacy -2, Disguise -2, Escape Artist +6, Fly +8, Heal +1, Intimidate -2, Perception +1, Perform (Untrained) -2, Ride +4, Sense Motive +1, Stealth +34, Survival +1, Swim -4
Languages	None			
Special Qualities	Low-Light Vision, Musk,	Scent		
Treasure	-	-	-	-
Special Abilitie	S		creature cannot use the scent	

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

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Musk (Ex) Up to twice per day, a skunk can spray a stream of noxious musk at a single target within 10 feet as a standard action. With a successful ranged touch attack, the creature struck by this spray must make a DC 11 Fortitude save or be nauseated for 1d4 rounds and then sickened for 1d4 minutes by the horrific stench. A successful save reduces the effect to only 1d4 rounds of being

sickened. A creature cannot use the scent ability as long as it is affected by this musk. The save DC is Constitution-based, and includes a +2 racial bonus.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

🗲 Feats

Fleet You are faster than most. While you are wearing light or no armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Natural Attack (Bite, Claw) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Stealthy You are good at avoiding attention and slipping out of bonds. You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Slime Mold

CR 2; XP 600

and the states	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP CR 2; XP 600		CR 6; XP 2,400	CR 11; XP 12,800	CR 16; XP 76,800
Sex / Race	Neuter Slime Mold; TN Large ooze			
Class	Ooze 3	Ooze 8	Ooze 13	Ooze 18
Initiative	-1	-1	-1	-1
Senses	Perception -5; Blind; Blindsight 60 ft.	Perception -5; Blind; Blindsight 60 ft.	Perception -5; Blind; Blindsight 60 ft.	Perception -5; Blind; Blindsight 60 ft.
🖸 Defense				
Armor Class	AC 8, touch 8, ff 8 (-1 size, -1 Dex)	AC 8, touch 8, ff 8 (-1 size, -1 Dex)	AC 8, touch 8, ff 8 (-1 size, -1 Dex)	AC 8, touch 8, ff 8 (-1 size, -1 Dex)
hp / HD	30 (3d8)+15	85 (8d8)+40	139 (13d8)+65	193 (18d8)+90
Saves	Fort +6, Ref +0, Will -4	Fort +7, Ref +1, Will -3	Fort +9, Ref +3, Will -1	Fort +11, Ref +5, Will +1
Defensive Abilities	Immune to Critical Hits, Flanking, Mind-Affecting Effects, Paralysis, Poison, Polymorph, Sleep, Sneak Attacks, Stunning; Fire Resistance 10			
✓ Offense	✓ Offense			
Movement	Speed 20 ft.			
Attacks	Melee slam +4 (1d6+4)	Melee slam +9 (1d6+6)	Melee slam +12 (1d6+6)	Melee slam +17 (1d6+7
Space / Reach	Space 10 ft.; Reach 10 f	t.		
Special Attacks	Disease; Engulf (DC 14, 1d6+4)	Disease; Engulf (DC 18, 1d6+6)	Disease; Engulf (DC 20, 1d6+6)	Disease; Engulf (DC 24, 1d6+7)
🗎 Statistics				
Ability Scores	Str 16, Dex 8, Con 21, Int *, Wis 1, Cha 1	Str 18, Dex 8, Con 21, Int *, Wis 1, Cha 1	Str 19, Dex 8, Con 21, Int *, Wis 1, Cha 1	Str 20, Dex 8, Con 21, Int *, Wis 1, Cha 1
Core Attack	Base Atk +2; CMB +6; CMD 15 (can't be tripped)	Base Atk +6; CMB +11; CMD 20 (can't be tripped)	Base Atk +9; CMB +14; CMD 23 (can't be tripped)	Base Atk +13; CMB +19; CMD 28 (can't be tripped)
Feats	-	-	-	-

and the second	🔀 Low	🔀 Moderate	🔀 Advanced	\times Elite
Skills		Acrobatics -1, Bluff -5,	Acrobatics -1, Bluff -5,	Acrobatics -1, Bluff -5,
Contraction of the	Climb +3, Diplomacy	Climb +4, Diplomacy	Climb +4, Diplomacy	Climb +5, Diplomacy
the second second	-5, Disguise -5, Escape	-5, Disguise -5, Escape	-5, Disguise -5, Escape	-5, Disguise -5, Escape
and the second second	Artist -1, Fly -3, Heal	Artist -1, Fly -3, Heal	Artist -1, Fly -3, Heal	Artist -1, Fly -3, Heal
States of the state of the state	-5, Intimidate -5,	-5, Intimidate -5,	-5, Intimidate -5,	-5, Intimidate -5,
	Perception -5, Perform	Perception -5, Perform	Perception -5, Perform	Perception -5, Perform
	(Untrained) -5, Ride	(Untrained) -5, Ride	(Untrained) -5, Ride	(Untrained) -5, Ride
A DESCRIPTION OF THE OWNER OF THE	-1, Sense Motive -5,	-1, Sense Motive -5,	-1, Sense Motive -5,	-1, Sense Motive -5,
	Stealth -5, Survival -5,	Stealth -5, Survival -5,	Stealth -5, Survival -5,	Stealth -5, Survival -5,
and the States of	Swim +3	Swim +4	Swim +4	Swim +5
Languages	None			
Special Qualities	Blindsight; Can't Be Tripped; Freeze			
Treasure	-	-	-	-

Blindsight (Ex) Range 60 ft.; Some creatures have blindsight, the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures and must have line of effect to a creature or object to discern that creature or object). This ability operates out to a range specified in the creature description. The creature usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blindsight does not subject a creature to gaze attacks (even though darkvision does). Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum. Blindsight negates displacement and blur effects.

Can't Be Tripped (Ex) A creature with this ability cannot be tripped.

Disease (Ex) Fungal rot: Slam - contact; save Fortitude DC 24; onset 1 day; frequency 1/day; effect 1d2 Str damage and 1 Con damage and fatigue; cure 1 save. Any creature that touches a slime mold with an unarmed strike or a natural attack is also exposed to this foul disease.

Engulf (Ex) The creature can engulf creatures in its path as part of a standard action. It cannot make other attacks during a round in which it engulfs. The creature merely has to move over its opponents, affecting as many as it can cover. Targeted creatures can make attacks of opportunity against the creature, but if they do so, they are not entitled to a saving throw against the engulf attack. Those who do not attempt attacks of opportunity can attempt a DC 24 Reflex save to avoid being engulfed - on a success, they are pushed back or aside (target's choice) as the creature moves forward. Engulfed opponents gain the pinned condition, are in danger of suffocating, are trapped within the creature's body until they are no longer pinned, and may be subject to other special attacks from the creature.

Freeze (Ex) The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Resistance to Fire (Ex) You may ignore 10 points of Fire damage each time you take fire damage.

Spider, Scarlet

	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP	CR ¼; XP 100	CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600
Sex / Race	Male or Female Scarlet S	Spider; TN Tiny vermin		
Class	Vermin 1	Vermin 4	Vermin 10	Vermin 15
Initiative	+5	+6	+6	+6
Senses	Perception +4; Darkvision 60 ft.; Tremorsense 60 ft.	Perception +4; Darkvision 60 ft.; Tremorsense 60 ft.	Perception +4; Darkvision 60 ft.; Tremorsense 60 ft.	Perception +4; Darkvision 60 ft.; Tremorsense 60 ft.
Defense				
Armor Class	AC 18, touch 17, ff 13 (+2 size, +5 Dex, +1 natural)	AC 19, touch 18, ff 13 (+2 size, +6 Dex, +1 natural)	AC 19, touch 18, ff 13 (+2 size, +6 Dex, +1 natural)	AC 20, touch 19, ff 13 (+2 size, +7 Dex, +1 natural)
hp / HD	1 (1d8)	14 (4d8)	39 (10d8)	66 (15d8)
Saves	Fort +2, Ref +5, Will +0	Fort +4, Ref +7, Will +1	Fort +7, Ref +9, Will +3	Fort +9, Ref +12, Will +5

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Contraction of the second	🔀 Low	🔀 Moderate	🔀 Advanced	🔀 Elite
Defensive Abilities	Immune to Mind-Affecting Effects			
S Offense				
Movement	Speed 30 ft. ; Climb 30	ft.		
Attacks	Melee bite -2 (1d3-4)	Melee bite +1 (1d3-4)	Melee bite +5 (1d3-4)	Melee bite +9 (1d3-4)
Space / Reach	Space 2.5 ft.; Reach 5 ft.			
Special Attacks	Poison (Fort DC 12, 1/ round for 4 rounds, 1d2 Str, 1 save); Web (+7 ranged, DC 10, hp 1)	Poison (Fort DC 14, 1/ round for 4 rounds, 1d2 Str, 1 save); Web (+11 ranged, DC 12, hp 4)	Poison (Fort DC 17, 1/ round for 4 rounds, 1d2 Str, 1 save); Web (+15 ranged, DC 15, hp 10)	Poison (Fort DC 19, 1/ round for 4 rounds, 1d2 Str, 1 save); Web (+20 ranged, DC 17, hp 15)
Statistics	itistics			
Ability Scores	Str 3, Dex 21, Con 10, Int *, Wis 10, Cha 2	Str 3, Dex 22, Con 10, Int *, Wis 10, Cha 2	Str 3, Dex 23, Con 10, Int *, Wis 10, Cha 2	Str 3, Dex 24, Con 10, Int *, Wis 10, Cha 2
Core Attack	Base Atk +0; CMB +3; CMD 9 (21 vs. trip)	Base Atk +3; CMB +7; CMD 13 (25 vs. trip)	Base Atk +7; CMB +11; CMD 17 (29 vs. trip)	Base Atk +11; CMB +16; CMD 22 (34 vs. trip)
Feats	-	-	-	-
Skills	Acrobatics +5, Bluff -4, Climb +21, Diplomacy -4, Disguise -4, Escape Artist +5, Fly +9, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +5, Stealth +17, Swim -4	Acrobatics +6, Bluff -4, Climb +22, Diplomacy -4, Disguise -4, Escape Artist +6, Fly +10, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +6, Stealth +18, Swim -4	Acrobatics +6, Bluff -4, Climb +22, Diplomacy -4, Disguise -4, Escape Artist +6, Fly +10, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +6, Stealth +18, Swim -4	Acrobatics +7, Bluff -4, Climb +23, Diplomacy -4, Disguise -4, Escape Artist +7, Fly +11, Intimidate -4, Perception +4, Perform (Untrained) -4, Ride +7, Stealth +19, Swim -4
Languages	None			
Special Qualities	Darkvision, Tremorsens	2		
Treasure	-	-	-	-

Darkvision (Ex) Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Immunity to Mind-Affecting Effects (Ex) You are never affected by mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Poison (Ex) Bite-injury; save Fort DC 19; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save.

Tremorsense (Ex) Range 60 ft.; A creature with tremorsense automatically senses the location of anything that is in contact with the ground and within range. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, including casting spells with somatic components, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.

Web (Ex) You can use webs to support yourself and up to one additional creature of the same size. In addition, you can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger

than you. An entangled creature can escape with a successful Escape Artist check (DC 17) or burst the web with a Strength check (DC 17). Attempts to burst a web by those caught in it suffer a -4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.



Weasel

A CONTRACTOR OF THE	🔀 Low	🔀 Moderate	🔀 Advanced	× Elite
👤 General				
CR / XP CR 1/4; XP 100		CR 3; XP 800	CR 8; XP 4,800	CR 10; XP 9,600
Sex / Race	Male or Female Weasel;			Jen 10, 112 5,000
Class	Animal 1	Animal 4	Animal 10	Animal 15
Initiative	+2	+3	+3	+4
Senses	Perception +1; Scent; Low-Light Vision			
Defense				
Armor Class	AC 14, touch 14, ff 12 (+2 size, +2 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 15, touch 15, ff 12 (+2 size, +3 Dex)	AC 16, touch 16, ff 12 (+2 size, +4 Dex)
hp / HD	7 (1d8)	20 (4d8)	34 (10d8)	60 (15d8)
Saves	Fort +2, Ref +4, Will +1	Fort +4, Ref +7, Will +2	Fort +7, Ref +10, Will +4	Fort +11, Ref +15, Will +8
✓ Offense				
Movement	Speed 20 ft.; Climb 20 ft.	Speed 25 ft.; Climb 20 f	īt.	
Attacks	Melee bite +4 (1d3-4)	Melee bite +8 (1d3-4)	Melee bite +13 (1d4-4)	Melee bite +18 (1d4-4)
Space / Reach	Space 2.5 ft.; Reach 0 ft			
Special Attacks	Attack			
E Statistics				
Ability Scores	Str 3, Dex 15, Con 10,	Str 3, Dex 16, Con 10,	Str 3, Dex 17, Con 10,	Str 3, Dex 18, Con 10,
Core Attack	Int 2, Wis 12, Cha 5 Base Atk +0;	Int 2, Wis 12, Cha 5	Int 2, Wis 12, Cha 5	Int 2, Wis 12, Cha 5 Base Atk +11;
Core Attack	CMB +0; CMD 6 (10 vs. trip)	Base Atk +3; CMB +4; CMD 10 (14 vs. trip)	Base Atk +7; CMB +8; CMD 14 (18 vs. trip)	CMB +13; CMD 19 (23 vs. trip)
Feats	Weapon Finesse	Fleet, Weapon Finesse	Fleet, Improved Natural Attack (Bite), Run, Weapon Finesse, Weapon Focus (Bite)	Fleet, Great Fortitude, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Run, Weapon Finesse, Weapon Focus (Bite)
Skills	Acrobatics +10, Appraise -4, Artistry -4, Bluff -3, Climb +16, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +3, Fly +6, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +2, Sense Motive +1, Stealth +14, Survival +1, Swim +2	Acrobatics +11, Appraise -4, Artistry -4, Bluff -3, Climb +18, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +7, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +3, Sense Motive +1, Stealth +21, Survival +1, Swim +3	Acrobatics +11, Appraise -4, Artistry -4, Bluff -3, Climb +18, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +4, Fly +7, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +3, Sense Motive +1, Stealth +27, Survival +1, Swim +3	Acrobatics +12, Appraise -4, Artistry -4, Bluff -3, Climb +20, Craft (Untrained) -4, Diplomacy -3, Disguise -3, Escape Artist +5, Fly +8, Heal +1, Intimidate -3, Perception +1, Perform (Untrained) -3, Ride +4, Sense Motive +1, Stealth +33, Survival +1, Swim +4
Languages	None			
Special Qualities	Low-Light Vision, Scent		[
Treasure	-	-	-	-

Attach (Ex) When you hit with a bite attack, you automatically grapple your foe, inflicting automatic bite damage each round.

Low-Light Vision (Ex) You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Scent (Ex) You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

🖌 Feats

Fleet You are faster than most. While you are wearing light or no

armor, your base speed increases by 5 feet. You lose the benefits of this feat if you carry a medium or heavy load.

Great Fortitude You are resistant to poisons, diseases, and other deadly maladies. You get a +2 bonus on all Fortitude saving throws.

Improved Natural Attack (Bite) Attacks made by one natural weapon leaves vicious wounds. Choose one of the creature's natural attack forms. The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Iron Will You are more resistant to mental effects. You get a +2 bonus on all Will saving throws.

Lightning Reflexes You have faster reflexes than normal. You get a +2 bonus on all Reflex saving throws.

Run You are swift of foot. When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Weapon Finesse You are trained in using your agility in melee combat, as opposed to brute strength. With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Bite) You are especially good at using your chosen weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.

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Version Fistory

Table 66: Version Hist

Date	Version	Notes
20-Jul-2016	0.5	Initial draft, pending fill-ins
29-Jul-2016	1.0	Official, complete, first draft.
05-Aug-2016	1.01	PDF Pathfinder publishing version.
14-Sep-2016	1.1	Print proof Alpha 1.
18-Oct-2016	2.0	Final print version

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