

# Book of Friends and Foes

## Assassins in the River Nations

CR 6-13



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Dale C. McCoy, Jr



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**Dale C. McCoy, Jr**

**Authors:** Dale C. McCoy Jr.

**Editor:** Janel A. Bisacquino

**Cover Art:** John C. Walborn

**Interior Art:** Mongoose Publishing

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This supplement was designed for use with the **Book of the River Nations: Complete Player's Reference for Kingdom Building** as well as other kingdom building campaigns. Ask about it at your local gaming store. It can easily be adapted for any campaign with the 3.5/Pathfinder rules or for other role playing games.

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## Introduction

Last year, when the **Book of the River Nations: Complete Player's Reference for Kingdom Building** came out, this was one of the first pieces of support material I intended to release. I knew there would be a need for ready-made assassins since one of the events listed was an assassination attempt. My attention was, however, diverted to other projects and it was left by the wayside. That is until quite recently. Jon Brazer Enterprises presents to you a collection of eight ready-made assassins that are more than what most would expect from a trained killer.

The assassin prestige class means someone has studied the art of killing another as quickly and efficiently as possible. Every time I think of an assassin, I am reminded of the book *Forever After*. This was one of Roger Zelazny's last projects. He teamed up with some of sci-fi-fantasy's biggest names at the time to tell a story from several different perspectives. If you never read it, you should. It is a fun little book about what happens after the good guys win the day over the big bad and have to return several dangerous magic items to their resting place. One of these perspectives, written by Michael Stackpole, starts off with "Gar Quithnick fought the boredom of the ceremony by calculating the number of ways he could kill the Chief Priest of the Temple without more than two major muscle groups." The story is of one who use to fight for the side of evil as a master of the assassin arts but changed sides during the fight because evil turned upon evil and the good guys were there to help. That always range true to me as an in game activity that the best role playing groups love to do and game masters such as myself love to weave into their games.

From a mechanics prospective, Rogue 5/Assassin X clearly remains the obvious choice for an assassin build. So I made sure to not include too many of that kind of characters. Oh there are a few, but only a few. I wanted to include other options as well. One assassin uses a rogue archetype while others make use of the witch, fighter, bard, ranger, and cleric classes. With Pathfinder so much more flexible over 3.5, it is good to show off that flexibility in a supplement like this. It might seem so long ago, but it was only a few short years ago where a fighter would have had to wait until 10th level to qualify for the assassin prestige class because a single rank for a cross-class skill counted as half. So now we have a much wider assortment of class/prestige class possibilities than ever before. The funny thing is that we now have so many fewer prestige classes than ever before, but that is a discussion for another day.

One other thing I wanted to do with this is to make liberal use of archetypes other non-core book options. With a big bestiary of NPCs focusing on the core book coming out in the near future, I wanted to give you as many non-Core book options as possible. This meant a liberal use of archetypes and other base classes, but it also meant feats, spells, other non-Core book options. We hope you find these helpful.

The single biggest thing that has always annoyed me about the assassin prestige class is that you have to be evil to take a single level. With a whole range of grey morality,

it is difficult to say when someone is officially evil. This is especially true when killing is a regular part of the game. For many in our world, killing someone for all but a few reasons is an evil act. But in role playing games, characters routinely kill dozens or hundreds of others throughout the course of a campaign. So for this supplement, I made sure to include a non-evil assassin. She does not have the prestige class, but she is just as willing to kill for money. The distinction I drew here revolved around the class versus the profession. Sure someone that takes the assassin class is undoubtedly an assassin and is highly efficient at the killing arts; that does not preclude someone from making their living in the profession. The same is true for a priest without cleric levels. Sure the cleric would be much better suited to demonstrate the deity's power, but a deity of self perfection and enlightenment might not find much need for someone that studies how to channel energy to kill undead but instead someone that studies martial arts.

## Using This Supplement

As I mentioned above, the NPCs within make use of non-Core book options. Whenever a feat or spell came from somewhere other than the Pathfinder Core Rulebook, it is marked with a series of stars after it:

**\* Advanced Player's Guide**

**\*\* Ultimate Magic**

**\*\*\* Ultimate Combat**

Classes are not marked in this manner, since most are aware that the witch base class comes from the Advanced Player's Guide and the magus comes from Ultimate Magic. Class options that originated from the same book as the base class are not marked. However, class options presented in a book other than where the base class is presented, as marked in the same manner as feats and spells. For example, neither the witch class nor the cackle ability is marked with a single star afterwards. By contrast, both the court bard archetype and the house centipede familiar are marked to show the book they can be found within.

I hope you find this collection of NPCs helpful and I hope they enhance your game. If you enjoy these characters, please tell a friend about us and the products we produce. Tell your local gaming store to carry our print products.

Dale C. McCoy, Jr

Jon Brazer Enterprises

**XP 2,400**

Female halfling rogue 5/assassin 2

NE Small humanoid

**Init** +3; **Senses** Perception+12

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**DEFENSES**


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**AC** 19, touch 15, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 size)

**hp** 54 (7d8+19)

**Fort** +5, **Ref** +9, **Will** +3, +2 vs fear, +1 vs poison

**Defensive Abilities** evasion, improved uncanny dodge

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**OFFENSE**


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**Speed** 20 ft.

**Melee** mwk dagger +10 (1d3-2)

**Ranged** dagger +9 (1d3-2)

**Special Attacks** bleeding attack +4, death attack (DC 14), sneak attack +4d6

**Spell Like Abilities** (CL +7)

3/day – *detect magic*

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**TACTICS**


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**Before Combat** As a halfling chef, Muffin find it easy to get close to her mark. Her preferred method of killing is to cook the person a “specially prepared” meal. She will also apply an injury poison to her best dagger, just in case.

**During Combat** Muffin will sit with her mark and talk while they enjoy their final meal. Should that fail to do its job and her true intentions be revealed, she will make short work of her opponent with a poisoned dagger and a single death attack.

**Morale** If Muffin's target has not been poisoned in the first 3 rounds of combat and he does not die due to her death attack, she will quickly retreat and hide from her former mark.

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**STATISTICS**


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

**Base Atk** +4; **CMB** +1; **CMD** 15

**Feats** Deceitful, Dodge, Weapon Finesse, Weapon Focus (dagger)

**Skills** Appraise +10, Bluff +14, Craft (alchemy) +12, Diplomacy +10, Disguise +14, Knowledge (local) +10, Perception +12, Profession (cook) +8, Sense Motive +10, Stealth +17; **Racial**

**Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

**Languages** Common, Dwarven, Elven, Halfling

**SQ** halfling, keen senses, poison use, rogue talent (bleeding attack, minor magic), sure footed, trapfinding, trap sense +1

**Gear** +1 glamered studded leather armor, broach of shielding, masterwork dagger, daggers (5), arsenic poison (2 doses), small centipede poison (2 doses), 13 gp

“This meal is delicious, Ms Brownbottle. You really outdid yourself this time. You must tell me, is there a secret ingredient

that makes this taste sooo goood? ... Did you say arsenic?”

-Cathaderon Baker, her last words.

Looks are deceiving and so is Muffin Brownbarrel. While she might look like a sweet, innocent halfling baker, she is really a clever assassin. In poisoning half a dozen tavern patrons for disparaging her name and pastries, a Daggerton assassin discovered her skill at deadly confections. She attended the Daggerton Culinary Institute (the euphemistic name for the poisoner's school) and has been working as part of the Tainted Tongue Assassins Guild ever since.

For the past two years Muffin has been living in the Mavon village of Woodthorp near the nation's north-western border. There she finds the bake ovens and tranquility she most desires and plenty of employment in the poisoner's arts. While she is by no means a protector of the town, she does make it a habit of serving a last meal to any who raid her town.

Professionally, Muffin specializes in killing arcane spellcasters, but she will take most any target if it is a challenge and sizable reward. She knows many spellcasters rely heavily on the spell *detect magic* to determine how threatening someone is. Because of this she only possesses two magic items: a broach of shielding and glamered armor that looks like an ordinary baker's outfit. This protection against *magic missile* has saved her in numerous situations. Beyond these magical precautions, she relies on mundane ingredients weaponry instead of magical tools.

Muffin avoids a direct confrontation whenever possible. She prefers to appear as a jolly halfling, to bake an irresistible delicacy for her target laced with poison and to walk away, killing the creature without a single stroke. However, she might select a poison with a long onset, such as king's sleep, so she can sit with her target and discuss false plans, such as becoming a renowned chef or baking for the king. If she is ever discovered and outnumbered, she quickly finds a good hiding place waits out her searchers.

Despite her profession, Muffin values her solitary time. She frequently walks in the forest looking for poison mushrooms and listening to birdsong. Every dawn, she can be found in the middle of an open field taking in the first rays of day. When she is not enjoying nature's beauty, however, she is plotting the demise of her next mark or thinking of new poison pastries.



**XP 3,200**

Female human witch 7/assassin 1

CE Medium humanoid

**Init** +2; **Senses** Perception +4**DEFENSES****AC** 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)**hp** 47 (7d6+1d8+16)**Fort** +4, **Ref** +6, **Will** +6**OFFENSE****Speed** 30 ft., fly 60 ft.**Ranged** mwk composite (+1) shortbow +6 (1d6+1/x3)**Special Attacks** death attack (DC 15), hex (cackle, cauldron, flight, misfortune) (DC 17), poison use, sneak attack +1d6**Witch Spells Prepared** (CL 7; concentration +11)4th – *crushing despair* (DC 19), *locate creature*3rd – *ray of exhaustion* (DC 18), *summon monster III*, *twilight knife* \*2nd – *blindness/deafness* (DC 17), *cure moderate wounds*, *scare* (DC 17), *see invisibility*1st – *cause fear* (DC 16), *command* (DC 15), *inflict light wounds* (DC 16), *mage armor*, *ray of enfeeblement*0 (at will) – *bleed* (DC 15), *detect magic*, *resistance*, *touch of fatigue* (DC 15)**Patron** plague**STATISTICS****Str** 13, **Dex** 15, **Con** 12, **Int** 18, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +4; **CMD** 16**Feats** Brew Potion<sup>B</sup>, Combat Casting, Dodge, Point Blank Shot, Precise Shot, Spell Focus (necromancy)**Skills** Craft (alchemy) +15, Disguise +5, Fly +13, Knowledge (arcane, planes) +15, Perception +4, Spellcraft +15, Stealth +14, Use Magic Device +10**Languages** Common, Elven, Giant, Goblin, Sylvan**SQ** cantrips, witch's familiar**Gear** 5pp, 2 gp, mwk composite (+1) shortbow, cloak of resistance +1, elixir of hiding, hat of disguise, necklace of fireballs type i, ring of protection +1, scroll of scrying**SCURRY, HOUSE CENTIPEDE FAMILIAR****CR -****XP -**

CE Tiny vermin

**Init** +8; **Senses** darkvision 60 ft.; Perception +6**DEFENSES****AC** 23, touch 17, flat-footed 18 (+4 Dex, +1 dodge, +6 natural, +2 size)**hp** 23 (7d8)**Fort** +5, **Ref** +6, **Will** +2**Defensive Abilities** improved evasion**OFFENSE****Speed** 25 ft., climb 25 ft.**Melee** bite +9 (1d6–5 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** poison**STATISTICS****Str** 1, **Dex** 19, **Con** 10, **Int** 9, **Wis** 10, **Cha** 2**Base Atk** +5; **CMB** –2; **CMD** 12 (can't be tripped)**Feats** Alertness<sup>B</sup>, Dodge, Fleet, Improved Initiative, Weapon Finesse<sup>B</sup>, Wind Stance**Skills** Perception +6, Stealth +22; **Racial Modifiers** +4 Perception, +8 Stealth**SQ** deliver touch spells, empathic link, share spells, speak with animals of its kind, speak with master**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**Spells** Scurry possess all of Jolanta's spells prepared plus the following: 3rd level spells – *contagion*, *lightning bolt*, *sepia snake sigil*. 2nd level spells – *command undead*, *death knell*, *summon monster II*, *web*. 1st level spells – *burning hands*, *detect secret doors*, *detect undead*, *obscuring mist*, *reduce person*, *sleep*.

Jolanta and Scurry live in their cozy hut deep within the forest. She only ever visits town when supplies are low, trading potions for her needs. Her recluse and gruff nature warns visitors away, keeping her real source of income from being discovered. Spells like *ray of exhaustion* and *crushing despair* go a long way to wearing down her mark. She follows these with a combination of *blindness*, misfortune hex and a death attack, putting a quick end to the job and returning her to her forest hut with a full purse.





## QOG KIRGON, THE MOUNTAIN STALKER CR 8

**XP 4,800**

Male half orc ranger 5/assassin 4

NE Medium humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception+13

### DEFENSES

**AC** 22, touch 14, flat-footed 18 (+7 armor, +3 Dex, +1 dodge, +1 shield)

**hp** 64 (5d10+4d8+14)

**Fort** +6, **Ref** +9, **Will** +3; +2 vs poison

**Defensive Abilities** uncanny dodge

### OFFENSE

**Speed** 20 ft. (30 ft without armor)

**Melee** +1 orc double axe +11/+11/+6 (1d8+4/x3)

**Special Attacks** death attack (DC 13), favored enemy (humanoid (elf) +2, humanoid (human) +4), sneak attack +2d6, true death (DC 19)

**Ranger Spells Prepared** (CL 2; concentration +3)

1st – *entangle* (DC 12), *longstrider*

### TACTICS

**Before Combat** Qog and Scraps will hide in a mountain pass, ready to push over a bolder to separate the target from his fellow travelers.

**During Combat** Once separated from protectors, Qog and Scraps assume flanking positions to take down their target quickly. *Entangle* and *longstrider* are held in reserve to prevent the mark from escaping.

**Morale** Qog and Scraps fight together and will die together.

### STATISTICS

**Str** 19, **Dex** 16, **Con** 12, **Int** 8, **Wis** 13, **Cha** 10

**Base Atk** +8; **CMB** 12; **CMD** 26

**Feats** Combat Reflexes, Dodge, Double Slice, Endurance, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike

**Skills** Climb +7, Disguise +5, Intimidate +14, Perception +13, Stealth +12, Survival +9; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** combat style (two weapon), favored terrain (mountain), hidden weapons, hunter's bond (dog), orc blood, orc ferocity, poison use, track, wild empathy +5

**Gear** 10 gp, +1 breastplate, +1 orc double axe, bead of force, belt of giant's strength +2

### SCRAPS

**CR -**

**XP -**

Male dog

N Small animal

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

### DEFENSES

**AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size) **hp** 19 (3d8+6)

**Fort** +5, **Ref** +6, **Will** +2

### OFFENSE

**Speed** 40 ft.

**Melee** bite +4 (1d4+1)

### STATISTICS

**Str** 13, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 16

**Base Atk** +2; **CMB** +2; **CMD** 15 (19 vs overrun, trip)

**Feats** Skill Focus (Perception), Skill Focus (Survival)

**Skills** Acrobatics +7 (+11 jumping), Perception +8, Survival +5 (+9 tracking by scent); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

**SQ** animal tricks (track), link, share spells

"HOOOOOOOoooooooooowlll"

-Scraps' Battle Cry

Qog was trained by the Kirgon orc tribe to hunt humans and elves to obtain money, equipment and supplies which were better than any the tribe could produce. Occasionally he also hunted them as dinner or just for sport.

When Kirgon returned home to find the tribe was wiped out by paladins, he swore to learn the best way to hunt down this foe. He learned it in the Daggerton. In the halls of the Vorpall Axe Guild, Qog learned to kill someone in a single stroke of his axe blade. He loves to hear the sound

of the cracking skulls and the gurgling sound humans makes as they die.

Qog stands approximately six feet tall and has a faint green skin color. He weighs 300 pounds of pure muscle. He keeps hair in the braided style of his tribe instead of the clean shaven head of his fellow Vorpall Axe assassins. Scraps is a golden retriever who has seen better days. He skin shows the sign of old wounds and his fur is missing in patches. Some people describe him as being put together from the scraps of other dogs, hence his name. The dog is fiercely loyal to his master and will attack anyone his master desires.



## CYALI STARWATCHER, DYING MOON HIEROPHANT CR 9

**XP 6,400**

Female half-elf cleric 9/assassin 1

CE Medium humanoid

**Init** +0; **Senses** low-light vision; Perception +10

**Aura** Evil

### DEFENSES

**AC** 23, touch 10, flat-footed 23 (+9 armor, +1 natural, +3 shield)

**hp** 67 (10d8+19)

**Fort** +8, **Ref** +5, **Will** +11; +2 vs enchantment

**Defensive Abilities** death's embrace; **Immune** sleep

### OFFENSE

**Speed** 20 ft. (30 ft. without armor)

**Melee** +1 morningstar +10/+5 (1d8+3)

**Special Attacks** channel negative energy 4/day (DC 17, 5d6), death attack (DC 11), sneak attack +1d6

**Domain Spell-Like Abilities** (CL 9th; concentration +13)

7/day – bleeding touch (4 rounds)

7/day – strength surge (+4)

9 rounds/day – might of the gods (+9)

**Cleric Spells** (CL 9th; concentration +12)

5th – *slay living* (DC 20)<sup>D</sup>, *spell resistance*

4th – *dismissal* (DC 18), *lesser planar ally*, *spell immunity*<sup>D</sup>, *symbol of slowing*\*\* (DC 18)

3rd – *animate dead*<sup>D</sup>, *blindness/deafness* (DC 18), *contagion* (DC 18), *dispel magic*, *invisibility purge*

2nd – *align weapon*, *bull's strength*<sup>D</sup>, *death knell* (DC 17), *desecrate*, *hold person* (DC 16), *lesser restoration*

1st – *cause fear* (DC 15)<sup>D</sup>, *doom* (DC 15), *inflict light wounds* (DC 16), *obscuring mist*, *protection from good*, *shield of faith*

0 (at will) – *bleed* (DC 14), *detect magic*, *guidance*, *light*

**D** Domain spell; **Domains** Death, Strength

### TACTICS

**Before Combat** When Cyali expects to fight, she will cast *lesser planar ally* to recruit a cacodaemon (see Bestiary 2).

**During Combat** Cyali favors her negative energy attacks and her spells while the summoned daemon and some fast zombies engage in melee.

**Morale** Cyali will retreat once her support is gone.

### STATISTICS

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

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

**Feats** Combat Casting, Heavy Armor Proficiency, Improved Channel, Skill Focus (Intimidate)<sup>B</sup>, Spell

Focus (necromancy), Weapon Focus (morningstar)

**Skills** Disguise +8, Intimidate +15, Perception +10, Sense Motive +10, Spellcraft +6, Stealth +1

**Languages** Common, Elven

**SQ** elf blood, multitailented, poison use

**Gear** +1 half plate, +1 morningstar, +1 shield, heavy wooden, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +1, disguise kit, poison (drow poison, giant wasp poison, large scorpion venom), spell component pouch, silver unholy symbol

That whole death cult is trouble, I tell you. Trouble. Letting them in our town, Mr. Mayor, is going to be the ruin of the town. Yes, I know they haven't broken any laws ... but that is only as far as we know. They are hiding something in their sanctum. Just send the town guard in and you will find out what it is they are hiding. Mark my words. They are trouble.

–Jamison Satara, Aetherdale fishwife.

The Cult of the Dying Moon is seldom welcome no matter where they go. Thus, they are accustomed to performing their dark rituals in city sewers, abandon farm houses or in the manor house of a wealthy member. Cyali Starwatcher grew tired of living in secret and instead chose a much different approach. Her more business-savvy followers run a morgue in the city of Aetherdale; they offer their services at a lower price than other undertakers. For this business arrangement (in addition to a handsome pile of gold coins), the mayor has agreed to keep city officials from entering their sanctum. The residences of Aetherdale are far from happy with their ruler publicly appearing apathetic to this scourge of the town.

Cyali makes sure that her cult runs an honest business inside the city walls. Never do they cheat anyone, overcharge a customer nor fail to pay their taxes. She never wants to appear like they are anything but model citizens. It is outside the city limits that Cyali does her real work. As a young cultist, she was recruited by the Stillheart Assassins Guild, an organization mostly composed of intelligent undead and those that worship undeath. Now she leads her own cell of the Dying Moon Cult and she wants to operate in the open. With the money the cult earns from the morgue and the from Cyali's assassinations, the cult can afford to buy all the political influence they desire.





**XP 9,600**

Male hobgoblin fighter 9/assassin 2

LE Medium humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception+7

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**DEFENSES**


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**AC** 27, touch 13, flat-footed 24 (+10 armor, +2 Dex, +1 dodge, +1 natural, +3 shield)

**hp** 96 (9d10+2d8+33)

**Fort** +10, **Ref** +6, **Will** +5; +2 vs fear, +1 vs poisons

**Defensive Abilities** uncanny dodge

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**OFFENSE**


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**Speed** 20 ft. (30 ft without armor)

**Melee** +1 battleaxe +18 (1d8+9/19-20/x3) or +1 battleaxe +16/+11 (1d8+9/19-20/x3), shield +13 (1d4+3)

**Special Attacks** death attack (DC 12), sneak attack +1d6,

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**TACTICS**


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**Before Combat** If the opportunity presents itself, Koron will hide in the shadows. Otherwise he has little use for preparation.

**During Combat** Koron prefers the axe, shield, axe combination. If one of his fellow hobgoblin lieutenants is assisting, they will flank as much as possible.

**Morale** Hobgoblin honor demands Koron fight to the death.

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**STATISTICS**


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**Str** 19, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +10; **CMB** +14; **CMD** 29

**Feats** Dodge, Improved Critical (battleaxe), Improved Initiative, Improved Shield Bash, Power Attack (-3/+6), Shield Focus, Shield Slam, Shield Specialization (light shield), Two-Weapon Fighting, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

**Skills** Climb +14, Disguise +7, Perception +7, Stealth +16, Survival +9; **Racial**

**Modifiers** +4 Stealth

**Languages** Common, Goblin

**SQ** armor training 2, bravery +2, poison use, weapon training (axes +2, close +1)

**Gear** +1 battleaxe, +1 spiked light steel shield, +2 half plate, amulet of natural armor +1, Belt of Giant Strength +2, Bottle of Messages, 40 gp

"I don't like them hobgoblins much myself either but I will say this though, things have been a lot quieter around here since what's his name took over. Koron or something like that. The hobbies went from being vicious brutes that methodically looked for weaknesses in our defenses to being deadly assassins. What? You didn't know that

they killed our kind for coin now? Yea, they only kill one of us when someone pays them a lot of money to do so. So yea, all that money they just paid you, was for someone's head being removed. I don't know about you but I'd think twice about doing business with them again. Unless of course you want it to get out that you do business with murderers now."

-Heinrick Pohler, local performer.

When Rathgar of the Fangfire hobgoblin tribe became the tribe's new chief, the first thing he did was to kick his brother Koron out. Rathgar knew that Koron could beat him in a fair fight and was power hungry enough to challenge him, once he had enough support from his fellow hobgoblins. So instead he found him guilty of not following the chief's commands, a crime normally punishable by death. The tribe elders recognized what Rathgar was doing and knew that Koron's crime was minor. So instead they choose to banish him from the tribe.

Koron's fighting skills and willingness to kill anyone made him an easy recruit for the Cleaving Blade assassins guild. The guild taught him some new fighting techniques but they also taught him that leaders and others of power and influence will hire the hobgoblins to kill humans instead of hiring humans to kill hobgoblins as long as the hobgoblins lived near human society peacefully.

Once Koron had learned enough, he went back to the Fangfire tribe and challenged his brother to a dual to the death. Koron lost a fang but he won leadership of the tribe. The first thing he did was to order all attacks against human settlements halted. His second act was to send messengers to various humans of influence and let them know that the hobgoblins would live peacefully and were available to assassinate anyone they were hired to do so.

At first the tribe elders were angered by this move and they almost revolted against Koron.

However, when they discovered their skills were greatly in demand and that far fewer adventurers came for reprisal attacks, they grudgingly followed Koron's plans.

In less than two years, the Fangfire tribe has become the richest hobgoblin tribe in the area and they can easily move among human society for trade. Koron himself seldom does assassination himself anymore. The majority of his clan's assassinations are performed by his lieutenants, but when a particularly high profile target needs assassinated and a significant amount of money is being paid, Koron's blade is at the ready.





XP 12,800

Female human rogue (chameleon\*\*\*) 5/assassin 7

NE Medium humanoid

**Init** +4; **Senses** Perception +16

#### DEFENSES

**AC** 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

**hp** 62 (12d8+5)

**Fort** +3, **Ref** +12, **Will** +4; +3 vs poison

**Defensive Abilities** evasion, improved uncanny dodge

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 shocking shortsword +14/+9 (1d6/19-20 plus 1d6 electricity)

**Ranged** dagger +11 (1d4-1/19-20)

**Special Attacks** death attack (DC 19), sneak attack +7d6, true death (DC 22)

#### TACTICS

**Before Combat** Mariana will disguise herself as anything and anyone to get the drop on her target. She prefers to disguise herself as a lowly servant or a guard instead of someone important. But she has done that in the past. Her shortsword will have a dose of poison already applied before confronting her target. If she finds a magic item, she will be more than willing to test its use on her target.

**During Combat** The secret to Mariana's battle prowess is a combination of Combat Expertise, feinting and sneak attack. This trio of abilities has served her well.

**Morale** Mariana would rather die than let her reputation falter. She will fight to the death.

#### STATISTICS

**Str** 8, **Dex** 18, **Con** 10, **Int** 14, **Wis** 12, **Cha** 15

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

**Feats** Combat Expertise (-3/+3), Deceitful, Dodge, Improved Feint, Quick Draw, Weapon Finesse, Weapon Focus (shortsword)

**Skills** Bluff +21, Diplomacy +10, Disable Device +21, Disguise +21, Escape Artist +19, Knowledge (local) +10, Linguistics +10, Perception +16, Sense Motive +16, Stealth +19, Use Magic Device +10

**Languages** Abyssal, Aklo, Common, Draconic, Dwarven, Halfling, Tengu, Undercommon

**SQ** effortless sneak (urban), hidden weapons +7, misdirection 16/day, poison use, quiet death, rogue trick (fast stealth, slow reactions)

**Gear** +1 mithral shirt, +1 shocking shortsword, boots of speed, daggers x3, masterwork thieves tools, shadow essence poison x2, 4 pp, 10 cp

"Good day Warden. I'm just waiting for the Baron to be done with the business of state. The guard said he should be done within a few moments. The guard? Oh, she said she was ordered to fetch someone and would return presently. I guess it has been a long while now. Perhaps we should go and check on Our Lord together."

-Valmont Pickingsworth, Treasurer, just before discovering the ruler dead.

Few details are certain about the assassin known as Mariana. It is believed she is a human woman, but her prominence in the Silent Dagger Guild is without repute because of her mastery of disguise. It is also well known that many a ruler among the River Nations has fallen to her sword.

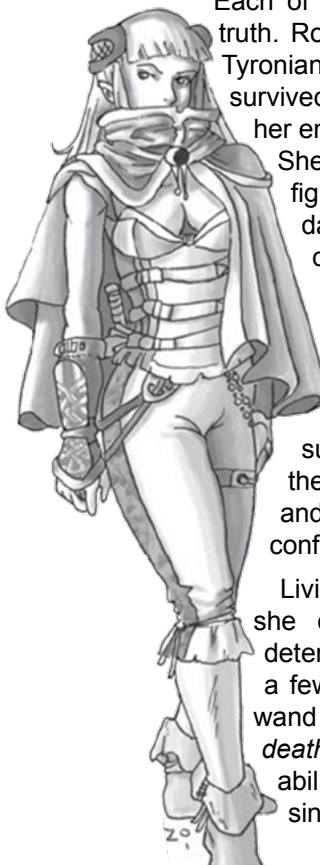
Little else is known for sure. Rumors and bardic tales do where facts fail. Her powers at disguise are so legendary that many believe her a sorcerer, cloaking her true appearance behind some spell. Tales tout an ability to slow down her foes' reactions. A few go so far as to recount her throwing magic fireballs and possessing the feared finger of death. Yet others place Mariana's origins as a prominent fighter, growing up in the gladiator pits of Tyronia. She learned how to use a blade quickly and deftly to the surprise of her owners and was able to consistently strike a blow at an enemy's most vital areas. These stories describe an uncanny affinity with all weapons, from bows to morningstars to rapiers and her ability to use each with deadly effect. Growing so powerful, she fought her way out of the gladiator arena, killing dozens of guards and grasping her own freedom with her own prowess.

Just as many legends tell of Mariana being a silver-tongued bard, who invented many of these same tales to inflate her own renown for the sake of fear and prestige. Some tell of her as a weak and scrawny girl with little in the way of physical ability, but a weaver of beguiling lies capable of causing any one to be her pawn – even to one own demise.

Each of these tales contains a kernel of truth. Rose Falencia was sold to a small Tyronian gladiator circus where she survived the pits by being smarter than her enemies rather than more powerful.

She learned to fight defensively and figure out how to strike to do the most damage. While traveling the fight circuit she learned a few languages and how to draw information out of her jailers. Her sources informed her that escaping an encounter with a lustful guard insured he would not allow her to survive the next fight. Rose picked the locks to all the gladiator's cells and slipped away during the ensuing confusion.

Living with a price on her head, she discovered by sheer luck and determination the triggers to activate a few magic items. She even used a wand to throw fireballs. As for *finger of death*, that is simply a natural honed ability to deliver a deadly blow in a single strike.



**XP 19,200**

Male gnome bard (court bard\*) 10 / assassin 3

CE Small humanoid

**Init** +7; **Senses** low-light vision; Perception +18

**DEFENSES**

**AC** 22, touch 15, flat-footed 19 (+6 armor, +1 deflection, +3 Dex, +1 natural, +1 size)

**hp** 88 (13d8+26)

**Fort** +8, **Ref** +14, **Will** +10; +1 vs poison, +2 vs despair, fear, illusion, +4 vs bardic performance, language-dependent and sonic

**Defensive Abilities** uncanny dodge

**OFFENSE**

**Speed** 25 ft.

**Melee** rapier +8/+3 (1d4-2/18-20)

**Ranged** +1 seeking shortbow +15 (1d4+1/x3)

**Special Attacks** bardic performance (27 rounds/day, move action), countersong, death attack (DC 15), distraction, fascinate, glorious epic (DC 20), hatred, inspire greatness (1 ally), mockery -3, satire -2, sneak attack +2d6, suggestion (DC 20), wide audience (80 ft. cone, 40 ft. radius)

**Gnome Spell-Like Abilities** (CL 13, concentration +18)

1/day – *dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

**Bard Spells Known** (CL 10, concentration +15)

4th (2/day) – *hold monster* (DC 21), *shadow conjuration* (DC 20)

3rd (4/day) – *dispel magic*, *haste* (DC 18), *major image* (DC 19), *see invisibility*

2nd (5/day) – *alter self*, *cure moderate wounds*, *detect thoughts* (DC 17), *heroism*, *invisibility*

1st (7/day) – *charm person* (DC 18), *hideous laughter* (DC 18), *lesser confusion* (DC 18), *magic mouth* (DC 17), *summon monster i*

0 (at will) – *detect magic*, *know direction*, *light*, *lullaby* (DC 17), *prestidigitation*, *unwitting ally* (DC 17),

**TACTICS**

**Before Combat** Akanor will buff himself with the following spells: *haste*, *heroism*, *invisibility* and *see invisibility*.

**During Combat** Preferring to make a grand entrance, Akanor will begin using satire to make his mark less effective in combat. From here he will reappear when an arrow springs

from his bow to meet his mark's abdomen.

**Morale** Akanor will save a use of *invisibility* and get away if his hit points drop below 20.

**STATISTICS**

**Str** 6, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 21

**Base Atk** +10; **CMB** +6; **CMD** 20

**Feats** Combat Casting, Fleet, Greater Spell Focus (enchantment), Improved Initiative, Point Blank Shot, Spell Focus (enchantment), Weapon Focus (Shortbow)

**Skills** Craft (alchemy) +12, Disguise +21, Knowledge (nobility) +23, Perception +18, Perform (comedy) +18, Perform (dance) +21, Perform (sing) +21, Spellcraft +15, Stealth +23, Use Magic Device +13; **Racial Modifiers** +2 to Craft (alchemy), +2 to Perception

**Languages** Common, Draconic, Elven, Gnome, Sylvan

**SQ** eternal hope\* 1/day, gnome magic, heraldic expertise 3/day (+5), poison use, versatile performance (comedy +18, dance +21, singing +21), weapon familiarity, well versed

**Gear** +1 seeking shortbow, +2 mithral chain shirt, rapier, amulet of natural armor +1, arrows, bag of caltrops, belt of incredible dexterity +2, cloak of resistance +2, headband of alluring charisma +2, ring of protection +1

"By the gods, that pun was awful! If you're going to kill me, do it quick so I don't have to hear another one that bad."

-Lord Rawston, his last words.

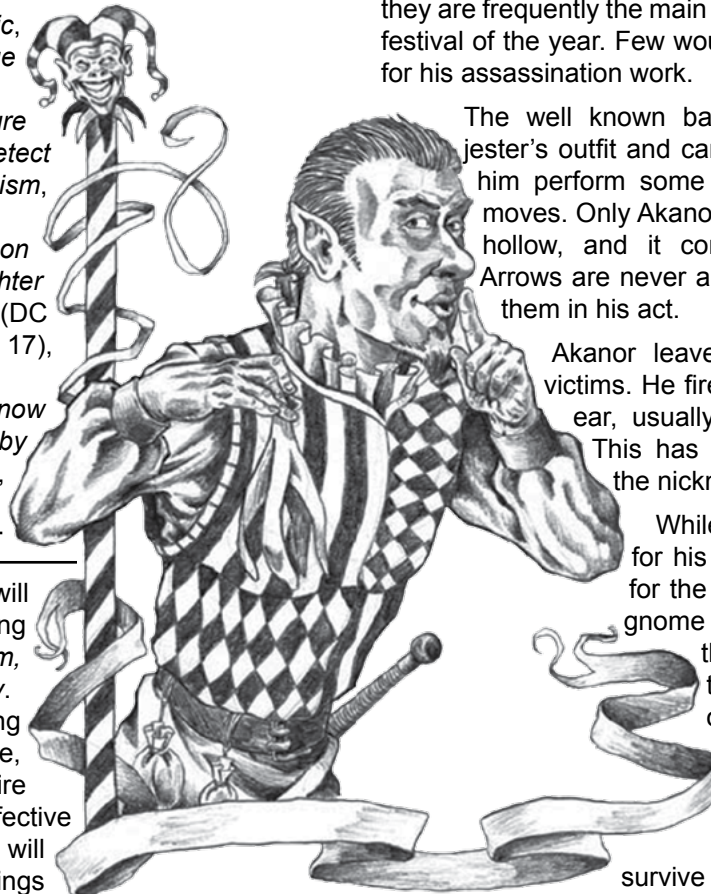
Ever the entertainer, Akanor has played audiences across the River Nations. Years ago he sang for his supper in taverns and inns. Now he dances for the nobility and tells jokes in grand halls. Many rave about his performances as they are frequently the main attraction at a kingdom's largest festival of the year. Few would guess that all this is a cover for his assassination work.

The well known bard dresses in a multi-colored jester's outfit and carries with him a pole that helps him perform some of his more comedic dancing moves. Only Akanor knows that the pole is actually hollow, and it conceals his seeking shortbow. Arrows are never a problem for him since he uses them in his act.

Akanor leaves a signature wound on his victims. He fires an arrow into his target's left ear, usually after they are already dead.

This has earned the unknown assassin the nickname "One-Eared Assassin."

While he does charge a hefty fee for his assassinations, Akanor does it for the thrill. In the same way that the gnome loves the cheers and laughs of the crowds, he hunts down and takes lives for joyous sensation of watching the life drain from their eyes. He is in his heart a thrill-seeker and enjoys getting into dangerous situations for the simple pleasure of trying to survive them.





**CERIDDAIA SHIMMERSTAR, SWORD BREAKER CR 13****XP 9,600**

Female elf magus 14

CN Medium humanoid

**Init** +3; **Senses** low-light vision; Perception +16**DEFENSES****AC** 25, touch 13, flat-footed 22 (+8 armor, +3 Dex, +4 shield)  
**hp** 108 (14d8+42)**Fort** +10, **Ref** +7, **Will** +9**Defensive Abilities** spell shield +4; **Immune** sleep**OFFENSE****Speed** 20 ft. (30 ft. without armor)**Melee** +1 scimitar +15/+10 (1d6+4/15-20)**Ranged** dagger +11 (1d4+3/19-20)**Special Attacks** arcane accuracy +4, arcane edge 4, arcane pool 11/day (+4), improved spell combat, spell strike**Magus Spells Prepared** (CL 14th, concentration +18)5th – *cone of cold* (DC 19), *corrosive consumption*\*\*4th – *arcana theft*\*\*, *dimension door*, *greater invisibility*, *shout*, *wall of ice*3rd – *fireball* (DC 17), *fly*, *force punch*\*\* (DC 17), *undead anatomy*\*\*, *vampiric touch* (5d6)2nd – *defensive shock*\*\*, *elemental touch*\* (DC 16), *frigid touch*\*\*, *scorching ray*, *twisted space*\*\*\* (DC 16), *web* (DC 16)1st – *corrosive touch*\*\*, *expeditious retreat*, *ray of enfeeblement* (DC 15), *shocking grasp*, *true strike*, *vanish*0 (at will) – *acid splash*, *detect magic*, *disrupt undead*, *read magic*, *spark*\* (DC 14)**TACTICS****Before Combat** Before attacking her opponent, Ceriddaia will cast *expeditious retreat* as well as *fly* if the situation calls for it. Following that, she will use one of her arcane pool points to increase her scimitar to a total of a +3 shock weapon. Next she will cast *vanish* and then *undead anatomy i*. The following round she will strike.**During Combat** The above preparations changes her attacks: +1 scimitar +18/+13 (1d6+5/15-20 plus 1d6 shock). First she will neutralize her target's weapons by sundering them. Next, she will fight using her spell combat to increase the damage output of each hit. Meanwhile, Ceriddaia will use her shield spell ability to give herself a +4 shield bonus to her armor class. She would prefer not to use her arcane pool to improve her accuracy, but she will do so if facing a well armored opponent.**Morale** Ceriddaia is paid for her services

and will flee if her hit points fall below 25.

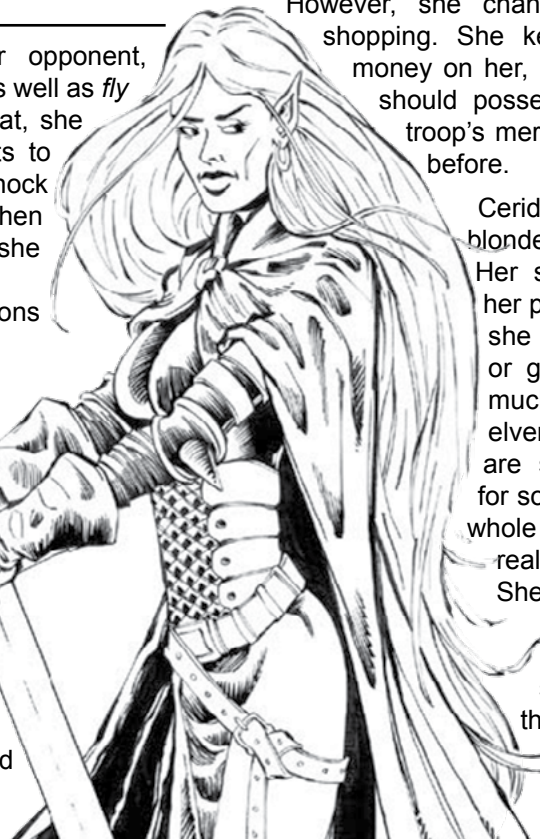
**STATISTICS****Str** 16, **Dex** 16, **Con** 10, **Int** 18, **Wis** 10, **Cha** 8**Base Atk** +8; **CMB** +11 (+16 sunder); **CMD** 24 (26 sunder)**Feats** Combat Casting, Combat Reflexes, Improved Critical (scimitar), Improved Sunder, Lunge, Power Attack, Toughness, Weapon Focus (scimitar)**Skills** Fly +17, Knowledge (arcana) +18, Perception +13, Perform (dance) +10, Spellcraft +18, Use Magic Device +13; **Racial Modifiers** +2 Perception**Languages** Celestial, Common, Draconic, Elven, Gnome, Sylvan**SQ** improved spell recall, knowledge pool, magus arcana (arcane accuracy +4, maneuver mastery [sunder], shield spell)**Gear** +2 breastplate, +1 scimitar, belt of giant's strength +2, clear spindle ioun stone, dust of illusion, spellbook (includes all prepared spells plus 1st - *magic missile*, *warding weapon*\*\*\*. 2nd – *blur*. 3rd – *slow*. 4th – *stoneskin*, 5th – *baleful polymorph*, *monstrous physique iii*\*\*), 500 gp

Both literally and figuratively, Ceriddaia is all about the shock factor. She gets a thrill out of appearing out of nowhere, looking like a skeleton and electrocuting her targets with her strikes. Her primary tactic however is to break her opponent's weapons before they can use them against her. This tactic of breaking her enemy's offense has served her well.

To maintain her cover, she dances with the Skyprancer Dance Troop, a mercenary outfit that dances as a way to easily cross borders. She is the flightiest among the dancers. She bores easily and frequently acts without forethought.

However, she channels her impulsive nature into shopping. She keeps a considerable amount of money on her, more money than a mere dancer should possess. This has caused the dance troop's mercenary activities to be discovered before.

Ceriddaia Shimmerstar has long flowing blonde hair and stands about 6 feet tall. Her sapphire eyes stand out against her pale skin. When outside of combat, she wears long, flowing silk dresses or gossamer robes revealing far too much. Her breastplate, decorated in elven knots and exquisite scimitar are seldom far away. She's worked for some of the most vile leaders in the whole of the River Nations. She doesn't really care about the money, however. She cares more about being able to do what she wants whenever she wants. If she has to kill someone every so often to make that happen, that suit her just fine.





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