

# Book of Friends and Foes

## Ratfolk of the Ruins

E. Steev Ramsdell



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### E. Steev Ramsdell



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## Introduction

Ratfolk. The very name conjures up the image of a filthy, fur-covered, sewer-dweller that feeds off the scraps of those living in the city proper. And while that image has its place, ratfolk are much more than that. They study the remnants of magic lost by surface dwellers, allowing them to become wielders of forgotten arcane lore. They reign supreme in sewers, ruins and underground tunnels where few humans dare to go. And of course, they are excellent thieves and assassins.

The upright walking rat has long been a staple of geek culture, from teaching turtles to become ninjas to science experiments gone very wrong (or very right) and inept superheroes spoofed off of a man in a bat disguise. Ratfolk tend to live in the lower dregs of society, yet they prove themselves no less noble than their more socially acceptable counterparts. Ratfolk villains, however, are equally common. These creatures tend to be backstabbing traitors, dangerous muscle, or conniving masterminds. Ratfolk like these will cut a rope at an opportune moment, killing a current leader and paving the way for their own ascent to power. Other villainous ratfolk are trapmakers, hurting their enemies long before seeing them face to face.

Ratfolk can fill many different niches and themes in your game. They can be honorable paladins, daring bards, vicious barbarians, or deadly rogues. A ratfolk NPC can make an excellent source of information or a surprisingly capable hireling. These creatures can also be a source of trouble. Being a master of a city's sewer systems, a ratfolk might be well-versed in all the ways to escape the trouble she causes. Another ratfolk could be the head of the local thieves' guild. At higher levels, a ratfolk can be the power hungry villain

that found a forgotten lich's spell tome and learned to cast some of the most powerful spells in the game. An entire clan of ratfolk led by a cleric or oracle can be taught to fight humans as they try to assert themselves into what they feel is their proper place in society.

These ratfolk were designed by E. Steev Ramsdell, Jon Brazer Enterprises' chief programmer. He has also been the Game Master of two different adventure paths that I have been a part of, as well as a player in my Kingmaker campaign. This is his first roleplaying writing credit and we hope you enjoy it as much as we enjoyed bringing it to you.

Dale C. McCoy, Jr  
President of Jon Brazer Enterprises  
October 2012

## How To Use This Book

This book presents a number of non-player characters for use in any Pathfinder Roleplaying Game. Additionally, the characters are presented with a number of different plot hooks that you can use to create your own adventures.

These NPCs were built using a number of options not found in the *Pathfinder Core Rulebook*. Each of these options reference the corresponding book using the following notation:

<sup>APG</sup> – *Pathfinder Roleplaying Game: Advanced Player's Guide*

<sup>ARG</sup> – *Pathfinder Roleplaying Game: Advanced Race Guide*

## Ratfolk Racial Traits

**+2 Dexterity, +2 Intelligence, –2 Strength:** Ratfolk are agile and clever, yet physically weak.

**Ratfolk:** Ratfolk are humanoids with the ratfolk subtype.

**Small:** Ratfolk are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

**Slow Speed:** Ratfolk have a base speed of 20 feet.

**Darkvision:** Ratfolk can see in the dark up to 60 feet.

**Rodent Empathy:** Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents.

**Swarming:** Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

**Tinker:** Ratfolk gain a +2 racial bonus on Craft (alchemy), Perception, and Use Magic Device checks.

**Languages:** Ratfolk begin play speaking Common. Ratfolk with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, and Undercommon.

**DEGINAR BLOODCLAW****CR 8****XP 4,800**

Male ratfolk barbarian 9

CG Small humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +16**DEFENSE****AC** 18, touch 15, flat-footed 15 (+3 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)**hp** 100 (9d12+36)**Fort** +8, **Ref** +5, **Will** +5**Defensive Abilities** improved uncanny dodge, trap sense; **DR** 1/-**OFFENSE****Speed** 30 ft.**Melee** +1 *cold iron shortsword* +13/+8 (1d4+3/19-20) or mwk dagger +13/+8 (1d3+2/19-20)**Special Attacks** rage (22 rounds/day), rage powers (beast totem<sup>APG</sup>, lesser beast totem<sup>APG</sup>, powerful blow, reckless abandon<sup>APG</sup> [-3/+3])**STATISTICS****Str** 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +9; **CMB** +10; **CMD** 22**Feats** Blind-Fight, Combat Reflexes, Dodge, Toughness, Vital Strike**Skills** Acrobatics +14, Intimidate +12, Perception +16, Survival +14 **Racial Modifiers** +2 Craft (alchemy), Perception, Use Magic Device, +4 Handle Animal when influencing rodents**Languages** Common**SQ** cornered fury, fast movement, rodent empathy**Gear** +1 *cold iron shortsword*, +1 *leather armor*, mwk dagger, *elixir of fire breath*, *potion of cure moderate wounds*, *potion of displacement*, *ring of protection* +1**SPECIAL ABILITIES****Cornered Fury (Ex)** Whenever Deginar is reduced to half or fewer of his hit points and has no conscious ally within 30 feet, he gains a +2 racial bonus on melee attack rolls and to Armor Class.

The following stats are altered when Deginar Bloodclaw is raging:

**DEGINAR BLOODCLAW (RAGING)****CR 8****DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 armor, +1 deflection, +2 Dex, +1 dodge, +3 natural, -2 rage, +1 size)**hp** 118 (9d12+54)**Fort** +10, **Ref** +5, **Will** +7**OFFENSE****Melee** +1 *cold iron shortsword* +15/+10 (1d4+5/19-20) or mwk dagger +15/+10 (1d3+4/19-20) or 2 claws +14 (1d4+4)**STATISTICS****Str** 18, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +9; **CMB** +12; **CMD** 25

Few know the sewers under a city like Deginar Bloodclaw. He can track his quarry no matter where it goes. Whether his quarry is a danger or dinner, he attacks with a blind fury that none in the Bloodclaw clan can match.

Deginar appears as a typical ratfolk in most respects except for his rippling muscles and the mean look in his eye. Though he is quite friendly to those he knows, Deginar's first duty is the protection of the Bloodclaw clan. Only once he knows that a creature is not a threat to his people will he change his expression, showing his friendlier side. He typically wears tattered human pants that are cut off above the knee but does not wear human shirts anymore, since he tends to rip them when he gets angry.

The Bloodclaws have encountered more than their share of humans and others fleeing from the law of the city. On more than one occasion, Deginar has helped such people escape, but he will only do so for those that he feels have been unjustly convicted of a crime by human courts. From time to time, he has helped those fleeing dangerous criminals; however, the ratfolk leader has always asked for the favor to be returned at a later date.

The thieves' guilds of the city above have recruited a few of the Bloodclaw clan because of their knowledge of the sewer system. Deginar is not happy about his clan being turned into common thieves. Despite what the humans above believe, Deginar works hard to keep his clan honest. His first attempt to retrieve his clansmen failed because there were too many in the guild. He is considering seeking outside help, but he is not sure who he can trust with such a task. Should a group of adventurers prove themselves honest and brave, Deginar might turn to them for help.

**NEHM BROWNEAR****CR 6****XP 2,400**

Female ratfolk fighter 4/rogue 3

CN Small humanoid

**Init** +2; **Senses** darkvision 60 ft., scent; Perception +6 (+4 to see and hear)**DEFENSE****AC** 18, touch 13, flat-footed 16 (+4 armor, +1 shield, +2 Dex, +1 size)**hp** 51 (7 HD; 4d10+3d8+11)**Fort** +6, **Ref** +6, **Will** +2; +1 vs fear**Defensive Abilities** bravery +1, trap sense +1**OFFENSE****Speed** 20 ft.**Melee** +1 *longsword* +9/+4 (1d6+3/19-20), *mwk dagger* +8 (1d3+1/19-20)**Special Attacks** sneak attack +2d6, swarming**STATISTICS****Str** 14, **Dex** 15, **Con** 12, **Int** 16, **Wis** 10, **Cha** 8**Base Atk** +6; **CMB** +7; **CMD** 19**Feats** Combat Reflexes, Power Attack (-2/+4), Precise Strike<sup>APG</sup>, Shadow Strike<sup>APG</sup>, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword)**Skills** Acrobatics +11, Bluff +8, Climb +11, Disable Device +10, Escape Artist +7, Intimidate +6, Perception +6 (+4 to see or hear), Sense Motive +6, Sleight of Hand +8, Stealth +13, Survival +7, Swim +8; **Racial Modifiers** +4 Handle Animal when influencing rodents, -2 Perception to see or hear**Languages** Common, Gnome, Goblin, Undercommon**SQ** armor training 1, rodent empathy, rogue talents (offensive defense<sup>APG</sup>), scent, trapfinding +1**Gear** +1 *longsword*, *mwk dagger*, *mwk hide armor*; *muleback cords*<sup>APG</sup>, *potion of cure moderate wounds*, silk rope 50 ft., *scabbard of vigor*<sup>APG</sup>, *mwk thieves' tools***SPECIAL ABILITIES****Scent (Ex)** Nehm has the scent ability but takes a -2 penalty on Perception checks based primarily on sight or hearing.

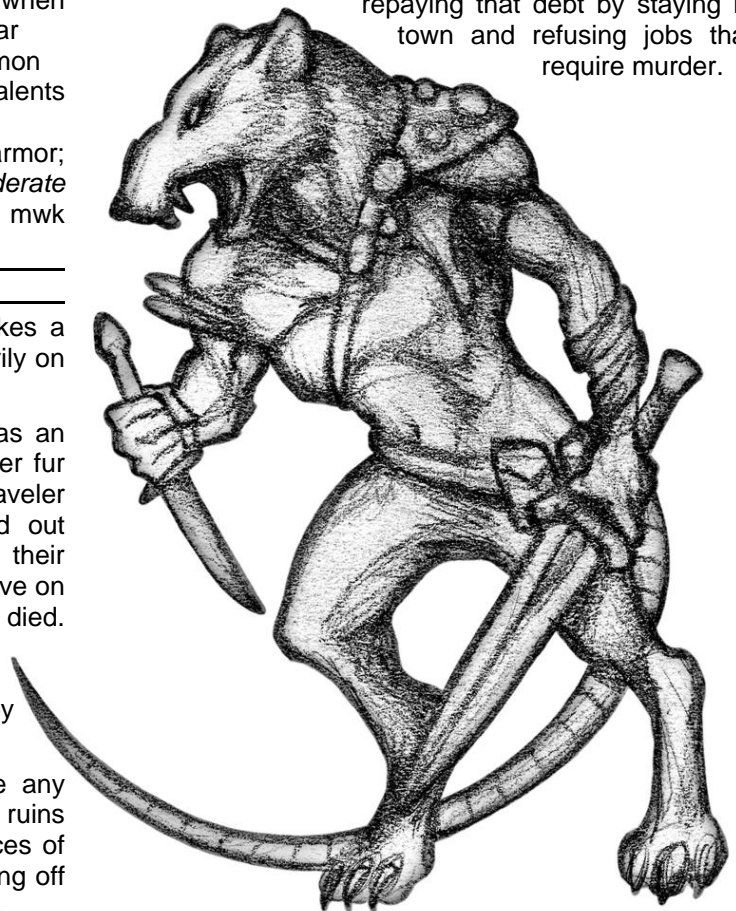
Unlike many of her kind, Nehm Brownear has an exceptional sense of smell, and it has saved her fur on more than one occasion. Being a frequent traveler of ruins and ancient tombs, She has sniffed out dangerous monsters long before they showed their ugly faces more than once. This has kept her alive on occasions when others of her kind would have died. She is constantly sniffing the air, especially when someone new comes near. Once she gets the scent of a person, she can follow them by smell alone.

Nehm earns the majority of her money like any good adventurer: by going into caves and ruins seldom ventured into, discovering valuable pieces of gold, artwork, and powerful items and then selling off

whatever she cannot use. She does this less for the money than for the thrill of adventure. There is little she enjoys more than the excitement of killing some deadly monster. However, enjoying a good drink—paid for by plundered treasure—at the Bleeding Bulette and chasing it with a good bar fight is a close second.

Always on the lookout for opportunities to make a gold piece, Nehm is willing to part with any magic item she has acquired on her most recent expedition for the right price. However, she prefers to earn her money diving nose first into danger. She always inquires about work from every bartender and innkeeper in town. When there is no work readily available, she sits back, enjoys a drink and waits for work to find her, which it invariably does. She can hold her own and has been the last one standing after a battle more than once—that is, until she uses a potion to bring her employers back to consciousness. She never talks about the one job she did not come back from richer and from which her employers never returned.

She cares little about the motives of those who hires her. If she kills monsters in a deep cave or humans in a city, it is all the same to her. The only job she will refuse is one to kill any creature in the town she calls her home. Most of the talk about this at the bars suggests that she does not want to move away from her cushy home and life. Yet, there are others who say she owes a debt to the town cleric and is repaying that debt by staying in town and refusing jobs that require murder.





**XP 600**

 Female ratfolk rogue (poisoner<sup>APG</sup>) 3

N Small humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +8

**DEFENSE**
**AC** 15, touch 14, flat-footed 12 (+1 armor, +3 Dex, +1 size)

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

**Fort** +2, **Ref** +6, **Will** +3

**Defensive Abilities** evasion; **DR** 3/- against ranged piercing weapons

**OFFENSE**
**Speed** 20 ft.

**Melee** mwk rapier +7 (1d4-1/18-20)

**Ranged** light crossbow +6 (1d6/19-20)

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

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

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

**Feats** Tunnel Rat<sup>ARG</sup>, Weapon Finesse

**Skills** Acrobatics +8, Appraise +8, Bluff +3, Climb +4, Craft (alchemy, traps) +10, Disable Device +9, Escape Artist +9, Intimidate +4, Knowledge (dungeoneering, local) +7, Linguistics +6, Perception +8, Sense Motive +6, Sleight of Hand +8, Stealth +12; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal when influencing rodents, +2 Perception, +2 Use Magic Device

**Languages** Common, Dwarven, Goblin, Undercommon

**SQ** master poisoner, poison use, rodent empathy, rogue talents (distracting attack)

**Gear** light crossbow, mwk quilted cloth armor<sup>APG</sup>, mwk rapier, alchemist's kit, *amulet of inescapable location*, *oil of magic vestment* +1, *potion of cure light wounds*, thieves' tools, mwk trapmaker's tools, various poisons (typically bloodroot and drow poison)

Scarlet Vendraz considers herself a thief in every sense of the word. However, she does not steal to make herself rich. Instead, she steals to survive. She has never had enough silver to buy herself a decent meal. More than once, she has eaten spoiled

food that made her sick, simply because she has had no other food to eat. This type of exposure taught her much about poisons.

When well-equipped adventurers come to town, the first thing Scarlet tries to figure out is which items they would not miss should they happen to go missing. As soon as the adventurers deposit their goods in their room at either the Slumbering Giant Inn or the Troll-Hide Tavern, she sneaks in and helps herself to only one item, which she promptly trades for a healthy meal. Alternatively, Scarlet will brew her drow poison into a gas and release it in the room while the adventurers are asleep. This gives her several minutes of uninterrupted thieving.

If there are two things Scarlet excels at, they are poisoning her targets and escaping through the tiniest crevices. Even among ratfolk, she is quite short and slender. When she really needs to get away, she can contort her body to fit into cracks that a house cat or a small dog could barely fit through.

Scarlet sees her use of poison as a way to equalize her physical weakness, rather than an act of evil. She mostly uses her poison to get an edge on stronger, larger, and better equipped opponents. Many in the city that disliked her began to hate her when they discovered that she used poison. Many say that she is in training to become an assassin.

Scarlet's prized possession is her *amulet of inescapable location*. She does not realize, however, that it is cursed, and that it is what allows her pursuers to find her so easily.

More than once, adventurers from whom Scarlet has stolen have caught up with her long after she sold their items. To avoid their wrath, she offers to work for the adventurers to pay back whatever she stole.



**SKARN DELVEN****CR 7****XP 3,200**

Male ratfolk diviner (foresight<sup>APG</sup>) 3/oracle<sup>APG</sup> 4/mystic theurge 1

N Small humanoid

**Init** +1; **Senses** darkvision 60 ft.; Perception +7

**DEFENSE**

**AC** 16, touch 15, flat-footed 12 (+1 armor, +4 Cha, +1 size)

**hp** 43 (4d8+4d6+8)

**Fort** +3, **Ref** +6, **Will** +11

**Immune** fatigue

**Weakness** lame

**OFFENSE**

**Speed** 15 ft.

**Melee** mwk quarterstaff +5 (1d4-1)

**Special Attacks** swarming

**Oracle Spells Known** (CL 5, concentration +9)

2nd (5/day)—*cure moderate wounds*, *groundswell*<sup>RG</sup>, *oracle's burden*<sup>APG</sup> (DC 16), *tongues*

1st (7/day)—*bless*, *cause fear* (DC 15), *command* (DC 15), *cure light wounds*, *identify*, *summon monster i*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*, *resistance*, *spark*<sup>APG</sup> (DC 14)

**Mystery** lore

**Wizard Spells Prepared** (CL 4, concentration +7)

2nd—*blindness/deafness* (DC 15), *detect thoughts* (DC 15), *eagle's splendor*, *fire breath* (DC 15)

1st—*mage armor*, *magic missile*, *memory lapse*<sup>APG</sup> (DC 14), *sow thought*<sup>RG</sup> (DC 14), *true strike*

0 (at will)—*dancing lights*, *detect magic*, *disrupt undead*, *message*

**Opposed Schools** abjuration, illusion

**STATISTICS**

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

**Base Atk** +4; **CMB** +2; **CMD** 16

**Feats** Alertness, Combat Casting, Defensive Combat Training, Persuasive, Scribe Scroll<sup>B</sup>

**Skills** Appraise +8, Diplomacy +13, Intimidate +8, Knowledge (arcana) +12, Knowledge (history, religion) +11, Linguistics +8, Perception +7, Perform (oratory) +9, Profession (fortune-teller) +10, Sense Motive +13, Spellcraft +14; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal when influencing rodents, +2 Perception, +2 Use Magic Device

**Languages** Aklo, Celestial, Common, Draconic, Goblin, Undercommon

**SQ** bonded object (quarterstaff), combined spells (1st), forewarned +1, prescience (6/day), revelations (automatic writing, sidestep secret), rodent empathy

**Gear** mwk quarterstaff, *bracers of armor* +1, mwk fortune-teller's deck, *headband of alluring charisma* +2, incense, mirror, *oil of greater magic weapon* +1, *potion of barkskin* +2, *potion of cure light wounds*, *ring of arcane signets*, spell component pouch, large tent

**SPECIAL ABILITIES**

**Spellbook** Skarn Delven's wizard spell book contains all 0-level spell, all wizard spells prepared, and the following: *bestow insight*, *charm person*, *detect secret doors*, *feather fall*, *see invisibility*, *sleep*, *stumble gap*

When he was young, Skarn Delven was caught in a tunnel collapse. His leg was trapped under the rubble and he could not escape. Two days of calling for help produced no one. Just when he was about to give up hope, a floating creature came to him, dressed in flowing robes and wearing a funeral mask. Skarn thought that his time had come and that he was about to be taken to Purgatory to await his final fate. Instead, the messenger kissed him on the forehead, told him it was not his time to die, and that he was to prevent others from meeting their death before their time. Then, the figure disappeared. Shortly thereafter,

Skarn was rescued by a group of dwarves from the Ironpick Clan.



He recovered his strength with them, but his leg never healed properly.

From that time forward, Skarn found that when he spoke, his words usually came true. Over time the Ironpick dwarves began to listen to his words and heed his warnings. Those that did not follow his words ended up having bad marriages, finding less valuable ore to mine, and otherwise “choosing the bitter beer,” as the dwarves would say, especially when compared to those that heeded Skarn’s words.

Even though his beard has grown long and his fur has turned white, Skarn is still relatively young for a ratfolk. Barely seventeen years old, he has learned more magic than most dwarves of fifty. He often wonders if the kiss he received while trapped in the tunnel is not only preventing his leg from healing, but also making him look older. With that in mind, he has set out to see what else the world has in store.

In his wanderings, Skarn came across a group of caravan-driving humans that called themselves Roamae. Their free spirit and interpretive dance style entranced him to follow. It was their magic, however, that compelled him to stay. They used fortune teller’s cards to help them predict the future. Skarn saw this as another way to see into events yet to pass without relying solely on the gods. From the Roamae, he learned not only how to probe the future, but also how to earn a living doing so. Most importantly, however, they also taught him the secrets of divination magic. With their help, he came to understand how his magic worked.

When the gods called him to leave the Roamae, Skarn obeyed. He wanders from town to town, trading fortunes for meals and magic. On more than a few occasions, he has shown up as a village or town is under attack, and his magic has driven the raiders away. He does not feel he that chooses his side as much as his conscience dictates that he cannot let those unable to defend themselves die before their time. For this, a number of settlements welcome him whenever he passes through the area.

Skarn always carries a tent with him and sets it up in the marketplace of any town he visits. It is decorated mostly with symbols depicting life and death. The smell of burning incense permeates the fabric, and it can easily be smelled when nearby. He has told the fortunes of peasants, knights, serfs, and minor nobles. Skarn no longer makes it a habit to tell the fortune of someone who can have him thrown in jail for the content of his readings. He spent a few nights in jail for such an act once and does not relish the idea of doing so again. However, he has given readings for some nobles—those suffering from great personal pain or of advanced age—out of compassion. Some of these nobles even heed his warnings and make changes to their lives or the way that they govern.

While some adventurers seek Skarn out, it is more common for Skarn to seek out adventurers. From time to time, he will approach adventurers passing through town, asking them to stay an extra night, knowing that trouble will befall the town in the morning. Other times, he seeks out specific adventurers in the hopes of preventing their early death. Whether that death is due to a powerful monster, a deadly haunt, or a plotting rival, he has directed many adventurers to choose a different path, one leading away from an untimely demise. In exchange for deterring the adventurers from uncovering gold and magic items, Skarn gives them a free reading. Many adventurers write off this limping, halfling-sized rat as crazy, but only until they talk to the townspeople. Those who have been helped by Skarn can and do tell of his deeds.

A few times, Skarn Delven has foreseen an adventurer’s death as being timely and proper. He hates to tell someone that they will die and not return, so instead of telling the adventurer that they will meet their end, he counsils them to be wise when travelling or not to let their caution get away from them. This way, he delivers a cautionary fortune instead of a fortune of imminent death.

Over and over again, the gods have shown Skarn a vision of a great and terrible evil that would bring blight to the land. His own divinations have revealed similar ill omens. He has seen the evil in the hearts of those who would bring death, destruction, and disease upon the land. These images disturb Skarn’s sleep, and they come to him more and more often. He is convinced that the time of the doom he foresees is almost at hand.

Usually, he sees terrible forces marching across the land with no one to stand against them. However, there have been a few times when he has seen a small group that stands to oppose the cruel forces. Sometimes, he sees himself joining these heroes, but other times, he sees them fighting alone. He focuses his efforts so that he might see the faces of those who stand in the way of the dark power and recognize them when they arrive. He continues his daily divinations in an attempt to see his own death, for he fears that this is the reason he is not fighting alongside the heroes. He admits that perhaps the gods will call him away from the struggle or that he will help in some other capacity. However, the nagging fear of his death still looms large in his mind.

No matter what, he is determined to be useful even after his death and is recording every important detail of his visions in a journal. To the same end, he is scribing every scroll he can, so that if he should fall, those fighting with him will not be without his magic, at least for a time.



**TAARLOK STREVIX****CR 4****XP 1,200**

Male ratfolk sorcerer 5

NE Small humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +3**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size); +1 during surprise round**hp** 30 (5d6+10)**Fort** +2, **Ref** +4, **Will** +5; +1 during surprise round**Defensive Abilities** fated**OFFENSE****Speed** 20 ft.**Melee** dagger +2 (1d3-1/19-20)**Ranged** mwk light crossbow +7 (1d6/19-20)**Special Attacks** swarming**Bloodline Spell-Like Abilities** (CL 5th, concentration +8)6/day—*touch of destiny***Sorcerer Spells Known** (CL 5th, concentration +8):2nd (5/day) *blur* (DC 15), *death from below*<sup>ARG</sup>, *hideous laughter* (DC 15)1st (7/day) *alarm*, *charm person* (DC 14), *mage armor*, *mudball*<sup>ARG</sup> (DC 14), *shocking grasp*0 (at will) *bleed* (DC 13), *daze* (DC 13), *light*, *ray of frost*, *resistance*, *touch of fatigue* (DC 13)**Bloodline** destined**STATISTICS****Str** 8, **Dex** 16, **Con** 13, **Int** 10, **Wis** 12, **Cha** 16**Base Atk** +2; **CMB** +0; **CMD** 13**Feats** Combat Casting, Elemental Spell (acid)<sup>APG</sup>, Eschew Materials<sup>B</sup>, Magical Aptitude**Skills** Bluff +11, Fly +5, Perception +3, Stealth +7, Use Magic Device +15; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal when influencing rodents, +2 Perception, +2 Use Magic Device**Languages** Common**SQ** bloodline arcana, rodent empathy**Gear** dagger, mwk light crossbow, *elixir of vision*, *potion of barkskin* +2, *potion of cure moderate wounds*, *ring of protection*, +1, *scroll of entangle*, *scroll of inflict moderate wounds***STREVIX CLAN ELITE WARRIORS****CR 2****XP 600**

Ratfolk warrior 4

NE Small humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 19, touch 12, flat-footed 18 (+7 armor, +1 Dex, +1 size)**hp** 26 (4d10+4)**Fort** +4, **Ref** +3, **Will** +0**OFFENSE****Speed** 15 ft.**Melee** mwk scimitar +7 (1d4+1/18-20)**Ranged** mwk light crossbow +8 (1d6/19-20)**Special Attacks** swarming**STATISTICS****Str** 12, **Dex** 14, **Con** 11, **Int** 10, **Wis** 9, **Cha** 10**Base Atk** +4; **CMB** +4; **CMD** 15**Feats** Outflank<sup>APG</sup>, Precise Strike<sup>APG</sup>**Skills** Climb +1, Intimidate +7, Swim +1; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal when influencing rodents, +2 Perception, +2 Use Magic Device**Languages** Common**SQ** unnatural**Gear** mwk light crossbow, mwk banded mail armor, mwk scimitar, *elixir of hiding*, tanglefoot bag**SPECIAL ABILITIES****Unnatural (Ex)** A Strevix clan elite warrior unnerves normal animals, and trains to defend himself against the inevitable attacks from such creatures. This ratfolk takes a –4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receives a +2 dodge bonus to AC against animals. An animal's starting attitude toward a Strevix clan elite warrior is one step worse than normal.**STREVIX CLAN WARRIORS****CR 1/2****XP 200**

Ratfolk warrior 2

NE Small humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 19, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 size)**hp** 13 (2d10+2)**Fort** +3, **Ref** +2, **Will** –1**OFFENSE****Speed** 15 ft.**Melee** scimitar +3 (1d4/18-20)**Ranged** light crossbow +5 (1d6/19-20)**Special Attacks** swarming**STATISTICS****Str** 11, **Dex** 14, **Con** 11, **Int** 10, **Wis** 9, **Cha** 10**Base Atk** +2; **CMB** +1; **CMD** 13**Feats** Precise Strike<sup>APG</sup>**Skills** Climb –1, Intimidate +5, Swim –1; **Racial Modifiers** +2 Craft (alchemy), +4 Handle Animal when influencing rodents, +2 Perception, +2 Use Magic Device**Languages** Common**SQ** unnatural**Gear** chainmail armor, light crossbow, scimitar, *potion of cure light wounds*, tanglefoot bag, *universal solvent*, 5 gp**SPECIAL ABILITIES****Unnatural (Ex)** A Strevix clan warrior unnerves normal animals, and trains to defend himself

against the inevitable attacks from such creatures. This ratfolk takes a -4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receives a +2 dodge bonus to AC against animals. An animal's starting attitude toward a Strevix clan warrior is one step worse than normal.

In the heart of the Malroddal Depths, the Strevix clan terrorizes all those who do not submit to their demands. More than anything else, Strevix steal whatever they desire and murder anyone who gets in their way. Throughout the winding mass of caves, this clan has not only survived, but prevailed against the Silverhammer dwarves and the Ravenblood drow family. Neither the dwarves nor the drow have yet to find the piles of gold, magic items and alchemical goods these ratfolk have pilfered over the years. Strevix's knowledge of the tunnels, size, and willingness to collapse tunnels have kept them several steps ahead of their pursuers.

Even the duergar have had trouble with the clan. Unlike their dwarven brethren, the Grimpick clan have been more than willing to destroy tunnels in the pursuit of the furry foes. Since duergar can grow in size, they use that to their advantage, allowing them to clear collapsed tunnels more quickly and to widen tunnels when needed to pursue their prey. Even so, the thieving ratfolk are typically long gone by the time the duergar have cleared the way.

Only the svirfneblin of the Flitwick clan have been able to strike back at the Strevix clan. With their deep bomber alchemists<sup>ARG</sup>, they have been known to bait a tunnel, hide their alchemists near the goods, and wait for the thieves to strike. Using their silent gnomish bombs, the svirfneblin have taken out a good number of the annoying ratfolk. But the Flitwick svirfneblin lost their advantage when Taarlok took over command of the Strevix clan.

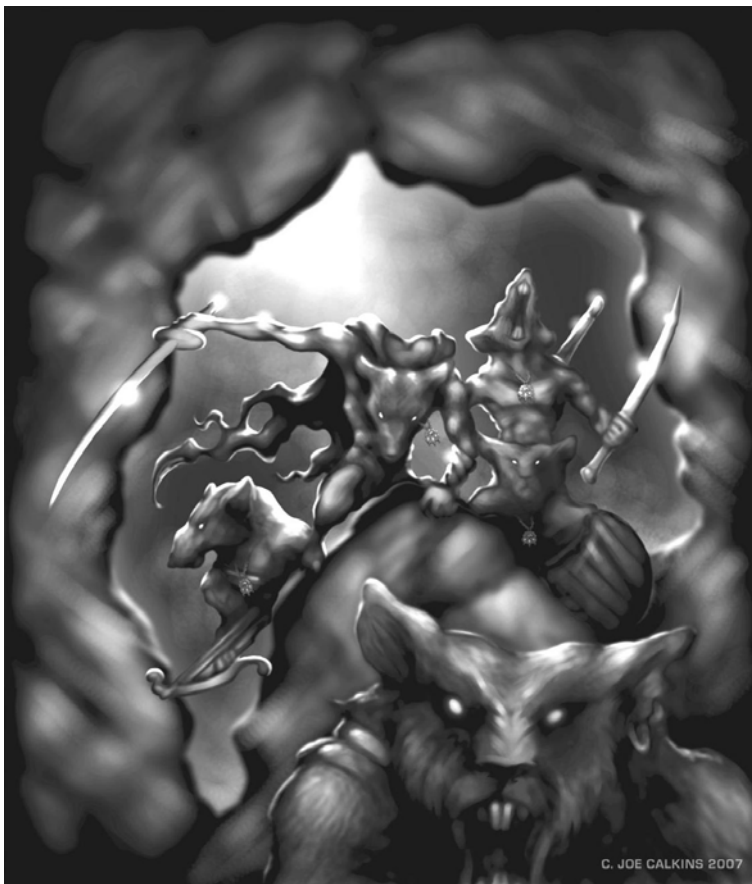
Taarlok Strevix arose to prominence among his ratfolk brethren through innate arcane prowess and seized power when the old chief died. His spells have allowed his comrades to escape death when strength alone would have led to an otherwise forgone conclusion. He has employed *charm person* multiple times to bring pursuers to the clan's side and found great use of *death from below* in the Malroddal Depths' maze of tunnels.

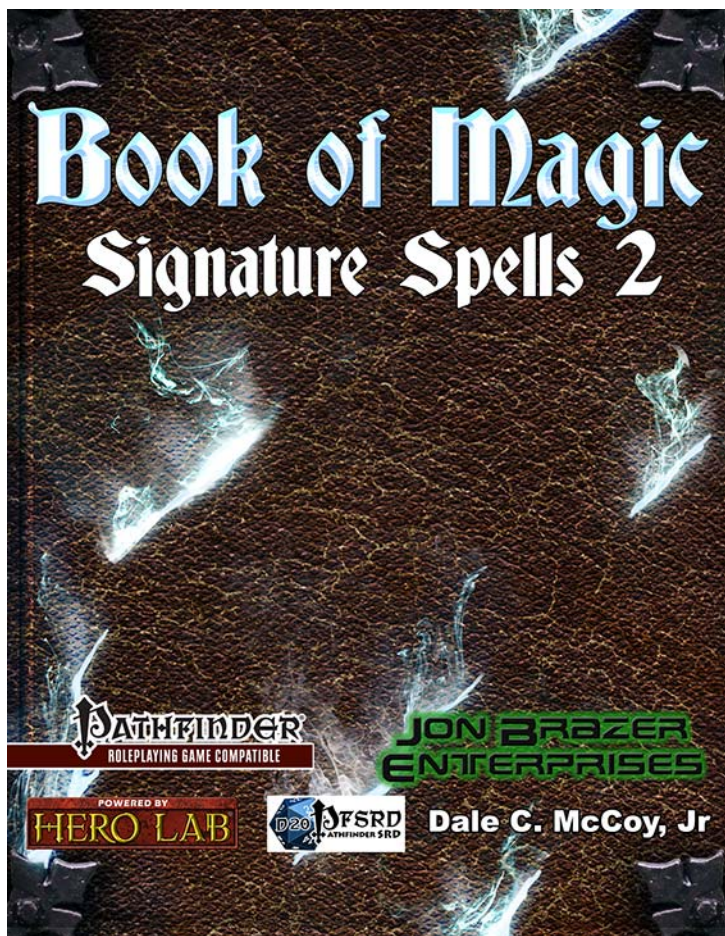
Not being well-educated, Taarlok believes that his arcane power comes from the gods themselves. He professes to his clan that the gods, particularly Apollyon, view him with such importance that they have bestowed upon him and him alone the power to destroy his enemies. Several members of clan Strevix cannot stand Taarlok personally and like his leadership of the clan even less. Someone convincing the clan that Taarlok draws on

arcane instead of divine power might provide the opening needed to overthrow Taarlok and establish a new leader.

Clan Strevix is considered an enemy by almost every group that lives in the Malroddal Depths, but that does not mean that the ratfolk will not work with them in times of need. All of the races typically come together to fight overwhelming monsters that threaten the entire region. Fearsome dragons or hulking earth elementals have more than once brought enemies together against a common foe. In more recent memory, the races have worked together to combat a colony of basilisks. More than a few ratfolk, duergar and svirfneblin were turned to stone combating that threat. Only the drow failed to assist in this great battle, and messengers sent to inquire about their absence never returned.

Disturbingly, three of the skulls of Strevix clan's past chiefs have been broken, and one was outright stolen. While none know who committed these crimes against the clan, finger-pointing abounds. Several of Taarlok's rivals have blamed Ceronsisk, one of Taarlok's friends and backers in the clan. Taarlok believes in his friend's innocence, but fears that his power base will be undone if he rushes to his aid. Taarlok would pay handsomely if someone were to uncover the real culprit. He might, however, pay even more if someone were to throw evidence of guilt onto one of his rivals.





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