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Introduction

GM's Gallery: Useful and Interesting NPCs provides 20 new, ready-made NPC stat-blocks designed to fill roles that a GM often wants a stat-block for, but doesn't want to (or doesn't have time to) create fully fleshed-out stats from scratch. Whether all you want to know is the Sleight of Hand modifier for that street urchin picking your wizard's pocket, or your PCs suddenly decided to attack the guards you had hoped they'd talk their way past, this book should make populating your game just a little bit easier.

On top of that, each of the 20 NPCs has a unique special attack or special quality, to help ensure that encounters with them are fresh and interesting, and to help them fulfill their role, whether that role be as a melee fighter, an offensive wizard, or simply as a potential source of information or other services.

After each NPC's statistics entry, you'll find a tactics section, which details not only their general activities during combat, but also their approach to less immediately threatening situations.

CR1

NPCs

Table 1-1: NPCs

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CLERK

XP 400 Male or female human aristocrat 1/expert 2 LN Medium humanoid (human)

Init +1; Senses Perception +8

DEFENSE

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

Dex)
hp 16 (3d8+3)
Fort +0, Ref +1, Will +5
OFFENSE
Speed 30 ft.
Melee masterwork silver dagger +3 (1d4-1/19-
20)
STATISTICS
Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 11
Base Atk +1; CMB +1; CMD 12
Feats Alertness, Skill Focus (profession [clerk]),
Weapon Finesse
Skills Appraise +7, Bluff +6, Diplomacy +6,
Knowledge (local) +7, Linguistics +6,
Perception +8, Profession (clerk) +9, Sense
Motive +7
Languages common, dwarven, elven, gnome
SQ red tape
ECOLOGY
Environment any
Organization solitary or office (2d4 plus 1d6
ist-level commoners and experts)
Gear ink vials (3), inkpen, masterwork silver
dagger, papers (20)
SPECIAL ABILITIES

Red Tape (Ex): Clerks are used to requests to bend or break the rules, and have an infuriating ability to stand fast behind bureaucratic minutiae. The clerk gains a +4 bonus on any opposed rolls made to resist a Diplomacy or Intimidate check, and the DCs of any such checks, if directed at the clerk, are increased by +4.

Tactics:

The aristocratic clerk is a pompous lowranking noble. Most clerks are in charge of general office work such as record keeping and filing, and these clerks aren't very different; they're just in charge of keeping track of the more important documents. They aren't fond of dealing with commoners or anyone else they feel is below them. Nearly all aristocratic clerks carry with them an ornate silver dagger that bears their family's crest. Most aristocratic clerks have an office with a view of the city they work in.

If attacked, the clerk will call out for the guards and then draw his ornate silver dagger. The clerk then attempts to keep obstacles, such as his desk, between him and the attackers. If the guards don't arrive in a timely fashion, the clerk will try to reason with his attackers, even going so far as to pay them off. If the attackers aren't to be reasoned with, the clerk will attempt to flee by any means possible, even jumping out from the office window.

COURTESAN

CR 1

XP 400
Female human expert 3
N or CN Medium humanoid (human)
Init +2 Senses Perception -2
DEFENSE
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 13 (3d8)
Fort +1, Ref +3, Will +1
OFFENSE
Speed 30 ft.
Melee dagger + 5 (1d4-1/19-20)
STATISTICS
Str 8, Dex 14, Con 10, Int 10, Wis 7, Cha 15
Base Atk +2; CMB +1; CMD 13
Feats Deceitful, Skill Focus (diplomacy),
Weapon Finesse
Skills Acrobatics +8, Bluff +8, Diplomacy +8,
Disguise +8, Knowledge (local) +6, Sleight of
Hand +8, Stealth +8
Languages common
SQ courtesan's charm, multi-talented (expert,
rogue)
ECOLOGY
Environment any

Organization solitary or brothel (8-10 plus one 5th level expert 'madame') Gear masterwork dagger, fancy dress, neglige, potion of eagle's splendor, 3d6 gp SPECIAL ABILITIES

Courtesan's Charm (Ex): Because of her profession, a courtesan is exceptionally charming, gaining a +3 bonus on Bluff or Diplomacy checks made to influence the attitude of members of the opposite sex.

Tactics:

Courtesans make their living selling themselves to potential clients, and their tactics tend to vary dramatically from individual to individual. Some favor the direct sale, operating on street corners or out of houses of ill repute, while others favor a more subtle approach, dropping hints of their profession while flirting with tavern patrons. Some particularly high-class courtesans even ply their trade in the royal courts and high councils, serving as advisors or other private retainers to great men and women.

While in general a courtesan is only interested in exchanging her company for gold or other benefits, others use the trade as a cover for thievery or espionage. There have even been times when courtesans have been called upon to serve as assassins. In each case, the courtesan tends to accomplish her goals after wearing her client out, using her access to his intimate quarters to serve other ends.

For the most part, courtesans disdain combat, favoring using their charms or their stealth to avoid conflicts, rather than engage in battle. Still, in her line of work, the courtesan invariably faces situations where people try to take advantage of her, earning only her dagger in their ribs for their efforts.

STREET URCHIN

XP 400

CR 1

Young male or female human commoner 3 CN Small humanoid (human) Init +2; Senses Perception +0 DEFENSE

AC 13, touch 13, flat-footed 11 (+1 Dex, +1 dodge, +1 size)

hp 11 (3d6)

Fort +0, Ref +3, Will +1

OFFENSE

Speed 30 ft.

Melee dagger +3 (1d3-1/19-20) Ranged sling +3 (1d3-1)

STATISTICS

Str 8, Dex 14, Con 8, Int 11, Wis 10, Cha 11 Base Atk +1; CMB +0; CMD 12 Feats Dodge, Skill Focus (sleight of hand),

Weapon Finesse

Skills Acrobatics +5, Bluff +3, Climb +5, Sleight of Hand +6, Stealth +4

Languages common

SQ youthful frame

ECOLOGY

Environment any

Organization solitary or gang (3d4) Gear small dagger, small sling w/ 10 stones, 3d6 cp

SPECIAL ABILITIES

Youthful Frame (Ex): Street urchins have not yet reached adulthood, and so are treated as Small characters, except that their movement speed is still 30 ft., and they do not suffer a penalty to CMB or CMD checks.

Tactics:

Street urchins are usually orphaned or otherwise abandoned children that range from 8 to 14 years in age. They often form large groups in order to increase their odds of surviving on the mean streets of the city. These groups of street urchins are sometimes taken advantage of by unscrupulous adults.

When they go out to steal from unsuspecting bystanders, street urchins typically go out in groups no smaller than two kids. One or more of them usually serve as a distraction while the others pickpocket the distracted people. After successfully pickpocketing, they attempt to hide within a crowd. If attacked, they attempt to flee. If escape isn't a viable option, they will usually either draw their knives and attempt to get flanking with each other, or draw their slings and attempt to keep their attackers at a range. Even while they fight, the street urchins continue to try to find a way to escape their attackers.

TAVERN BRAWLER CR 1
XP 400
Male or female human commoner 2/warrior 1
CN Medium humanoid (human)
Init +o; Senses Perception -1
DEFENSE
AC 12, touch 10, flat-footed 12 (+2 armor)
hp 16 (3 HD; 2d6+1d10+4)
Fort +3, Ref +0, Will -1
OFFENSE
Speed 30 ft.
Melee tankard +3 (1d4+1) or club +3 (1d6+1) or
unarmed strike +4 (1d3+1)
Special Attacks drunken frenzy
STATISTICS
Str 13, Dex 10, Con 12, Int 9, Wis 9, Cha 9
Base Atk +2; CMB +3; CMD 13
Feats Catch off Guard, Improved Unarmed
Strike, Weapon Focus (unarmed strike)
Skills Profession (laborer) +5
Languages common
ECOLOGY
Environment any
Organization solitary or table (1d4 plus one
2nd level human fighter)
Gear club, leather armor, ale tankard (3), 3d4
silver pieces
SPECIAL ABILITIES

Drunken Frenzy (Ex): During any hour in which a tavern brawler has consumed at least four alcoholic beverages, he may enter a drunken frenzy. While in this state, the tavern brawler suffers a -1 penalty to attack rolls and Armor Class, but gains a +3 bonus on damage rolls. Entering a drunken frenzy is a swift action that doesn't provoke attacks of opportunity. Once begun, a drunken frenzy does not end until the tavern brawler falls unconscious (whether through combat or simply falling asleep).

Tactics:

Quick to anger and quicker still to answer insults

(real or imagined) with his fists, the tavern brawler is a versatile, if somewhat unrefined, melee combatant. While they favor stout cudgels, the inns and bars where they frequent often prohibit patrons from entering armed, so they will often resort to using a heavy tankard, chair, hat stand, or other handy bludgeon to get their point across. Even without a weapon handy, a tavern brawler is rarely discouraged from a fight, wading into combat with only his fists. In battle, tavern brawlers rarely care who they are attacking, going for the closest combatant regardless of their skills. Reckless fighters, tavern brawlers typically begin battle by entering an alcohol-induced rage, launching themselves at their foes with wild abandon.

Tavern brawlers are often encountered in large groups, but in general they lack the discipline (or the sobriety) necessary for tactical cohesion, throwing themselves wholly into the battle and fighting one another as often as their enemies.

APPRENTICE WIZARD

XP 600

CR 2

Male or female human expert 2/wizard 2 LN or N Medium humanoid (human) Init +4; Senses Perception +o DEFENSE AC 10, touch 10, flat-footed 10 hp 14 (4 HD; 2d8+2d6-2) Fort -1, Ref +0, Will +8 OFFENSE Speed 30 ft. Melee quaterstaff +1 (1d6-1) Spells Prepared (CL 2nd) 1st-shield, summon monster I, unseen servant o-dancing lights, ghost sound, light, open/close STATISTICS Str 8, Dex 10, Con 8, Int 16, Wis 11, Cha 11 Base Atk +2; CMB +1; CMD 11 Feats Combat Casting, Improved Initiative, Iron Will, Scribe Scroll Skills Appraise +10, Bluff +7, Craft (alchemy) +10, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (nature) +8, Sleight of Hand +7, Spellcraft +8, Use Magic Device +7

Languages common

SQ arcane bond (rat familiar), arcane school (generalist), cantrips, apprentice brewer ECOLOGY

Environment any

Organization solitary or class (2d10 plus one 8th-level or higher wizard "instructor") Gear potion of invisibility, potion of levitate, potion of resist energy, quarterstaff, 1d4-1 spellbooks, wand of magic missile (21 charges), 50 gp worth of spell components and alchemical ingredients SPECIAL ABILITIES

Apprentice Brewer (Ex): A wizard's apprentice may brew potions as though she had the Brew Potion feat, except with this ability she may create potions even if she does not know the spell in question, provided that the spell is on the sorcerer/wizard list and of third level or lower. All potions created with this ability have only a 50% chance of functioning normally, with a 30% chance of having no effect at all and a 20% chance of doing nothing but causing the user to be nauseated for 1d4 rounds.

Tactics:

Eager to test their powers and desperate to prove themselves, apprentice mages often find themselves getting into all sorts of dangerous situations. When trouble does arise, the apprentice mage usually tries to bluff or otherwise talk her way out of the situation, lest news of her shenanigans get back to her master. Failing that, she begins combat by summoning a creature to her aid with summon monster I, directing the beast to hold off any attackers. In the second round, she attempts to escape with her potion of invisibility. Unfortunately for the apprentice, her skill at brewing potions is limited, and all her potions are subject to the rules outlined in his apprentice brewer ability. If successfully rendered invisible, the apprentice will often simply flee her opponents and assume a clean getaway. Should the potion backfire, she will usually surrender if possible; otherwise she casts shield on herself and directs her familiar to report to her master or otherwise find help, falling back on her wand of magic missiles and trying to stay alive until help

until help arrives. Faced with overwhelming odds, an apprentice mage will usually just run away.

Keen to protect the source of her magical learning, an apprentice wizard will often serve as the first line of defense for anyone looking to harm her master, trying to stop such attempts with surprising fervor. Though she still will not fight to the death, an apprentice mage in such a situation will usually fight fiercely, unless bribed with even greater magical knowledge than her master has thus far provided, in which case many apprentice wizards will suddenly find something else to be doing.

HIRED THUG

CR 2

XP 600 Male or female human warrior 4 CN or CE Medium humanoid (human) Init +o; Senses Perception +3 DEFENSE AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield) hp 34 (4d10+12) Fort +6, Ref +1, Will +0 OFFENSE Speed 30 ft. Melee masterwork heavy mace +8 (1d8+2) Special Attacks gang fighting STATISTICS Str 14, Dex 10, Con 14, Int 10, Wis 8, Cha 10 Base Atk +4; CMB +6; CMD 16 Feats Cleave, Intimidating Prowess, Power Attack, Weapon Focus (heavy mace) Skills Climb +9, Intimidate +9, Perception +3 Languages common ECOLOGY **Environment** any Organization solitary or squad (2d6 plus one brigand) Gear masterwork heavy mace, masterwork light steel shield, masterwork spiked studded leather armor, 2d12 silver pieces SPECIAL ABILITIES Gang Fighting (Ex): Hired thugs are especially

Gang Fighting (Ex): Hired thugs are especially skilled at ganging up on a single target, inflicting massive damage. If a hired thug

successfully hits a character that has already taken damage this round, he deals an additional 2 points of damage.

Tactics:

Hired thugs are common lowlifes who take pleasure in roughing up innocent people. They enjoy inflicting pain on others, and getting paid to do this is just an added perk of their job. They are usually hired to rough people up for protection money, make someone disappear, or just teach someone not to mess with their employer. A hired thug's loyalty is usually to whoever will pay him the most.

When hired thugs fight, they always make use of their Power Attack feat, unless they are having trouble hitting their target. They usually go after the weakest looking or lightest armored opponents first, while also trying to make good use of their Cleave ability. As long as there are more appealing targets nearby, a hired thug will tend to let a fleeing opponent get away.

TOWN GUARD CR 2 XP 600 Male or female human warrior 4 LN Medium humanoid (human) Init +1; Senses Perception +6 DEFENSE AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 30 (4d10+8) Fort +5, Ref +2, Will +1 OFFENSE Speed 30 ft. (20 ft. with armor) Melee masterwork halberd $+8(1d_{10}+3/x_3)$ Ranged light crossbow +5(1d8/19-20)Special Attacks bring 'em in alive STATISTICS Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 8 Base Atk +4; CMB +6; CMD 17 Feats Alertness, Skill Focus (Perception), Vital Strike, Weapon Focus (halberd) Skills Climb +8, Perception +7, Sense Motive +4 Languages common ECOLOGY

Environment any

Organization solitary or patrol (2d4, with a 25% chance of a guard lieutenant) Gear light crossbow w/ 40 bolts, manacles, masterwork breastplate, masterwork halberd SPECIAL ABILITIES

Bring 'em in Alive (Ex): Town guards are trained to subdue foes without killing them. A town guard can deal nonlethal damage with any weapon without any penalty to attack rolls.

Tactics:

Town guards serve as a city's first line of defense against lawlessness and banditry. They are usually people who care deeply about their community. They are trained to keep their eyes out for suspicious activities. They are typically stationed at important parts of the city, such as the city's entrances and the city hall. When on patrol, they are usually found in groups of two or more.

Most town guards will put their lives on the line to protect the citizens of their city. When faced with a conflict they try to diffuse a situation with diplomacy before they take action. If diplomacy fails, they draw their weapons and fight until their target surrenders or falls unconscious. If their target flees, they attempt to make chase, switching to their light crossbows if the target gets out of reach.

WOODSMAN

XP 600

Male or female human ranger 3 N or CN Medium humanoid (human) Init +5; Senses Perception +5 DEFENSE AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge) hp 22 (3d10+6) Fort +4, Ref +4, Will +2 OFFENSE Speed 30 ft. Melee masterwork battleaxe $+5(1d8+1/x_3)$ **Ranged** masterwork longbow +5 (1d8/x3) Special Attacks favored enemy (animal +2) STATISTICS

Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8 Base Atk +3; CMB +4; CMD 15 Feats Dodge, Improved Initiative, Iron Will, Point-Blank Shot, Toughness Skills Acrobatics +4, Climb+7, Craft (trapmaking)+9, Perception +5, Stealth +7, Survivial +5, Swim +7 Languages common SQ combat style (archery), expert trapper, track, wild empathy ECOLOGY **Environment** any Organization solitary or hunting party (2d4 plus one human ranger of 5th level or higher) Gear masterwork battleaxe, masterwork composite longbow (+1 Strength) w/20 arrows, silversheen, studded leather armor, 250 gp

worth of furs and pelts SPECIAL ABILITIES

Expert Trapper (Ex): A woodsman is capable of creating and setting traps, and gains a bonus on all Craft (trapmaking) checks equal to his class level.

Tactics:

CR 2

The woodsman is most interested in killing game for sale, and so he rarely goes out of his way to attack anyone he doesn't see as a threat to this activity. However, when game is scarce or times are hard, he is often not above banditry, setting pit traps and snares designed to cripple travelers, rather than deer and other game. Equally skilled in ranged and melee combat, the woodsman likes to stay at a distance, firing at other ranged fighters with his longbow, and hoping melee fighters rush him and thus fall into his pit traps. If he does become engaged in melee combat, the hunter quickly switches to his battleaxe and tries to r apidly dispatch any foe foolish enough to attack him.

Particularly wicked or misguided hunters will sometimes pursue one or more humanoids traveling through their favored terrain, attacking them frequently from the shadows and waging a small war of attrition against "the greatest game of all."

INNKEEPER

CR 3

XP 800

Male or female human expert 5 N or NG Medium humanoid (human) Init -1, Senses Perception +11 DEFENSE AC 9, touch 9, flat-footed 9 (-1 Dex) hp 22 (5d8) Fort +3, Ref +0, Will +7

OFFENSE

Speed 30 ft.

Melee masterwork quaterstaff +4 (1d6-1) STATISTICS

Str 9, Dex 8, Con 11, Int 12, Wis 12, Cha 13 Base Atk +3; CMB +2; CMD 11 Feats Alertness, Great Fortitude, Iron Will,

Skill Focus (Craft [cooking]), Skill Focus (Sense Motive), Weapon Focus (quarterstaff) Skills Appraise +9, Bluff +9, Craft (brewing)+9,

Craft (cooking) +9, Diplomacy +9, Knowledge

(local) +14, Perception +11, Sense Motive +14

Languages common, one other

SQ rumor mill ECOLOGY

Environment any

Organization solitary or tavern (one plus 2d8 first level commoners, 2d4 tavern brawlers, 1d4-1 bards and/or rogues of at least 3rd level) Gear masterwork quarterstaff, 6d6 gold pieces, 300 gp worth of ale and spirits SPECIAL ABILITIES

Rumor Mill (Ex): An innkeeper is a great source of local gossip, and adds his expert level to all Knowledge (local) checks.

Tactics:

Having a business to run, innkeepers are more interested in keeping the peace than in perpetuating combat. They use their neutral position and exemplary diplomatic skills to resolve disputes between patrons, often calling on bodyguards or bouncers to deal with anyone who gets rough. Despite their nonviolent nature, some innkeepers harbor strong passions or other values which can compel them to rally the entire establishment to their side to drive away malcontents. In such situations, the innkeeper is rarely directly involved in the combat: though he carries a heavy wooden quarterstaff, he knows he's not a fighting man, letting more capable individuals deal with threats to his establishment and way of life.

Instead of focusing on combat situations, innkeepers spend most of their time learning new pieces of information, which they then deal out for the right price, or to the right people. Often an innkeeper will spend long nights talking with traveling patrons, learning what they know, or offering bribes or trades for particularly juicy tales.

LOCAL PRIEST CR 3 XP 800 Male or female human priest^{BoF} 4 NG Medium humanoid (human) Init +o: Senses Perception +6 DEFENSE AC 14, touch 13, flat-footed 13 (+3 armor, +1 deflection) hp 22 (4d6+8) Fort +4, Ref +1, Will +10 Defensive Abilities armor of faith (+3), sanctuary OFFENSE Speed 30 ft. Melee guarterstaff +3 (1d6+1) Spells Readied (CL 4) 2nd (2 favor)—lesser restoration 1st (1 favor)-bless, bless water, cure light wounds o (o favor)-detect magic , detect poison , purify food and drink, read magic, stabilize Miracles Known Affect Crops Favor (10); Piety (2) STATISTICS Str 12, Dex 10, Con 13, Int 10, Wis 18, Cha 13 Base Atk +2; CMB +3; CMD 13 Feats Alertness, Great Fortitude, Iron Will Skills Diplomacy +8, Heal +11, Knowledge (local) +7, Knowledge (religion) +7, Perception

+6, Sense Motive +13 Languages common SQ unswerving faith

ECOLOGY

Environment any	
Organization solitary or parish (1d4 plus	one
priest or cleric of at least 6th level)	
Gear silver holy symbol, quarterstaff, ring	, of
protection +1, wand of cure light wounds	(50
charges)	
SPECIAL ABILITIES	

Sanctuary (Sp): Once per week, the local priest can offer sanctuary to a single creature within his church. This requires a ritual which takes a full minute to perform. Once performed, the subject is affected as though by sanctuary, except that the effect lasts for seven days, and ends if the target ever leaves the church (in addition to if he makes a hostile action).

Tactics:

Local priests are usually low-ranking clergymen who have little care for rank or title; rather, they are wholly devoted to their deity. They usually serve as healers of the sick and injured. They use the power granted to them by their deity to improve the lives of all those that live in their community. They also help keep their communities healthy by purifying the community's food and drink, as well as blessing the local crops. While most churches require payment for services, most local priests are known to use any spare spells they have to help people who are normally unable to afford the services of the church.

Local priests are often pacifists by nature, but that doesn't mean they are afraid to give their lives in service of their deity. However, unless they are faced with undead, a local priest isn't much of a combatant. They usually leave the fighting to more combat-oriented people, and will hang back, only going into the fray in order to heal wounded allies.

SQUIRE XP 800

CR 3

Male or female human fighter 4 LN or LG Medium humanoid (human) Init +2; Senses Perception +3

DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +2 Dex, +1 dodge, +3 shield) hp 38 (4d10+12) Fort +6, Ref +3, Will +2 Defensive Abilities bravery +1 OFFENSE

Speed 30 ft.

Melee masterwork longsword +8 (1d8+2/19-20) Ranged masterwork longbow +7 (1d8/x3) STATISTICS

Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10 Base Atk +4; CMB +6; CMD 19 Feats Alertness, Cleave, Dodge, Power Attack, Shield Focus, Weapon Focus (longsword) Skills Craft (armor) +5, Diplomacy +7, Knowledge (nobility) +7, Perception +3, Ride +6, Sense Motive +3 Languages common SQ armor training 1

ECOLOGY

Environment any

Organization solitary or order (2d6 plus 1d8 6th-level fighter or paladin "knights") Gear +1 breastplate, masterwork heavy steel shield, masterwork longbow w/ 40 arrows, masterwork longsword

SPECIAL ABILITIES

Knight in Training (Ex): As knights-in-training, squires treat Diplomacy, Knowledge (nobility), and Ride as class skills. Additionally, their duties as squires mean that they have experience repairing and tending to armor, and so gain a +5 bonus on all Craft (armor) checks.

Tactics:

Squires are usually knights-in-training, loyal to one particular knight, and fulfilling many roles to serve that knight. The squire is responsible for caring for the knight's most important possessions: his weapons, armor, horse, and other battle equipment. He accompanies his knight everywhere, acting as a sort of personal assistant.

When the squire is required to go into battle, he fights to protect the honor of his knight as well as his own. Squires will usually fight to the death of fleeing like a coward. If an opponent surenders, they accept it without question.

STREET PERFORMER

CR3

XP 800 Male or female human bard 4 N, CN, or NE Medium humanoid (human) Init +5; Senses Perception +7 DEFENSE AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge) hp 18 (4d8) Fort +1, Ref +5, Will +4 OFFENSE Speed 30 ft. Melee +1 kukri +5 (1d4/18-20) Special Attacks dramatic exit Spells Known (CL 4) 2nd—scare, suggestion ist-hideous laughter, magic mouth, sleep, ventriloquism STATISTICS Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 15 Base Atk +3; CMB +2; CMD 13 Feats Dodge, Improved Initiative, Weapon Finesse Skills Appraise +7, Bluff +9, Diplomacy +9, Knowledge (local) +7, Perception +7, Perform (strings) +9, Perform (sing) +9, Stealth +8 Languages common ECOLOGY **Environment** any Organization solitary or troupe (2d4 plus 1d6 experts and one additional expert of at least 4th level) Gear +1 kukri, masterwork harp, 2d20 silver pieces SPECIAL ABILITIES

Dramatic Exit (Ex): As a standard action, a street performer can attempt to use his stage skills to distract onlookers, allowing him a chance to escape. He makes a single Bluff check, opposed individually by the Perception checks of anyone watching him. The street performer then becomes effectively invisible, as invisibility, to anyone who failed to beat his Bluff check. This ability lasts for three rounds, or until the street performer makes any hostile action (including a Sleight of Hand check or Steal combat

maneuver to steal something from a target).

Tactics:

Street performers live to entertain, often taking to the taverns, streets, or even backyards to ply their craft. They use magic, music, and tumbling in their act, inspiring awe and joy in crowds of all ages.

Some street performers, however, have a more sinister agenda, using their talents to distract or outright fascinate the audience while an accomplice robs them blind. Others ply their skills more subtly, using their suggestion spell and Sleight of Hand skill to rob single targets of their valuables. A few have even taken to directly mugging individuals, using heavy brown cloaks to obscure their ordinarily garish outfits.

BODYGUARD CR.
XP 1,200
Male or female human fighter 5
LN or LG Medium humanoid (human)
Init +1; Senses Perception +8
DEFENSE
AC 24, touch 12, flat-footed 22 (+9 armor, +1
Dex, +1 dodge, +3 shield)
hp 47 (5d10+20)
Fort +6, Ref +2, Will +4
Defensive Abilities bravery +1
OFFENSE
Speed 30 ft. (20 ft. with armor)
Melee +1 longsword +11 (1d8+5/19-20)
Ranged masterwork light crossbow +7 (1d8/19-
20)
Special Attacks weapon training (heavy
blades)
STATISTICS
Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Base Atk +5; CMB +9; CMD 21
Feats Alertness, Dodge, Iron Will, Power
Attack, Shield Focus, Toughness, Weapon
Focus (longsword)
Skills Climb +8, Perception +8, Sense Motive
+8
Languages common

SQ armor training 1, escort ECOLOGY Environment any

Organization solitary or escort (2d4 plus one 7th-level fighter, and someone or something they are protecting) Gear +1 fullplate, +1 longsword, masterwork heavy steel shield, masterwork light crossbow w/ 40 bolts, 3d12 gp SPECIAL ABILITIES

Escort (Ex): Bodyguards are very adept at moving with those they guard, remaining constantly vigilant. Each morning, the bodyguard may choose a single ally to be his ward. Whenever his ward makes a 5-foot-step, the bodyguard may also make a 5-foot step as a free action, though he must move towards the ward if he does so.

Tactics:

Bodyguards are usually patient, highly trained individuals who are hired to protect someone from harm. Most bodyguards serve as a living wall of iron and steel, which stands between their employer and their employer's enemies. Once a contract has been made with a bodyguard, she remains fiercely loyal for the duration of her contract. Almost nothing can make a bodyguard turn on her employer.

When in battle, a bodyguard always attempts to keep herself between the attackers and her employer. Bodyguards usually use their Power Attack **f**eat, unless they are unable to hit their target. They tend to focus on one target while still keeping any others from getting past them. If an attacker does get past her, the bodyguard will move to intercept the opponent. Some bodyguards will stop fighting if their employer is slain, while others will try to avenge their employer's death.

BRIGAND

CR4

XP 1,200 Male or female human fighter 2/rogue 2 NE or CE Medium humanoid (human) Init +6; Senses Perception +6 DEFENSE AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield) hp 32 (4 HD; 2d10+2d8+12) Fort +4, Ref +5, Will -1; -2 on Will saves versus fear effects **Defensive Abilities evasion** OFFENSE Speed 30 ft. Melee masterwork morningstar +7 (1d8+2) Ranged +1 composite longbow (+2 Str bonus) +6(1d8+3/x3)Special Attacks sneak attack +1d6 STATISTICS Str 14, Dex 15, Con 12, Int 10, Wis 8, Cha 9 Base Atk +3; CMB +5; CMD 17 Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (longbow), Weapon Focus (morningstar) Skills Acrobatics +5, Bluff +6, Climb +5, Disable Device +5, Intimidate +10, Perception +6, Stealth +7, Swim +5 Languages common, one other SQ bully, fast stealth, trapfinding ECOLOGY **Environment** any Organization solitary or gang (2d6 plus one rogue or fighter of at least 6th level) Gear +1 composite longbow (+2 Strength bonus), buckler, chain shirt, masterwork morningstar, 3d12 gold pieces SPECIAL ABILITIES

Bully (Ex): Brigands are particularly intimidating, but are also quick to flee at the first sign of trouble. Brigands gain a +4 bonus on Intimidate checks, but suffer a -2 penalty on Will saves versus fear effects.

Tactics:

Heavily-armed bandits like these are the bane of travelers everywhere; moving in groups and acting with surprising discipline, brigands pose a serious threat to their enemies. Individually, each brigand is armed with both a bow and a morningstar, making them dangerous in both ranged and melee combat.

Favoring group tactics, the brigand will

usually begin battle by launching several stealthy ranged attacks from a close distance with their composite longbows to weaken their foes. Next, they like to rush into flanking positions and systematically dismantle their enemies, utilizing their sneak attack ability.

Of course, not all brigands begin conflicts with an ambush; some prefer to simply stop travelers and demand their valuables in exchange for letting them live. In such cases, the brigands usually have several allies concealed nearby to make good on their threats should they not be able to intimidate their foes into yielding to their demands.

SYLVAN DRUID

CR4

XP 1,200 Male or female human druid 5 N or NG Medium humanoid (human) Init +o; Senses Perception +5 DEFENSE AC 14, touch 10, flat-footed 14 (+3 armor, +1 natural) hp 28 (5d8+5) Fort +3, Ref +1, Will +9 OFFENSE Speed 30 ft. Melee masterwork sickle +4 (1d6) Spells Prepared (CL 5th) 3rd—call lightning, plant growth 2nd—bull's strength, delay poison, flaming sphere 1st—cure light wounds (2), goodberry, magic fang o-create water, detect poison, flare, virtue STATISTICS Str 11, Dex 10, Con 9, Int 10, Wis 16, Cha 12 Base Atk +3; CMB +3; CMD 13 Feats Alertness, Combat Casting, Iron Will, Toughness Skills Handle Animal +9, Heal +11, Knowledge (nature) +8, Perception +5, Sense Motive +5, Spellcraft +8, Survival +11 Languages common, druidic SQ blessing of nature, orisons, nature's bond, nature's sense, resist nature's lure, trackless step, wild empathy, wild shape (1/day), woodland stride

ECOLOGY

Environment any

Organization solitary or circle (2d6 plus one druid of at least 8th level) Gear amulet of natural armor, scoll of bark

skin, masterwork hide armor, masterwork sickle

SPECIAL ABILITIES

Blessing of Nature (Su): Once per day, as a standard action, a sylvan druid can touch a number of creatures up to her druid level, granting them access to nature's bounty. Characters blessed in this way receive a +10 bonus on any Survival checks made to find food or shelter, and a +4 bonus on any attempt to follow tracks. This bonus lasts until the next sunrise, though the sylvan druid can end the effect at any time as a swift action.

Tactics:

The sylvan druid is the priest of the woods, tending to nature's needs, and to any she deems worthy of her gifts. For her allies, she will heal wounds and delay poisons until she has a chance to cure them using her Heal skill. For hungry travelers, she will help find food and shelter, though for any who disrespect the natural world she will attack with deceptive and awe-inspiring ferocity.

A sylvan druid typically begins combat with her *call lightning* spell to decimate her foes' ranks, before they even know the battle has begun. Should her first spell not scatter her enemies, she unleashes a *flaming sphere* upon them, downing her *potion of barkskin* if she feels threatened. On the following round she casts *bull's strength* and prepares for melee. On the next round, she uses her wildshape ability and begins combat in earnest, fighting with the full and unrelenting fury of nature until either she or her foes are dead.

TOWN ELDER

XP 1,200

CR4

Old male or female human warrior 4/expert 2 LN or LG Medium humanoid (human)

Init -1; Senses Perception +4
DEFENSE
AC 22, touch 13, flat-footed 19 (+4 armor, -1
Dex, +3 shield)
hp 35 (6 HD; 2d8+4d10+4)
Fort +3, Ref +0, Will +6
OFFENSE
Speed 30 ft. (20 ft. with armor)
Melee +1 short sword +7 (1d6+1/19-20)
STATISTICS
Str 10, Dex 8, Con 9, Int 11, Wis 14, Cha 10
Base Atk +5; CMB +5; CMD 14
Feats Alertness, Skill Focus (Profession
[clerk]), Toughness, Weapon Focus (short
sword)
Skills Appraise +5, Bluff +7, Diplomacy +7,
Knowledge (arcana) +5, Knowledge
(geography) +5, Knowledge (history) +9,
Knowledge (local) +5, Knowledge (nature) +5,
Knowledge (religion) +9, Perception +4, Sense
Motive +11
Languages common
SQ experienced
ECOLOGY
Environment any
Organization solitary or council (3d4)
Gear +1 short sword, +1 heavy wooden shield,
masterwork armored coat ^{APG}
SPECIAL ABILITIES
Experienced (Ex): Town elders have

accumulated great amounts of knowledge, skill, and other odds and ends in their many years. They gain 10 extra skill points.

Tactics:

Town elders usually serve as a kind of leader in some communities. They are usually around 50 or so years in age. Often, town elders protected their community in their youth by serving in their community's militia. Now, they typically serve as a source of wisdom for their communities.

Town elders aren't the best combatants any more due to their old age, but that doesn't mean there isn't still a little fight left in them. Though they are quite old, most aren't afraid to go into battle, they will don their old weapons and armor and wade into the fight alongside the younger militia.

BOUNTY HUNTER CR 5
XP 1,600
Male or female human ranger 6
N or NE Medium humanoid (human)
Init +2; Senses Perception +10
DEFENSE
AC 17, touch 13, flat-footed 14 (+4 Armor, +2
Dex, +1 dodge)
hp 45 (6d10+12)
Fort +7, Ref +7, Will +3
OFFENSE
Speed 30 ft.
Melee scimitar +9 (1d6+2/18-20)
Ranged +1 composite longbow +10 $(1d8+2/x_3)$
Special Attacks bring down, favored enemy
(humanoid [human]) +4, favored enemy
(humanoid [orc]) +2
STATISTICS
Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10
Base Atk +6; CMB +8; CMD 20
Feats Dodge, Endurance, Weapon Focus
(longbow), Weapon Focus (scimitar)
Skills Climb +11, Intimidate +9, Knowledge
(local) +6, Perception +10, Stealth +11, Survival
+10
Languages common
SQ hunter's bond (animal companion), favored
terrain (forest) +2, track
ECOLOGY
Environment any
LINHOIMIENT any
Organization solitary or hunt (1d4 plus one
Organization solitary or hunt (1d4 plus one 8th-level fighter or ranger)
Organization solitary or hunt (1d4 plus one 8th-level fighter or ranger) Gear +1 studded leather armor , +1 composite
Organization solitary or hunt (1d4 plus one 8th-level fighter or ranger) Gear +1 studded leather armor, +1 composite longbow (+2 Strength bonus), scimitar, 6d6
Organization solitary or hunt (1d4 plus one 8th-level fighter or ranger) Gear +1 studded leather armor, +1 composite

Bring Down (Ex): As a full-round action, a bounty hunter can attempt to cripple her opponent, hampering the target's ability to run away. The bounty hunter makes a single attack roll with either a melee or ranged weapon against a single target. This attack roll is made with a -2 penalty. If she hits, she deals damage as normal, and the target must succeed on a Fortitude save (DC equal to twice the damage dealt) or have his movement speed reduced to 5 feet. This effect lasts until a successful Heal check (DC 25) has been made to mend the wound, or until the target has healed at least 15 points of damage (whether by magic, resting, regeneration, or some other means).

Tactics:

Bounty hunters are men and women who make their living hunting down wanted criminals and lowlifes. These bounty hunters specialize in hunting down human and orc criminals, and usually take jobs that don't require their target to be brought back alive. They are skilled at tracking criminals trying to hide out in the forests of the wilderness. They usually work alone, except for their animal companions, which tend to be skilled at tracking by scent. Wolves are a favored animal companion for bounty hunters due to their skill at tracking and their ability to trip opponents.

CAT BURGLAR

CR 5

XP 1,600 Male or female human expert 7 CN Medium humanoid (human) Init +7; Senses Perception +12 DEFENSE AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 25 (7d6) Fort +2, Ref +5, Will +4 **OFFENSE** Speed 30 ft. Melee masterwork dagger +7 (1d4+1) Ranged masterwork darts +9 (1d4+1) STATISTICS Str 12, Dex 16 Con 10 Int 14, Wis 8, Cha 11 Base Atk +5; CMB +6; CMD 19 Feats Improved Initiative, Skill Focus (acrobatics), Skill Focus (disable device), Skill Focus (perception), Skill Focus (stealth) Skills Acrobatics +16, Appraise +12, Bluff +10, Climb +11, Diplomacy +10, Disable Device +16, Knowledge (local) +12, Knowledge (nobility), Perception +12, Stealth +16 Languages common, draconic, elven SO rooftop man ECOLOGY

Environment any

Organization solitary or gang (1d4 plus one rogue of 8th level or higher) **Gear** dust of disappearance, masterwork dagger, masterwork darts (5), and masterwork leather armor. There is a 30% chance that a cat burglar is carrying an art object worth 500-1,000 gp

SPECIAL ABILITIES

Rooftop Man (Ex): A cat burglar may take 10 on all Acrobatics checks made to balance on slippery or slanted surfaces in urban environments.

Tactics:

Cat burglars spend a lot of time training to avoid combat situations. Distinct from crude bandits, cat burglars often take pride in their ability to steal without getting violent, and many consider it a failure to be forced to engage in combat. Their exceptional stealth ability, combined with their proclivity for jumping from rooftop to rooftop, make them particularly skilled at staying out of danger.

In general, they favor home robberies, considering pickpocketing to be beneath them, and so spend most of their time perfecting skills related to breaking and entering. Leaving behind things difficult to carry, cat burglars favor jewelry and paintings over heavy art and vast stocks of coins.

Still, even the best cat burglars occasionally find themselves needing to get out of certain violent situations, in which case they attempt to make a fighting retreat, sending their darts at their pursuers. Should they be unable to escape, they usually surrender to their pursuers. If their foes aren't interested in surrender, they use their dagger as a last resort only.

CR 5

GUARD LIEUTENANT

XP 1,600 Male or female human warrior 7 LN or LG Medium humanoid (human) Init +1; Senses Perception +12 DEFENSE AC 21, touch 13, flat-footed 18 (+6 armor, +2

Dex, +1 dodge, +2 shield)

hp 45 (7d10+7) Fort +6, Ref +3, Will +2

OFFENSE

Speed 30 ft.

Melee masterwork longsword +11 (1d8+2/19-20) Ranged masterwork longbow +7 (1d8/x3)

STATISTICS

Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 8 Base Atk +7; CMB +9; CMD 20 Feats Alertness, Skill Focus (perception), Skill Focus (sense motive), Vital Strike, Weapon Focus (longsword)

Skills Climb +6, Perception +12, Sense Motive +20

Languages common

SQ nose for crime

ECOLOGY

Environment any

Organization solitary or patrol (1d4 plus 1d8 town guards) Gear +1 breastplate, masterwork heavy steel

shield, masterwork longbow w/ 40 arrows,

masterwork longsword

SPECIAL ABILITIES

Nose for Crime (Ex): Guard lieutenants have long years of experience protecting and upholding the peace, and develop a special sense that helps them see through lies and spot a miscreant at a glance. They receive a +8 bonus on Sense Motive checks, as well as a +8 bonus on Perception checks to find hidden or concealed objects, as well as on Perception checks to find hiding or stealthy characters.

Tactics:

Guard lieutenants are more skilled and higher-ranked town guards. They usually lead their own squads of at least 4 or more town guards. Sometimes they are appointed to this position by showing talents that makes them stand out from their fellow guards, though other times they are appointed because they are the captain's favorite. They are entrusted with much better equipment than the lower-ranking guards, usually having magic weapons and armor while their subordinates only have mundane equipment. A lieutenant tends to be called in only when a situation is too dire for regular guards.

When a guard lieutenant goes into battle, he is usually accompanied by at least 4 members of his squad. He tends to fight up front with at least two of the subordinates, while the others attack with their light crossbows. The lieutenant will usually try to grant his allies flanking. If forced to retreat, the lieutenant is usually the last to flee the battle.

NECROMANTIC ADEPTCR 5XP 1,600Male or female human cleric 5LE or NE Medium humanoid (human)Init +1; Senses Perception +4

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex) hp 27 (5d8+5) Fort +5, Ref +2, Will +8

OFFENSE

Speed 30 ft.

Melee +1 dagger +4 (1d4+1)

Spells Prepared (CL 5th)

3rd—animate dead, contagion (DC 18),

vampiric touch

2nd—death knell (DC 17), desecrate, hold person (2) (DC 16)

ist—bane, cause fear (2) (DC 15), magic missile o—bleed, read magic, resistance, virtue

Special Attacks bleeding touch (7/day), touch of evil (7/day)

STATISTICS

Str 11, Dex 12, Con 8, Int 10, Wis 18, Cha 12 Base Atk +3; CMB +3; CMD 14 Feats Combat Casting, Great Fortitude, Spell Focus (necromancy) Skills Knowledge (religion) +8, Spellcraft +8 Languages common SQ aura, channel negative energy 3d6 (4/day), corpse command, spontaneous casting ECOLOGY Environment any

Organization solitary or cult (1d6 plus 6d4 zombies, skeletons and other undead) Gear +1 dagger, potion of cure moderate wounds , and ring of protection +1 , silver holy symbol SPECIAL ABILITIES

Corpse Command (Su): A necromancer can force an undead creature under the control of his *animate dead* spell to perform a single simple task (such as attacking anyone entering a specific room who isn't the necromancer). The undead creature then obeys the necromancer's command to the best of its ability in perpetuity until destroyed or taken control of by another character. Undead creatures affected in this way do not count against the total number of hit dice he can control with animate dead, for as long as they are carrying out this command. Assigning the undead creature a command in this way requires a full minute.

Tactics:

Considering himself a master of death, the necromancer is a dangerous foe to all living beings who do not share his perverted worldview. His lair is full of undead guardians set to attack his enemies by his corpse command ability, and his person is guarded by a second undead army controlled by his *animate dead* spell. Should the necromancer be aware of a looming conflict, he casts *desecrate* to improve his guardians' effectiveness in battle before preparing to enter the fray himself.

Once the conflict begins, the necromancer puts his zombies and skeletons between himself and his foes, casting *hold person* on anyone apable of fighting him at a range and utilizing his channel negative energy ability to keep his minions in fighting shape. Once the necromancer's enemies are wounded, he presses the attack by channeling his negative energy to harm the living, hoping to finish off the entire group. If his minions are destroyed, the necromancer attempts to flee as best he can.



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