

KAI'S SCOUNDRELS: COMPILED STAT BLOCKS

A companion document to *Kai's Scoundrels*



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HUMANOID (GNOLL)

CR 7

MARROWSPITTER

CR 7 (XP 3,200)

This hyena-headed humanoid bears a savage-looking cudgel and wears a breastplate of black dragon scales.

Male gnoll druid 7

CN Medium humanoid (gnoll)

Init +1; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +2

Speed 20 ft., base speed 30 ft.; Woodland Stride, Trackless Step

Woodland Stride (Ex) Marrowspitter moves through any sort of natural undergrowth at his normal speed and without damage or suffering other impairment. Areas that have been magically manipulated, however, still affect him.

Trackless Step (Ex) Marrowspitter has the option to leave no trail in natural surroundings and prevent be tracked.

ACP -3; Ride +10

AC 22, touch 11, flat-footed 21; **CMD** 22

(+1 Dex, +7 armour [+1 *dragonhide breastplate*], +3 shield [+1 *dragonhide heavy*], +1 natural)

Fort +11, **Ref** +5, **Will** +7; +4 vs. spell-like abilities and supernatural abilities of fey and spells and effects that target plants

hp 76 (9 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +11

Melee club +11/+6 (1d6+5/x2)

Ranged spear (range 20 ft.) +7 (1d8+5)

Atk Options Cleave, Mounted Combat, Power Attack (-2 to hit, +4 damage)

Special Actions wild shape (2/day; *beast shape II* or *elemental body I*)

Druid Spells Prepared (CL 7th; concentration +9; share spells)

4th—*spike stones* (DC 16)

3rd—*call lightning* (DC 15), *spike growth* (DC 15)

2nd—*barkskin* (2), *bull's strength* (2)

1st—*cure light wounds*, *entangle* (2), *pass without trace*, *shillelagh*

0—*detect magic*, *light*, *mending*, *purify food & drink*

Combat Gear *scroll of flame strike* (3), *wand of cure moderate wounds* (10 charges)

Abilities Str 20, Dex 12, Con 16, Int 8, Wis 14, Cha 6

SQ, wild empathy (+5, +1 vs. magical beasts), resist nature's lure

Feats Cleave, Lightning Reflexes, Mounted Combat, Power Attack, Toughness

Skills as above plus Knowledge (nature) +9, Linguistics +0, Spellcraft +9, Survival +10

Languages Common, Druidic, Gnoll; link

Gear as above plus 1000 gp in gems, jewellery, or whatever the Scoundrels are presently transporting

BRIGHTFEATHER, MARROWSPITTER'S ANIMAL COMPANION

This immense bird has brilliant blue plumage, with a streak of red down the chest and sinister-looking talons.

CN Large animal (roc)

Init +4; **Senses** low-light vision; Perception +1, Sense Motive +1

Speed 20 ft., fly 80 ft.

ACP 0; Fly +7, Stealth +7

AC 25, touch 13, flat-footed 21; **CMD** 25

(-1 size, +4 Dex, +12 natural)

Fort +7, **Ref** +9 (evasion), **Will** +3 (+7 vs. enchantments)

hp 45 (6 HD)

Space 10 ft.; **Base Atk** +4; **CMB** +11

Melee 2 talons (reach 10 ft.) +11 (1d8+6/19-20 plus grab) and bite (reach 10 ft.) +10 (1d8+6)

Atk Options Power Attack (-2 to hit, +4 damage)

Abilities Str 22, Dex 19, Con 14, Int 2, Wis 13, Cha 11

Feats Improved Natural Attack (Talons), Toughness, Weapon Focus (Talons)

Skills as above

Languages understands Common; link

HUMANOID (HALF-ELF)

CR 7

MERCUTSIO

CR 7 (XP 3,200)

This attractive half-elf is dressed in finery, with a well-crafted rapier at his side.

Male half-elf rogue 1/bard 7

CE Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +12 (+13 vs. traps; trapfinding), Sense Motive +15

Speed 30 ft.

ACP -1; Acrobatics +14, Escape Artist +15, Stealth +14

AC 22, touch 14, flat-footed 17; **CMD** 20

(+4 Dex, +5 armour [+1 *chain shirt*], +2 shield [+1 *light steel*], +1 deflection [*ring of protection* +1])

Immune *sleep*

Fort +2, **Ref** +12, **Will** +7 (+9 vs. enchantments); +4 vs. sonic, language dependant or bardic performance

hp 31 (8 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee mwk whip (reach 15 ft.) +10 (1d3 nonlethal) or

Melee mwk whip (reach 15 ft.) +8 (1d3 nonlethal) and mwk spiked shield +8 (1d3)

Atk Options Improved Shield Bash, sneak attack +1d6

Special Actions bardic performance (18 rounds; day; countersong, distraction, fascinate, inspire competence [+3], inspire courage [+2], suggestion [DC 15])

Bard Spells Known (CL 7th; concentration +9)

3rd—*fear* (DC 15), *glibness*

2nd—*alter self*, *detect thoughts* (DC 14), *eagle's splendour*, *silence* (DC 14)

1st—*charm person* (DC 13), *expeditious retreat*, *feather fall*, *hideous laughter* (DC 13), *unseen servant*

0—*dancing lights*, *detect magic*, *ghost sound* (DC 12), *mage hand*, *message*, *prestidigitation*

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

SQ bardic knowledge (+3), lore master, multitiered (bard, rogue), versatile performance

Feats Agile Manoeuvres, Improved Shield Bash, Skill Focus (Performance [oratory]), Two-Weapon Fighting, Weapon Finesse

Skills as above plus Bluff +13, Diplomacy +16, Disable Device +4, Linguistics +7, Perform (oratory) +16, Perform (string) +13, Sleight of Hand +14, Use Magic Device +13

Languages Common, Celestial, Draconic, Elven, Gnome, Orc

Gear as above plus *cloak of resistance* +1, 1000 gp in gems, jewellery, or whatever the Scoundrels are transporting

HUMANOID (HALF-ORC)

CR 7

TORN TUSK

CR 7 (XP 3,200)

This half-orc's face bears terrible burn scars and his eyes seem to flicker with an inner light.

Male half-orc sorcerer (elemental [fire]) 8

NE Medium humanoid (human, orc)

Init +6; **Senses** darkvision 60 ft.; Perception -1, Sense Motive -1

Speed 30 ft.

ACP 0; Fly +7

AC 17, touch 13, flat-footed 14; **CMD** 17

(+2 Dex, +4 armour [*mage armour*], +1 deflection [*ring of protection* +1])

Resist fire 10

Fort +4, **Ref** +4, **Will** +5

hp 62 (8 HD); orc ferocity

Orc Ferocity (Ex) Once per day, when brought below 0 hit points, Torn Tusk can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hit points, he falls unconscious and begins to die.

Space 5 ft.; **Base Atk** +4; **CMB** +4

Melee quarterstaff +4 (1d6)

Ranged mwk light crossbow (range 80 ft.) +7 (1d8/19-20) or

Ranged Touch elemental fire ray (30 ft. range; 7/day) +6 (1d6+4 fire)

Sorcerer Spells Known (CL 8th; concentration +12; Empower Spell, bloodline arcana)

4th (4/day)—*greater invisibility*,

3rd (6/day)—*fireball* (DC 19), *fly*, *protection from energy*

2nd (7/day)—*flaming sphere* (DC 18), *scorching ray*, *shatter*, *web* (DC 16)

1st (7/day)—*burning hands* (DC 17), *feather fall*, *mage armour*, *magic missile*, *ray of enfeeblement* (DC 15), *shield*

0—*acid splash*, *dancing lights*, *detect magic*, *flare* (DC 16), *mage hand*, *message*, *ray of frost*, *resistance*

Bloodline Arcana (Su) Torn Tusk can change the damage type (to fire) of any spell inflicting energy damage.

Combat Gear *wand of cure moderate wounds* (20 charges), *wand of fireball* (CL 10, 5 charges), *wand of displacement* (5 charges)

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

Feats Empower Spell, Eschew Materials^B, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation), Toughness

Skills as above plus Bluff +10, Intimidate +12, Spellcraft +12, Use Magic Device +15

Languages Common, Goblin, Orc

Gear as above plus 1,000 gp in gems, jewellery, or whatever the Scoundrels are presently transporting

HUMANOID (HALFLING)

CR 7

MARRA BRANDYWINE

CR 7 (XP 3,200)

Shorter than a typical halfling this woman bears cherubic, smiling face and looks ready to burst into laughter.

Female halfling summoner 7/ranger 1

NE Small humanoid (halfling)

Init +3; **Senses** bond senses; Perception +5

Bond Senses (Su) As a standard action for up to seven rounds each day, Marra shares all the senses the Black Shuck, sensing everything it does. There is no range to this effect, but Marra and the Shuck must be on the same plane. Marra can end this effect as a free action.

Speed 20 ft.

ACP -1; Acrobatics +8, Climb +0, Ride +13, Stealth +10

AC 20, touch 15, flat-footed 16; **CMD** 17

(+1 size, +3 Dex, +5 armour [+1 chain shirt], +1 deflection [ring of protection +1])

Fort +7, **Ref** +6, **Will** +5

hp 64 (8 HD); shield ally

Shield Ally (Ex) Whenever Marra is within the Shuck's reach (10 ft.) and he is not grappled, helpless, paralyzed, stunned or unconscious, Marra gains a +2 shield bonus to her AC and a +2 circumstance bonus on her saving throws.

Space 5 ft.; **Base Atk** +6; **CMB** +4

Melee mwk lance (reach 10 ft.) +7/+2 (1d6-1/x3)

Ranged shortbow (range 60 ft.) +10/+5 (1d4-1/x3)

Atk Options Mounted Combat, favoured enemy (animals +2)

Special Actions eidolon, maker's call

Eidolon (Su) Marra summons the Black Shuck with a minute-long ritual. His hit points are unchanged from the last time he was summoned (unless he was slain, in which case, he returns with half his total hp). Marra can dismiss the Shuck as a standard action; otherwise, the Shuck can be sent back by *dismissal* or *banishment* (but not *dispel magic*), is banished seven rounds after Marra becomes unconscious, falls asleep, or is killed, and is banished if reduced to or below negative hp equal to his Constitution score. Treat the Black Shuck as a summoned creature that can touch and attack creatures warding by *protection from evil* and similar effects. The Shuck and Marra bear an identical glowing rune for as long as he is summoned. This rune can be hidden through mundane means, but cannot be concealed through magic (although *invisibility* conceals it while the spell lasts).

Maker's Call (Su) As a standard action once per day, when the Shuck is on the same plane, Marra can call it to her side (as *dimension door*, CL 7). When this is done, the Shuck appears as close as possible to Marra. If the Shuck is out of range, the ability is wasted.

Spell-Like Abilities (CL 7th; concentration +11)

7/day—*summon monster IV* (Augmented Summoning; used only when the Shuck is not summoned; duration 7 minutes; if used a second time, the first use immediately ends.)

Summoner Spells Known (CL 7th; concentration +11; share spells)

3rd—*black tentacles*, *summon monster IV*

2nd—*glitterdust* (DC 16), *haste*, *invisibility*, *summon eidolon*

1st—*expeditious retreat*, *grease*, *identify*, *mage armour*, *shield*

0—*detect magic*, *guidance*, *light*, *mending*, *message*, *open/close*

Combat Gear +1 shocking arrow (5), arrows (20)

Abilities Str 8, Dex 16, Con 14, Int 12, Wis 8, Cha 18

SQ wild empathy (+5, +1 vs. magical beasts)

Feats Augmented Summoning, Mounted Combat, Resilient Eidolon, Spell Focus (conjuration)

Skills as above plus Handle Animal +10, Knowledge (nature) +5, Spellcraft +12, Survival +4 (+5 tracking)

Languages Common, Elven, Halfling; link

Gear as above plus *bag of holding* (type I), 850 gp in jewellery or whatever the Scoundrels are presently transporting.

THE BLACK SHUCK

This immense mastiff stands as tall at the shoulder as a man. It has fur black as night and glowing red eyes.

NE Medium outsider

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

Speed 40 ft., climb 40 ft.

ACP 0; Acrobatics +12, Climb +13, Stealth +9

AC 24, touch 13, flat-footed 21; **CMD** 24

(+3 Dex, +11 natural)

Weakness *dismissal* or *banishment*; see *Eidolon*, above.

Fort +6, **Ref** +8 (evasion), **Will** +2 (+6 vs. enchantments)

hp 45 (6 HD)

Life Link (Su) Whenever the Black Shuck takes damage that reduces it to or below -13 hp, as a free action Marra can sacrifice hit points and prevent that much damage done to the Shuck. This can prevent the Shuck from being sent back to its home plane.

Space 5 ft.; **Base Atk** +6; **CMB** +11

Melee bite (reach 10 ft.) +12 (1d8+7 plus push)

Atk Options Power Attack (-2 to hit, +6 to damage), magic attacks

Push (Ex) In addition to dealing damage with his bite, the Black Shuck may make a free combat manoeuvre check. If successful, its opponent is pushed back 5 ft.

Abilities Str 20, Dex 17, Con 13, Int 7, Wis 10, Cha 11

SQ devotion, evolutions (bonus—bite, climb, limbs [legs] 2; selected—ability increase [Str], improved damage [bite], improved natural armour, magic attacks, mount, push, reach [bite], scent)

Feats Power Attack, Toughness, Weapon Focus (bite)

Skills as above plus Intimidate +6, Survival +9

Languages Common, Elven, Halfling; link

HUMANOID (HUMAN)

CR 7

"CAPTAIN" LEVAR

CR 7 (XP 3,200)

This leather-faced man has a scar running across his forehead and left eye. He wears a torn and ripped heavy black jacket over his breastplate.

Male human afflicted wereshark rogue 3/fighter 4

CN Medium humanoid (human, shapechanger)

Init +2; **Senses** low-light vision, scent; Perception +10 (+11 vs. traps; trapfinding), Sense Motive +10

Speed 20 ft., base speed 30 ft.

ACP -2; Acrobatics +6, Stealth +5, Swim +8

AC 20, touch 12, flat-footed 17; **CMD** 19; +1 vs. traps

(+2 Dex, +7 armour [+1 breastplate], +1 shield [Two-Weapon Defence])

Fort +7, **Ref** +6 (+7 vs. traps), **Will** +4 (+5 vs. fear)

hp 56 (7 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7

Melee +1 battleaxe +9/+4 (1d8+2/x3) or

Melee +1 battleaxe +7/+2 (1d8+2/x3) and
mwk handaxe +7/+2 (1d6+1x3)

Ranged throwing axe (range 10 ft.) +8 (1d6+1)

Atk Options Power Attack (-2 attack, +2 damage with hand axe +6 damage with battleaxe), Vital Strike, sneak attack +2d6

Change Shape (Su) Using a full-round action, the Captain makes a DC 15 Constitution check to change to hybrid or animal form. The full moon gives the Captain a +5 morale bonus to shift to animal or hybrid form.

Combat Gear *potion of displacement* (2), *potions of cure moderate wounds* (2)

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

SQ armour training (1), bravery (+1), evasion, rogue talent (combat trick)

Feats Double Slice, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe), Weapon Focus (handaxe)

Skills as above plus Bluff +4, Intimidate +5, Profession (sailor) +10, Sleight of Hand +5, Survival +8

Languages Common

Gear as above plus alchemical silver manacles (Large), 1,000 gp in jewels or the Scoundrel's current product

"CAPTAIN" LEVAR (HYBRID FORM)

CR 7 (XP 3,200)

Where once stood a man, now there is a terrible, grey, thing, with soulless black eyes and a gaping maw of nightmarish teeth.

Male human afflicted wereshark rogue 3 / fighter 4

CN Large humanoid (shapechanger)

Init +2; **Senses** blindsense 30 ft., low-light vision; Perception +10 (+11 vs. traps; trapfinding), Sense Motive +10

Speed 20 ft., base speed 30 ft.; Swim 40 ft., base swim 60 ft

ACP -2; Acrobatics +6, Stealth +1, Swim +16

AC 25, touch 12, flat-footed 22; **CMD** 22; +1 vs. traps

(-1 size, +2 Dex, +7 armour [+1 breastplate], +1 shield [Two-Weapon Defence], +6 natural)

Fort +8, **Ref** +6 (+7 vs. traps), **Will** +4 (+5 vs. fear)

hp 63 (7 HD); **DR** Silver/5

Space 10 ft.; **Base Atk** +6; **CMB** +7

Melee +1 battleaxe (with Vital Strike) +10 (4d6+4/x3) or

Melee +1 battleaxe +10/+5 (2d6+4/x3) and
bite +3 (1d8+4) or

Melee +1 battleaxe +8/+3 (2d6+4/x3) and
mwk handaxe +8/+3 (1d8+3) and
bite +3 (1d8+4)

Ranged throwing axe (range 10 ft.) +8 (1d6+1)

Atk Options Power Attack (-2 attack, +4 damage with battleaxe and bite, +2 with hand axe), sneak attack +2d6

Change Shape (Su) As a full-round action the Captain can make a DC 15 Constitution check to change to animal form, or a DC 20 Constitution check to change to human form. The full moon gives a +5 morale bonus to shift to animal form, and a -5 penalty to shift to human form.

Combat Gear *potion of displacement* (2), *potion of cure moderate wounds* (2)

Abilities Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 6

SQ armour training (1), bravery (+1), evasion, rogue talent (combat trick), trapfinding

Feats Double Slice, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe), Weapon Focus (handaxe)

Skills as above plus Bluff +4, Intimidate +5, Profession (sailor) +10, Sleight of Hand +5, Survival +8

Languages Common

Gear as above plus alchemical silver manacles (Large), 1,000 gp in jewels or the Scoundrel's current product

“CAPTAIN” LEVAR (ANIMAL FORM) CR 7 (XP 3,200)

This dull grey fish's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

Male human afflicted wereshark rogue 3 / fighter 4

CN Large humanoid (shapechanger)

Init +2; **Senses** blindsense 30 ft., low-light vision; Perception +10 (+11 vs. traps, trapfinding), Sense Motive +10

Speed Swim 60 ft.

ACP 0; Acrobatics +8, Stealth +3, Swim +18

AC 17, touch 11, flat-footed 15; **CMD** 22; +1 vs. traps

(-1 size, +2 Dex, +6 natural)

Fort +8, **Ref** +6 (+7 vs. traps, evasion), **Will** +4 (+5 vs. fear)

hp 63 (7 HD); **DR** silver/5

Space 10 ft.; **Base Atk** +6; **CMB** +7

Melee bite (with Vital strike) +8 (2d8+4)

Atk Options Power Attack (-2 attack, +6 damage with bite), sneak attack +2d6

Change Shape (Su) As a full-round action the Captain can make a DC 15 Constitution check to change to hybrid form, or a DC 20 Constitution check to change to human form. The full moon gives the Captain a +5 morale bonus to shift to hybrid form, and a -5 penalty to shift to human form.

Abilities Str 17, Dex 15, Con 17, Int 10, Wis 14, Cha 6

SQ armour training (1), bravery (+1), rogue talent (combat trick), trapfinding

Feats Double Slice, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defence, Two-Weapon Fighting, Vital Strike, Weapon Focus (battleaxe), Weapon Focus (handaxe)

Skills as above plus Bluff +4, Intimidate +5, Profession (sailor) +10, Sleight of Hand +5, Survival +8

Languages Common

KILLER KAI CR 7 (XP 3,200)

This striking, raven-haired beauty wears a light chain shirt and a smirking sneer and appears almost eager for a fight.

Female human magus 7/rogue 1

N Medium humanoid (human)

Init +6; **Senses** Perception +8 (+9 vs. traps; trapfinding), Sense Motive +7

Speed 30 ft.

ACP -1; Acrobatics +12, Swim +5

AC 19, touch 14, flat-footed 15; **CMD** 21; Dodge

(+2 Dex, +5 armour [+1 *chain shirt*], +1 deflection, +1 dodge [*ring of protection* +1])

Fort +7, **Ref** +6, **Will** +4

hp 62 (8 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee +1 *scimitar* +9 (1d6+3/18-20)

Ranged mwk composite longbow (range 110 ft.) +8 (1d8+2/x3)

Atk Options Arcane Strike (+2 damage), arcane accuracy, arcane pool, sneak attack +1d6

Arcane Accuracy (Su) As a swift action, Kai gains a +3 insight bonus on attack rolls until the end of her turn. This costs 1 arcane pool.

Arcane Pool (Su) Kai has 8 points in her arcane pool, which refreshes daily when she prepares spells. As a swift action, Kai grants a weapon she is holding a +2 enhancement bonus for 1 minute. Alternatively, Kai can add any of the following weapon properties: *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, or *shocking burst*, using an amount of bonus equal to the property's price modifier. These bonuses stack with existing enhancements; bonuses and properties are decided when this ability is used and do not apply if the weapon is used by anyone else. If Kai uses this ability again, previous uses immediately end. Using this ability costs 1 pool.

Magus Spells Prepared (CL 7th; concentration +10 [+14 casting defensively or grappling]; empowered magic, knowledge pool, spell combat, spellstrike, spell recall)

3rd—*displacement*, *vampiric touch*

2nd—*bull's strength*, *glitterdust* (DC 15), *invisibility* (2)

1st—*shield*, *shocking grasp* (2), *grease* (2; DC 14)

0—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *prestidigitation*

Empowered Magic (Su) Kai can cast one spell each day as if it were modified by Empower Spell, without increasing the casting time or the level of the spell.

Knowledge Pool (Su) When Kai prepares her spells she can treat any one spell from her spell list as if it were in her spellbook, preparing that spell for the day. If she loses this spell if she does not cast it before the next time she prepares spells. She can restore spells cast in this way using her spell recall ability. Using this ability costs one arcane pool per spell level (minimum 1). Kai could use this ability to prepare *fireball* or *dispel magic* (among other spells), but tends not to.

Spell Combat (Ex) When she has a free hand, as a full-round action, Kai can both cast a spell and make melee attacks. All her attack rolls take a -2 penalty and she can cast a prepared spell with a casting time of 1 standard action. If she casts defensively, she can take up to a -3 penalty on all her attack rolls and add the same amount as a circumstance bonus on her concentration check. If the check fails the spell is wasted and her attacks still take the penalty. Kai can choose to cast, or make weapon attacks, first.

Spellstrike (Su) When Kai casts a touch spell she can deliver the spell through her weapon as a melee attack instead of the melee touch attack that normally delivers the spell. Kai makes a free attack with her weapon (at her highest bonus) and if successful deals normal damage plus the effects of the spell. This attack uses the weapon's critical range.

Spell Recall (Su) As a swift action, Kai recalls a single spell she has already cast by expending Arcane Pool points equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Combat Gear wand of *invisibility* (5 charges), *scroll of fireball* (2), arrows (20)

Abilities Str 14, Dex 14, Con 14, Int 16, Wis 8, Cha 10

Feats Arcane Strike, Combat Casting, Dodge, Extra Arcane Pool, Improved Initiative, Weapon Focus (scimitar)

Skills as above plus Bluff +11, Diplomacy +11, Intimidate +4, Knowledge (local) +4, Linguistics +7, Spellcraft +13

Languages Common, Draconic, Giant, Gnome

Gear as above plus signet ring (from the Linnow barony sized appropriately to a young girl), 1,000 gp in gems, jewellery and the Scoundrel's current product

Spellbook 3rd—*displacement*, *vampiric touch*, 2nd—*bull's strength*, *cat's grace*, *glitterdust*, *invisibility*, *scorching ray*, *web*, 1st —*burning hands*, *colour spray*, *feather fall*, *grease*, *ray of enfeeblement*, *shield*, *shocking grasp*, *true strike*, *chill touch*, 0th—all (as wizard)

READING STAT BLOCKS

These notes explain how to read the included stat blocks. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

STAT BLOCKS BY CR

CR	
7	"Captain" LeVar CN male human afflicted wereshark rogue 3/fighter 4
7	"Killer" Kai Linnow N female human magus 7/rogue 1
7	Marra Brandywine NE female halfling summoner 1/ranger 1
7	Marrowsplitter CN male gnomish druid 7
7	Mercutsio CE male half-elf rogue 1/bard 7
7	Torn Tusk NE male half-orc sorcerer (elemental [fire]) 8