

VILLAINS III

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Julian Neale and Martin Tideswell



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Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. *Villains III* presents ten low-level (CRs 2 – 6) malign foes to challenge and bedevil your PCs.

Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully-detailed stat block.



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BONUS MATERIAL

Thank you for purchasing *Villains III*; we hope you enjoy it and that you check out our other fine print and PDF products. We at Raging Swan are committed to providing first class web enhancements for our products. Visit ragingswan.com to download bonus materials including maps, reorganised stat block listings, additional encounters and more!

ERRATA

We would like to think *Villains III* is error free. However, we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

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ABOUT THE DESIGNERS

Julian began his interest in roleplaying games with the classic “red box” in the early 1980s, then quickly progressed onto 1e AD&D when buying the *Player's Handbook* from none other than Ian Livingstone and Steve Jackson - of *Fighting Fantasy* and Games Workshop fame - at a convention in London. Julian has run and played in many games and game systems over the years, and likes writing game stuff for fun. He has contributed to Dragon magazine and the Kingmaker Adventure Path for Paizo, and is excited to work with Raging Swan Press. Julian currently lives in the north of England, but plans to relocate further south in the future.

Martin has a vivid imagination honed by years of playing with toy soldiers and an unhealthy interest in vampires. He discovered Dungeons & Dragons at 11 and the rest, as they say, is history. Martin is now 39 and has been a full-time newspaper journalist for two decades. Through high school, college, house moves, job changes, marriage and the arrival of children, fantasy roleplaying has been his one constant. Martin lives with his wife Denise and his two adorable daughters – Lois and Mina – in a quiet avenue in Wirral, Merseyside. In the box room, he burns the midnight oil scripting adventures and plotting world domination and/or immortality by nefarious means.

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In *Villains* and *Villains II*, we focused on mid- and high-level foes. Now in *Villains III*, low-level foes get some attention. Herein are detailed ten vile servants of evil. All presented with rich backgrounds, personalities and mannerisms as well as distinguishing features and hooks, the villains herein are far more than mere stat blocks. So, if you're looking for nasty, low-level foes to terrorise your PCs look no further!

*From silver mines, villages and smoky taverns,
From secluded groves and hidden caverns,
From darkest alleys and enchanted woods,
Some carry steel, others are hidden under hoods,*

*Some carry the fury of the dwarves or the magic of the elves,
Some burdened by their heritage or are no longer themselves,
Others are creatures born of malice and sorrow,
Some live for today, others scheme for tomorrow,*

*There's a dark seductress who desires only gold,
And a trickster magician who grows ever more bold,
A bitter bandit who sees the terrain as his friend,
And a charming rogue who sells you out in the end,*

*There's the bullying son of a village drunk,
He's in good company with a grief-stricken monk,
There's a warrior as tough as the mines that shaped him,
And a corrupted druid, who'll kill you on a whim,*

*There's a halfling changed when he did nought but cower,
And a beautiful cleric in the thrall of a sinister power,
They are all flawed and dangerous, as you will see,
We humbly present the benighted souls of Villains III...*

VILLAINS BY CR

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READING STAT BLOCKS

Villains III includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks 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.

VILLAINS III

SITAE AMAITHAR

A dark seductress who preys on the weakness of men and uses their guilt for both personal satisfaction and monetary gain.

Background: The daughter of wandering gypsies, Sitae fled her parents when she was 14 after one too many savage beatings at her sexually abusive and drunken father's hands. Forced to beg and sell her body on the streets, she developed an all-consuming hatred for men and would often slit her client's throat as they reached the moment of maximum pleasure – robbing them and leaving a trail of corpses in alleyways and secluded locations.

Fearful of eventual capture and execution, and tired of the constant struggle to survive, Sitae decided that keeping her victims alive and bleeding them dry in other ways would be much more profitable (and fun). Thus, she set herself up as a seer of great repute. Targeting merchants, adventurers and noblemen in relationships, she quickly built up a large clientele. Offering a glimpse of the future via crystal ball, palm-reading or tarot cards, she plays on her heritage and makes full use of her voluptuous figure to seduce her victims. She sleeps with each only once, but the price they pay is steep indeed. From the moment they leave her chambers, Sitae's henchmen – an expert forger named simply The Inker and a stealthy cat burglar called Reznak the Sly – dog the poor souls. Sitae's victims receive letters, delivered by Reznak, at all hours of the day and night. There is nothing in any of the letters to suggest that Sitae is involved in the blackmail but all demand money. Should her victim refuse to pay, Reznak brutally slays them.

Personality: Sitae is cold, calculating and utterly without remorse. Her contempt for men has no bounds. She only tolerates The Inker and Reznak because they are a means to an end and plots for the day when their



usefulness ends. Two things drive her: the pursuit of excessive wealth and the desire to punish men for her father's sins.

Mannerisms: Sitae is a coy and beguiling creature – her accent thick with the heritage of her people. Her fortune-telling techniques are pure parlour tricks but fool most observers.

Distinguishing Features: Sitae is, quite literally, dressed to kill; always garbed in black she favours low-cut tops to accentuate her heaving bosom. She wears large, hoop earrings and has a tiny scar over her left eye – a gift from her father.

Hooks: The PCs may seek Sitae out to gain a glimpse of their future. Alternatively, they may be hired by one of the Dark Lady's victims, desperate to keep his infidelity a secret.

SITAE AMAITHAR

CR 4 (XP 1,200)

Female half-elf cleric 3/fighter 2

LE Medium humanoid (elf, human)

Init +7; **Senses** low-light vision; Perception +4, Sense Motive +8

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -1 (-5 jumping)

AC 19, touch 13, flat-footed 16; **CMD** 19

(+3 Dex, +6 armour [mwk breastplate])

Immune sleep

Fort +7, **Ref** +4, **Will** +6; +2 vs. enchantment spells and effects

hp 34 (5 HD)

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

Melee mwk glaive (reach 10 ft.; Power Attack [-2/+6]) +8 (1d10+3)

Atk Options Combat Reflexes, dazing touch (5/day)

Dazing Touch (Sp) Sitae can cause a living creature of 3 HD or less to become dazed for 1 round as a melee touch attack.

Special Actions channel negative energy (4/day; 2d6; DC 12), copycat (5/day)

Copycat (Sp) Sitae can create an illusory double of herself as a move action that functions as a single *mirror image* (duration 3 rounds or until the duplicate is dispelled or destroyed). Sitae can have no more than one image at a time. This ability does not stack with *mirror image*.

Cleric Spells Prepared (CL 3rd; concentration +5; Charm, Trickery; spontaneous casting [*inflict* spells])

2nd—*enthrall* (DC 14), *invisibility*^D, *owl's wisdom*

1st—*bless*, *charm person*^D (2; DC 13), *protection from good*

0—*bleed*, *detect magic*, *read magic*, *stabilise*

Combat Gear *potion of barkskin*, *potion of bear's endurance*, *potion of bull's strength*, *potion of divine favour* (+3, CL 9), *wand of suggestion* (2 charges, DC 14)

Abilities Str 14, Dex 16, Con 8, Int 10, Wis 14, Cha 13

SQ aura of evil (moderate)

Feats Combat Reflexes, Improved Initiative, Power Attack, Skill Focus (Bluff), Toughness, Weapon Focus (glaive)

Skills as above plus Bluff +14, Diplomacy +6, Knowledge (religion) +6

Languages Common, Elven

Gear as above plus spell component pouch, unholy symbol, fine clothes plus GM determined

DARICK BODEN

A cunning confidence trickster who targets those who would consider him a friend and ally.

Background: Darick was born dirt poor to parents who did not want him. Only his older sister, Demezne, loved him, often going without food so that he could eat. She nursed him through illnesses and protected him from local bullies. The Bodens survived on Darick's father's meagre income brought home from warehouse jobs – when he was sober enough to work. From the age of five Darick fell into a life of begging and petty thievery. When he was 13, fate dealt Darick a terrible blow. Demezne was struck down with the wailing sickness – a fever which sapped her strength and left her gaunt and barely coherent. Within a week she was near death and so Darick sought a local healer named Fanzi the Blue. The old man – an accomplished apothecary –

DARICK BODEN CR 2 (XP 600)

Male human rogue 2/sorcerer (destined) 1
NE Medium humanoid (human)

Init +2; **Senses** Perception +6 (+7 vs. traps; trapfinding), Sense Motive +1

Speed 35 ft.; **ACP** 0; Acrobatics +7, Climb +6, Escape Artist +7, Stealth +7 (fast stealth)

AC 15, touch 12, flat-footed 13; **CMD** 14
(+2 Dex, +3 armour [mwk studded leather])

Fort +2, **Ref** +5 (evasion), **Will** +1

hp 24 (3 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee mwk rapier +4 (1d6+1/18-20)

Ranged mwk shortbow (range 60 ft.) +4 (1d6/x3)

Atk Options sneak attack +1d6

Special Actions touch of destiny (4/day)

Touch of Destiny (Sp) At 1st level, Darick can touch a creature as a standard action, giving it a +1 insight bonus on attack rolls, skill checks, ability checks and saving throws for 1 round.

Sorcerer Spells Known (CL 1st; concentration +2; bloodline arcana)

1st (4/day)—*expeditious retreat*, *shield*

0—*bleed* (DC 13), *detect magic*, *read magic*, *stabilise*

Bloodline Arcana Whenever Darick casts a spell with a range of “personal,” he gains a luck bonus equal to the spell's level on all saving throws for 1 round.

Combat Gear arrows (16), *potion of invisibility*, *potion of cure light wounds*

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 8, Cha 13

SQ rogue talent (fast stealth), trapfinding (+1)

Feats Alertness^B, Fleet, Weapon Finesse

Skills as above plus Appraise +6, Bluff +6, Disable Device +10, Knowledge (arcana) +6, Knowledge (local) +6, Sleight of Hand +8, Spellcraft +6

Languages Abyssal, Common, Goblin

Gear as above plus backpack, 50 ft. rope with grappling hook, oil (2), masterwork thieves' tools

took pity on the pair. He took them in and, initially, his potions and poultices seemed to work. For a few days Demezne rallied, but one morning Darick awoke to find his sister's heart had given out during the night. Darick was so distraught that in a fit of rage he slew the old mage before ransacking the old man's property – stealing money and other valuables along with his prized spellbook. Having buried his sister in a pauper's grave, Darick sought a wizard to school him in the rudiments of the magic arts. Now he uses his arcane skills to supplement his thievery.

Personality: Now 21, Darick comes across as a shy, rather awkward individual. His apparent vulnerability draws females to him like moths to a flame; many feel the need to “mother” him. Darick can be charming but his default demeanour is that of a ruthless mercenary obsessed with himself. Darick's one flaw is his craving for female company and thus he has joined several adventuring bands. In the end, however, he leaves his companions in the lurch – often light of coin and missing their most treasured possessions.

Mannerisms: Darick is reluctant to make eye contact and avoids physical contact. He speaks at a barely audible whisper and often hums mournful ditties he learned from his sister. He never smiles or laughs.

Distinguishing Features: Strikingly handsome, Darick draws admiring glances from all quarters. He has a tattoo of a fish on his left hand – the same one his sister sported. Darick also wears a locket, containing a lock of his sister's hair.

Hooks: Darick attempts to inveigle his way into the PCs' trust. Once accepted, he performs adequately as a thief and never reveals his arcane prowess. At a point most advantageous to him, he vanishes – leaving broken hearts and empty purses.



ARAGAN DOLDAL

Obsessed with his personal vitality, Aragan eschews booze – living only for the glory battle brings.

Background: For generations, Aragan's family worked the silver mines below their mountainous home. Motherless, from a young age, he followed his father and elder siblings into the gloom to act as messenger and water boy until he stood beside his brothers and father at the mine face. The mine's foreman was the brutal, one-eyed Crannog the Unyielding. When Aragan fell ill he was unable to work for several days. Crannog took his frustrations out on the young dwarf's father, beating him to within an inch of his life. The incident changed Aragan's life. Rising from his sick bed, he staggered to the mine and confronted Crannog. Hung-over from the night before, the brute belittled Aragan's father and spat in the young dwarf's face. Aragan flew into a rage, picked up Crannog's own pickaxe and put an end to the foreman's tyranny. Aragan then returned home and cursed his brothers and father as drunken cowards. Gathering his coin and a few belongings he fled – as a mercenary in the Company of the Red Banner.

For several years now he has travelled in the pay of various nobles and merchants. Over time he has earned a reputation for recklessness in battle – breaking ranks with his comrades and charging at enemies, no matter how numerous. Aragan prides himself on keeping fit and his stamina and strength is awe-

inspiring. He rises early each day to go running, lift weights and practise with weapons. Aragan has now amassed enough wealth to buy a cottage with a parcel of land. He has also purchased a human whore named Jezzura who services his every whim and tends the place in his absence.

Personality: Aragan is gruff and arrogant after years of victories. Never once has he been bested in battle. He lives for the adrenaline rush of a fight and afterwards remembers only scant details. He is rude, condescending and treats women as servants. He never backs down, fighting to the death.

Mannerisms: If Aragan has a flaw it is his vanity. He paid a small fortune for a full-length mirror in front of which he admires his physique daily. He has also taken to lacquering and braiding his hair in the style of human nobles. No matter what the weather Aragan rises at dawn to train.

Distinguishing Features: You cannot fight like Aragan Doldal without getting hurt. It is a measure of the mad dwarf's courage that the vast majority of his scars are on his front – criss-crossing his chest and forearms. Remarkably, his face has remained unblemished and his incredible fortitude means he heals quickly.

Hooks: Adventurers are most likely to encounter Aragan fighting with a mercenary company or in the pay of some nefarious individual. Aragan is completely without scruples and works for anyone – if the price is right.

ARAGAN DOLDAL

CR 4 (XP 1,200)

Male dwarf fighter 2/barbarian 3

CE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +10 (+12 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 30 ft., base speed 20 ft.; **ACP** -4; Acrobatics -3 (-7 jumping), Climb +3

AC 21, touch 12, flat-footed 21; **CMD** 19 (+23 vs. bull rush or trip); Dodge, +4 vs. giant-type creatures, +1 vs. traps, uncanny dodge

(+1 Dex, +6 armour [+1 *scale mail*], +1 Dodge, +3 shield [mwk heavy steel, Shield Focus])

Fort +9 (+11 vs. poison), **Ref** +2 (+3 vs. traps), **Will** +3 (+4 vs. fear); +2 vs. spells and spell-like abilities

hp 61 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +8

Melee mwk longsword (Power Attack [-2/+4]) +10 (1d8+3/19-20)

Ranged heavy crossbow (range 120 ft.; Deadly Aim [-2/+4]) +7 (1d10/19-20)

Atk Options, +1 attack vs. orc- and goblin-type foes, rage (11 rounds)

Combat Gear bolts (10), *potion of bull's strength*, *oil of magic weapon*

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 14, Cha 6

SQ bravery (+1), fast movement, rage power (superstition), trap sense (+1), weapon familiarity (dwarven)

Feats Deadly Aim, Dodge, Shield Focus, Toughness, Weapon Focus (longsword)

Skills as above plus Appraise +0 (+2 to value nonmagical metal and gemstones), Knowledge (engineering) +4, Knowledge (nature) +6, Survival +10

Languages Common, Dwarven

Gear as above plus backpack, sack, trail rations (2), waterskin, 10 gp

When raging, Aragan has the following modified statistics:

ACP -4; Climb +5

AC 19, touch 10, flat-footed 19; **CMD** 21 (+25 vs. bull rush or trip); +4 vs. giant-type creatures, +1 vs. traps, uncanny dodge

(-2 class, +1 Dex, +5 armour [mwk scale mail], +1 dodge, +3 shield [heavy steel, Shield Focus])

Fort +11 (+13 vs. poison), **Will** +5 (+6 vs. fear); +4 vs. spells and spell-like abilities, +2 vs. supernatural abilities

hp 71

CMB +10

Melee mwk longsword +12 (1d8+5/19-20)

Atk Options rage (11 rounds; superstition)

Abilities Str 20, Con 20



VONIAT IASAN

A clever bandit who uses his knowledge of his woodland home to maximum effect.

Background: Voniāt's mother died giving birth to him. He was raised by his father – a dour human hunter and trapper who never recovered from the loss of his wife and showed his son no affection or kindness. The man resented Voniāt's dual heritage – especially as he aged and grew frail – knowing that his son would enjoy a much longer life-span. Voniāt grew into a bitter and angry young man who avoided contact with other people. He didn't lift a finger as his father lay dying of a wasting sickness – simply watching the life ebb away and enjoying his revenge for a cruel and loveless upbringing.

Alone at the age of 22, Voniāt inherited a ramshackle cottage deep in the woods. Close to the river and surrounded by an abundance of wildlife, he knew he would have no trouble fending for himself. His father had at least taught him how to hunt and ride and he was skilled with both his old man's greatsword and bow.

The half-elf's hide-out is less than a mile and a half from a busy trade route which is part dirt track and part ancient cobbled road. It is a thoroughfare for merchant caravans, all manner of travellers and farm traffic. Voniāt chooses his targets carefully and never strikes in the same place – ambushing or confronting groups and individuals at different spots along the road before melting away into the wood. Often, a few well-placed arrows are enough to loosen purse strings. But, if necessary, Voniāt is perfectly comfortable maiming and killing for loot. It is just more messy than he would like. He never risks

capture and flees if he is overmatched. In just 18 months he



has become relatively rich but is not yet content and believes he needs to rely on banditry for at least another couple of years before moves on to bigger and better things.

Personality: Voniāt is the archetypal loner, deeply uncomfortable in the company of others. His trips to town are rare, swift affairs involving minimal contact with people. There is no joy or happiness in his life. He sees his existence as a daily battle against the elements and other humanoids – one in which only the strongest and most cunning survive.

Mannerisms: Voniāt has a slight lisp and thus seldom speaks. His head also twitches nervously when in conversation or even when looking at his victims.

Distinguishing Features: Voniāt wears clothing which allows him to blend in with his woodland home. His weapon of choice is his father's black-handled greatsword and he carries a hunting horn which he occasionally uses to help create the illusion that he is part of a large band of thieves.

Hooks: Voniāt is unlikely to attack a party of adventurers but would take his chances against one or two. More likely, the PCs may be asked to avenge the death of a traveller or help to recover a precious item stolen by Voniāt.

VONIAT IASAN

CR 4 (XP 1,200)

Male half-elf fighter 3/rogue 2

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +11 (+12 vs. traps; trapfinding), Sense Motive +5

Speed 30 ft.; **ACP** -2; **Acrobatics** +11, **Ride** +5, **Stealth** +11

AC 19, touch 13, flat-footed 16; **CMD** 20; +1 vs traps; Dodge, Mobility

(+2 Dex, +6 armour [mwk breastplate], +1 dodge)

Immune sleep

Fort +4, **Ref** +6 (+7 vs. traps; evasion), **Will** +2 (+3 vs. fear); +2 vs. enchantment spells and effects

hp 40 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee greatsword (Power Attack [-2/+6]) +10 (2d6+6/19-20)

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

Atk Options Combat Reflexes, sneak attack +1d6

Combat Gear arrows (20), *potion of divine favour* (+3, CL 9), *potion of haste*, *potion of shield of faith* (CL 3)

Abilities Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

SQ armour training (1), bravery (+1), rogue talent (weapon training [longbow]), trapfinding, trap sense (+1)

Feats Combat Reflexes, Dodge, Mobility, Power Attack, Skill Focus (Acrobatics), Weapon Focus (greatsword), Weapon Focus (longbow)

Skills as above plus Handle Animal +4, Knowledge (local) +5

Languages Common, Elven

Gear as above plus 12 gp

RAINE KARONEN

An unrelenting bully and brutish extortionist who is a thorn in the side of the inhabitants of a peaceful hamlet.

Background: The bastard son of the village lay-about, Raine is a drunken thug. Disowned by his feckless father in his early teens, Raine attempted to make his way in the world. For six years he staggered from rag-tag adventuring bands to morally-bankrupt mercenary companies who all quickly tired of his weakness for dwarf spirits and his uncanny ability to start arguments.

Raine returned to Elodie just a few months before his 20th birthday. The good folk of the hamlet hardly recognised the uncouth, bearded, barbaric-looking warrior who swaggered into

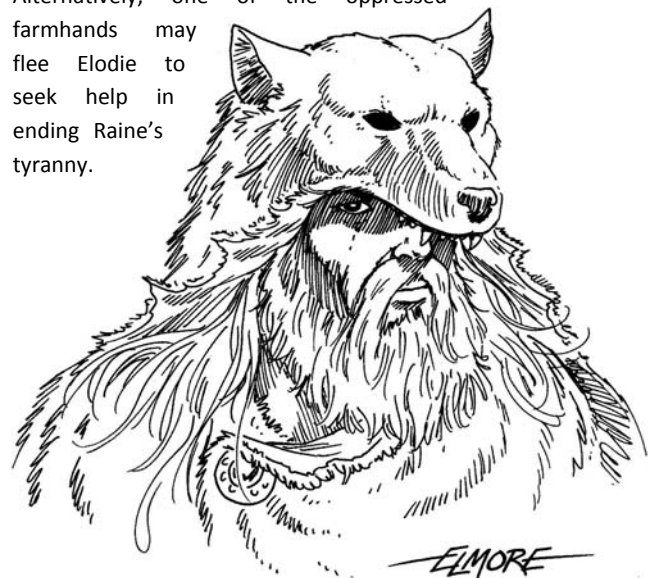
the inn, stinking of sweat and clad in a breastplate and wolf pelts. Seeing no-one with the strength or ability to best him, Raine began lording over the peasantfolk. He began touching up the women and provoked an almighty bar room brawl which resulted in the death of the hamlet's headman – Donnegal – and serious injury to half a dozen others. His supremacy assured, Raine took the headman's home and bedded Donnegal's wife by force. For almost a year now he has run Elodie as his personal fiefdom – taking what and who he wants. The peasants believe his knowledge of the surrounding area makes it impossible for any of them to escape. Raine insists "his people" refer to him as the Grey Wolf. He also has them speak in revered tones about his useless father. Raine has gathered what little wealth the hamlet has to him and is now planning to give some of the young men limited martial training so they can assist him in his planned campaign of banditry.

Personality: Raine is the vilest of humans. He is beneath contempt. He is driven by the most base desires and an unquenchable need to be obeyed. He is unpredictable, frequently under the influence of alcohol and never does anything which does not directly benefit himself. Like most bullies, Raine is actually a coward and relies on his rages to see him through trouble.

Mannerisms: Raine is always smiling. He is even prone to breaking into laughter and song while raging.

Distinguishing Features: Foes often smell the Grey Wolf before they see him – such is his stench. He always wears his furs which he believes enhance his savage countenance. In truth he has never slain a wolf and stole the skin from a tavern.

Hooks: PCs may come into contact with Raine if he forces some of his peasants into a bungled attempt at banditry. Alternatively, one of the oppressed farmhands may flee Elodie to seek help in ending Raine's tyranny.



RAINE KARONEN

CR 4 (XP 1,200)

Male human barbarian 5

CE Medium humanoid (human)

Init +6; **Senses** Perception +9, Sense Motive +1

Speed 40 ft., base speed 30 ft.; **ACP** -3; Acrobatics -1 (+3 jumping), Climb +5, Ride +4

AC 18, touch 12, flat-footed 18; **CMD** 21; improved uncanny dodge, uncanny dodge, +1 vs. traps (+2 Dex, +6 armour [mwk breastplate])

Fort +5, **Ref** +3 (+4 vs. traps), **Will** +4

hp 47 (5 HD)

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

Melee mwk falchion (Power Attack [-2/+6]) +10 (2d4+6/18-20)

Ranged mwk composite longbow (range 110 ft.) +8 (1d8+4/x3)

Combat Gear arrows (20), *potion of bull's strength*, *potion of barkskin*, *potion of shield of faith* (+3, CL 6)

Abilities Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

SQ fast movement, rage power (lesser beast totem, superstition), trap sense (+1)

Feats Improved Initiative, Iron Will, Power Attack, Weapon Focus (claws)

Skills as above plus Handle Animal +7, Knowledge (geography) +3, Knowledge (nature) +7, Survival +9

Languages Common

Gear as above plus fur robe and as GM determined

When raging, Raine has the following modified statistics:

ACP -4; Climb +5

AC 16, touch 10, flat-footed 16; **CMD** 21; improved uncanny dodge, uncanny dodge, +1 vs. traps (-2 class, +2 Dex, +6 armour [mwk breastplate])

Fort +7, **Will** +6; +3 vs. spells, supernatural and spell-like abilities

hp 55

CMB +11

Melee mwk falchion +12 (2d4+9/18-20) or

Melee 2 claws +12 (1d6+6)

Atk Options rage (11 rounds; lesser beast totem, superstition)

Abilities Str 22, Con 16

THADRIM NYTRILUATH

A travelling show magician, feted for his charm and tricks, who hides a dark secret.

Background : Thadrim was born and raised in a whorehouse by a mother who never wanted him and saw him as nothing more than a slave. No sooner could he dress himself than he was forced to run errands, do chores and serve his mother's fellow whores. His mother taught him to read and write to further his usefulness; eventually, however, this would be the key to his freedom. Thadrim's mother had him steal small amounts of coin and the odd trinket from customers, but he kept any books he found for himself, eventually building up a small library. In the ruckus surrounding the untimely, embarrassing death of the celebrated local magicker Kardur The Shining – he stole what was to become his most treasured possession. Fascinated by the smell and the feel of the night-blue leather binding and the mysterious runes covering the spellbook's pages, the half-elf stole enough money to buy rudimentary training in The Art.

His mother didn't learned his secret until his 17th year. While drunk she tried to beat him; without thinking, he hurled conjured acid into her face – leaving her horrifically scarred. In the ensuing chaos, Thadrim stole his mother's stash of coin and fled town. Wandering, Thadrim worked initially as a conjurer and trickster whose shows earned him board and lodgings at dozens of inns. During this time he met Lady Mink, a cutthroat, burglar and former whore – and the pair forged an unlikely alliance. For several years now they have worked together. The lovers are driven by only one thing: the pursuit of wealth. Generally, Lady

Mink pickpockets gormless audiences at Thadrim's shows or steals from their rooms. However, the pair is certainly not above murder if the prize is tempting enough.

Personality: Thadrim is a handsome and charming man. He is the consummate flirt and flatterer. Behind the façade, however, he is a man with little self-worth who desires only coin to further his arcane studies. He has no respect for women and views Lady Mink as a short-term business partner. This truth would destroy her as the cold-hearted thief loves Thadrim.

Mannerisms: A showman, Thadrim makes expansive arm gestures when talking and speaks with a deep, baritone voice.

Distinguishing Features: Thadrim dresses to impress and wears many gold rings. His back bears several scars from his mother's many beatings.

Hooks: PCs most likely encounter Thadrim as he puts on a show in the tavern where they are staying. They may fall foul of Lady Mink's nimble fingers or awake to discover a treasured possession gone. Alternatively, they may be hired to investigate a similar theft or the murder of an important tavern patron.



THADRIM NYTRILUATH

CR 4 (XP 1,200)

Male half-elf wizard (illusionist) 5

NE Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +9, Sense Motive +1

Speed 30 ft.; **ACP** 0; **Escape Artist** +7, **Fly** +10, **Ride** +4

AC 13, touch 13, flat-footed 10; **CMD** 14; **Dodge** (+2 Dex, +1 dodge)

Immune sleep

Fort +2, **Ref** +3, **Will** +5; +2 vs. enchantment spells and effects
hp 35 (5 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee dagger +2 (1d4/19-20)

Ranged Touch blinding ray (7/day; range 30 ft.) +4 (5 or fewer HD blinded; 6 or more HD dazzled; 1 round)

Wizard Spells Prepared (CL 5th; concentration +9; Heighten Spell, arcane bond [ring], extended illusions [2 rounds])

3rd—*displacement*, *fly*, heightened colour spray (DC 17)

2nd—*fox's cunning*, *glitterdust* (DC 16), *invisibility*, *mirror image*

1st—*colour spray* (2; DC 15), *disguise self*, *mage armour*, *shield*

0—*arcane mark*, *acid splash*, *message*, *prestidigitation*

Combat Gear *scroll of knock* (2), *scroll of stoneskin*, *wand of fireball* (DC 14, 5 charges)

Abilities Str 10, Dex 14, Con 13, Int 18, Wis 12, Cha 8

Feats Alertness, Dodge, Heighten Spell, Scribe Scroll, Skill Focus (Perception), Toughness

Skills as above plus Handle Animal +3, Knowledge (arcana) +10, Knowledge (history) +10, Spellcraft +12

Languages Abyssal, Common, Draconic, Elven, Gnome, Sylvan

Gear as above plus 15 gp, traveller's robes, spell component pouch

Spellbook (enchantment, necromancy) as above plus GM determined

LUNGEN RASUR

A seemingly affable guide-for-hire who leads groups out into the wilderness and murders them as they sleep.

Background: Lungen's young life was a happy one, living with his parents and sister on the farmstead of Oakenfold. Young Lungen liked to fish and worked alongside his father who was a skilled hunter and trapper. Lungen's life changed one stormy winter's evening when three half-elves arrived at the farmstead, soaked to the skin and bitterly cold. Lungen's father welcomed them, fed them and gave them a place at their hearth. Having enjoyed the Rasurs' hospitality the strangers bedded down for the night in front of the fire's dying embers.

Lungen was relieving himself outside when he heard his sister scream. The three half-elves had awoken in the dead of night, slipped into his parents' bedroom and slit their throats.

LUNGEN RASUR

CR 6 (XP 2,400)

Male halfling ranger 3/rogue (poisoner) 4

NE Small humanoid (halfling)

Init +8 (+10 in forests); **Senses** Perception +13 (+15 in forests or vs. elves, 17 vs. elves in forest), Sense Motive +8 (+10 vs. humans)

Speed 20 ft.; **ACP** 0; Acrobatics +13 (+9 jumping), Climb +5, Escape Artist +11, Stealth +18 (+20 in forests; fast stealth)

AC 22, touch 15, flat-footed 22; **CMD** 19; uncanny dodge (+1 size, +4 Dex, +5 armour [+1 mithral shirt], +2 shield [mwk heavy steel])

Fort +7, **Ref** +12 (evasion), **Will** +6 (+7 vs. fear)

hp 53 (7 HD)

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

Melee mwk rapier (Power Attack [-2/+4]) +13 (1d4/18-20)

Ranged composite longbow (range 110 ft.; Rapid Shot [+9/+9]) +11 (1d6/x3)

Atk Options, favoured enemy (elves +2), poison use, sneak attack +2d6

Poison Use (Ex) Lungen is trained to use poison and cannot accidentally poison himself when applying poison to a blade.

Combat Gear drow poison (6), *potion of barkskin*, *potion of cat's grace*, *potion of haste*, tanglefoot bag (4)

Abilities Str 10, Dex 18, Con 14, Int 10, Wis 13, Cha 10

SQ combat style (archery), favoured terrain (forest +2), master poisoner, rogue talents (fast stealth, weapon training [rapier]), track (+1), wild empathy (+3, -1 vs. magical beasts)

Feats Endurance, Improved Initiative, Iron Will, Power Attack, Rapid Shot, Weapon Finesse, Weapon Focus (rapier)

Skills as above plus Bluff +0 (+2 vs. elves), Knowledge (geography) +6 (+8 in forests), Knowledge (local) +7 (+9 vs. elves), Knowledge (nature) +6 Spellcraft +6, Survival +11 (+12 tracking, +14 tracking elves or tracking in forest, +16 tracking elves in forest)

Languages Common, Halfling

Gear as above plus GM determined

His sister was raped before they showed her the same kindness. To his eternal shame, Lungen fled into the night – ignoring his sister's pitiful pleas for help. He returned two days' later to find Oakenfold still standing, but utterly ransacked. It was the sight of his murdered family which sent poor Lungen mad. Having burned their bodies he resolved to never again trust strangers and to dedicate his life to avenging his kin. He lusted for revenge and developed an irrational hatred of travellers. Becoming a guide, he now leads individuals and small groups into the wilds – winning their trust before killing them as they slumber.

Personality: Lungen is a friendly, smiling and helpful man who appears the perfect guide. He enjoys his forays into the wilderness and the short-lived companionship they offer. When not working, he is a virtual hermit.

He reserves special hatred for half-elves and elves and uses poisons rather than blades to end their lives. Of course, each death brings Lungen no closer to absolving himself of the guilt he feels at not acting to save his sister.

Mannerisms: Lungen enjoys playing the flute and is always busy which means it is difficult for people to notice that his hands have "the shakes" – a side-effect of the trauma which robbed him of his family.

Distinguishing Features: The skin under Lungen's fingernails is black from years of poison use.

Hooks: PCs may hire Lungen as a guide – in which case he inevitably attempts to end their lives. Alternatively, they may be hired to investigate the disappearance of a young nobleman. Lungen comes highly recommended as he has taken great care

to ensure that when he leads the local militia on an expedition they return safely.



RUMAIRA SHERAE

Serving as a guardian of her woodland realm, this druid's motives are far more selfish than others of her kind.

Background: From childhood, Rumaira knew that she was different. From an early age she would often lie awake in the dead of night listening to the sounds of her forest home, feeling as though the very trees and animals were speaking directly to her. She could predict, with uncanny accuracy, when rain or snow would arrive. She seemed to have a preternatural sense for danger and, unlike most of her fey kin, would shrug off injury or illness with remarkable ease.

Indeed, when the raging fever claimed the lives of her brother, sister and mother one bitter winter, it was Rumaira who nursed her father back to health. Sadly, however, it was a loss which Celador the huntsman never overcame. It transformed the once loving husband and father into a bitter, spiteful man who resented his daughter both for surviving and saving him when the rest of their family perished.

Celador had always been suspicious of Rumaira's strange

abilities and became convinced that she was bewitched. He talked openly of his fears to other villagers who started to avoid the young girl with the faraway eyes. It was this rejection that, together with the trauma of her loved ones' deaths, shaped Rumaira's fragile soul – changing her from a carefree young woman whose laughter would bring sunshine – into a solitary individual who avoided contact with others.

Rumaira began to experiment with her talents, tapping ever deeper into a long-dormant celestial bloodline she would never fully understand. She found sorcerous cantrips simple to master and was soon harnessing even greater magicks. As her power grew, so did her father's mistrust and bitterness until one day it spilled over into violence. Celador struck his daughter only once. The fire that sprung from her hands in self-defence not only took her father's life, it also burned their home to the ground and forced Rumaira to flee into the night with only the clothes she wore. From that moment on she vowed to eschew contact with people in favour of a deeper relationship with nature. For while

RUMAIRA SHERAE

CR 6 (XP 2,400)

Female elf druid 3/sorcerer (empyrean celestial) 4

NE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +9, Sense Motive +3

Speed 30 ft.; trackless step, woodland stride; **ACP** 0

Trackless Step (Ex) Rumaira leaves no trail in natural surroundings and cannot be tracked. She can leave a trail if desired.

Woodland Stride (Ex) Rumaira can move through undergrowth at normal speed without taking damage or suffering any impairment. Undergrowth magically enchanted to impede movement still affects her.

AC 13, touch 13, flat-footed 10; **CMD** 18

(+3 Dex)

Immune sleep; **Resist** acid 5, cold 5

Fort +4, **Ref** +5, **Will** +10; +2 vs. enchantment spells and effects
hp 42 (7 HD)

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

Melee mwk elven curve blade +6 (1d10+1/18-20)

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

Ranged ray of enervation (range 55 ft.) +8 touch (1d4 negative levels)

Atk Options Combat Reflexes, heavenly fire 5/day, storm burst 6/day

Heavenly Fire (Sp) Rumaira can unleash a ray of heavenly fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4+2 points of damage. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures of 1d4+2 points of damage. A good creature cannot benefit from her heavenly fire more than once per day. Neutral creatures are neither harmed nor healed by this effect.

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

Druid Spells Prepared (CL 3rd; concentration +6; spell penetration +8; Weather; spontaneous casting [summon spells])

2nd—*barkskin*, *fog cloud*^D, *owl's wisdom*

1st—*entangle* (DC 14), *faerie fire*, *goodberry*, *obscuring mist*^D

0—*detect magic*, *light*, *read magic*, *stabilise*

Sorcerer Spells Known (CL 4th; concentration +7 spell penetration +6)

2nd (4/day)—*hideous laughter* (DC 15)

1st (7/day)—*bleed*, *burning hands* (DC 14), *colour spray*, *shield*

0—*acid splash*, *bleed* (DC 13), *dancing lights*, *disrupt undead*, *mage hand*, *ray of frost*

Combat Gear arrows (20), *scroll of mirror image*, *scroll of stonewood*, *wand of bull's strength* (5 charges), *wand of enervation* (4 charges), *wand of false life* (CL4, 10 charges)

Abilities Str 12, Dex 16, Con 11, Int 10, Wis 16, Cha 8

SQ bloodline (empyrean celestial), celestial resistances, nature sense, nature bond (domain), wild empathy (+2, –2 vs. magical beasts)

Feats Eschew Materials, Combat Reflexes, Improved Initiative, Weapon Focus (ray), Toughness

Skills as above plus Heal +9, Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (nature) +8, Knowledge (religion) +4, Spellcraft +7 (+9 to identify magic item properties), Survival +9

Languages Common, Elven

Gear as above plus GM determined

those she had loved and trusted had let her down, the forest and all its treasures had never forsaken her.

She survived a tortuous journey across many hundreds of miles until she found a secluded grove where she immediately felt at home. Rumaira spent months creating a simple home from her surroundings and became entirely self-sufficient. Acting as the guardian of her grove, she has nurtured close bonds with all the animals in the locale – including a wolf pack and a fearsome dire bear which Rumaira refers to as her “forest uncle” (but who is not her animal companion). These animals are her eyes and ears and defend her to the death. They care not that Rumaira’s powers as a sorceress are growing – as is her moral ambivalence – for she is good to them. She thinks nothing of murdering travellers unfortunate enough to come close to her home in order to steal the few things she needs. Of late, Rumaira has been specifically targeting spellcasters to rob them of scrolls and arcane items.

Personality: Rumaira is insane. She long ago lost comprehension of the value of life and seeks only to further her own powers to protect her grove. She has no real interest in the material world – and the items she steals from those she slays are simply a means to an end.

She finds it impossible to trust humans or other civilised races, preferring instead to love her animal friends. Rumaira has a particular hatred for her own kind and a pathological fear of

disease. She is no coward, however, and if forced into battle fights with a barely contained feral savagery.

Mannerisms: Rumaira enjoys being part of her animal “family” and often rolls around in the mud, crawls on all fours, barks, howls and in other ways imitates her companions.

When speaking with normal folk she rarely makes eye contact and maintains her physical distance from them.

Distinguishing Features: Those unfortunate enough to cross paths with Rumaira often consider her more feral than civilised, dressed as she is in furs and leaves.

Her speech is curt and, used to dealing with animals rather than people, she often relies on gestures and grunts to get her point across.

Her hair is long, dirty and unkempt.

Hooks: PCs may come across Rumaira if they stray into her territory or are asked to search for someone who has gone missing near her grove.

Alternatively, they may encounter her “forest uncle” – the great dire bear – who proves a formidable adversary. If they injure the bear (but it escapes) Rumaira soon learns of their actions and quickly moves to have her revenge.

Rumaira is a clever foe who not only makes the most of her animal allies but also of the woodland environment she knows so well. If in danger she can call on not only forest uncle but also a large pack of wolves that roams the woodlands around her home.

FOREST UNCLE

CR 7 (XP 3,200)

This huge and powerfully-built bear, has black, matted fur and a huge maw full of sharp teeth.

Dire bear

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +12, Sense Motive +1

Speed 40 ft. Run; **ACP** 0; Acrobatics +1 (+5 jumping), Stealth -3, Swim +19

AC 18, touch 10, flat-footed 17; **CMD** 26 (30 vs. trip) (+1 Dex, +8 natural, -1 size)

Fort +12, **Ref** +8, **Will** +4

hp 95 (10 HD)

Space 10 ft.; **Base Atk** +7; **CMB** +15 (+19 grapple)

Melee 2 claws +13 (1d6+7 plus grab) and bite +13 (1d8+7)

Atk Options grab

Grab (Ex) If it hits a Medium or smaller target with its bite, the bear can try to grapple as a free action without provoking attacks of opportunity.

Abilities Str 25, Dex 13, Con 21, Int 2, Wis 12, Cha 10

Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills as above



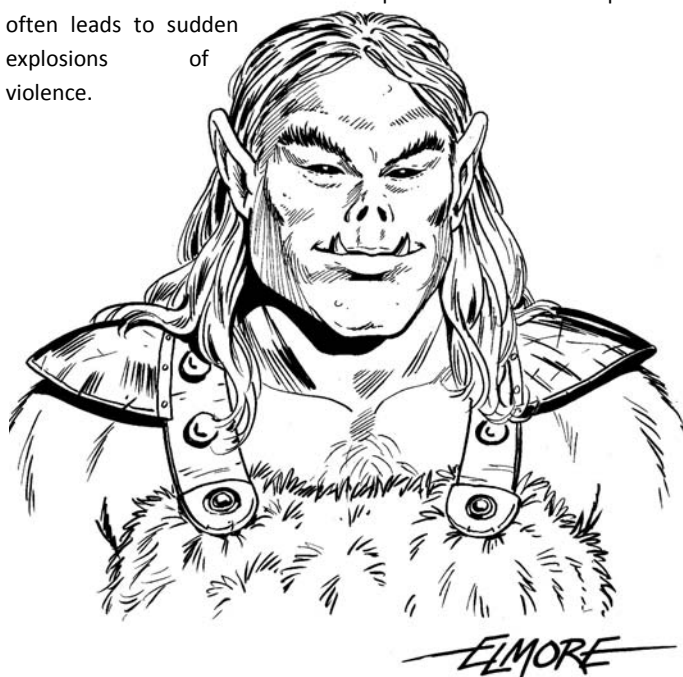
VALTO URONEN

A young stray, grieving for his foster father, who seeks solace in booze and brawling.

Background: Valto is the bastard son of a woman who was raped by orc bandits who then slew her husband and ate her baby. Unhinged and ostracised by her community, the poor woman died giving birth to her over-sized child. Superstitious villagers were about to drown the infant when Old Abbott (or Abbo as he was known) came to his rescue. He named the boy Valto and gave him the surname Uronen which means “stone-heart” in Orc. Already in his seventies, Abbo raised the orphan as his own, teaching him mastery of “the way” – the pursuit of physical and spiritual enlightenment.

Valto adored his foster father and it tore his soul to see the old man becoming increasingly frail. One morning, early in his fifteenth year, he woke to find Abbo had died in his sleep. Valto was so stunned that he just sat there all day – simply not knowing what to do. Eventually he gathered his wits and built Abbo a huge funeral pyre to light his soul’s path to heaven. In the months since, Valto has degenerated into a drunken nuisance. Gravitating increasingly towards his birth village, he has taken to heavy drinking in the village’s only tavern – The Angry Cow – to mask the pain of his loss.

Personality: Valto is not good with people because he has never lived among them. He feels particularly awkward in the presence of women and attempts to overcome this by being over-bearing and aggressive. Valto’s evil nature is rooted in his inability to reconcile his loss and the fact that his life is directionless. He cannot handle his liquor and his short temper often leads to sudden explosions of violence.



Mannerisms: Valto’s personal hygiene is awful; his stench is the thing people remember most about him. His manners are non-existent. When drunk he is prone to loud, tuneless singing.

Distinguishing Features: Valto has an imposing figure – fully six foot six inches tall and powerfully-built.

Hooks: Valto is normally found drowning his sorrows in The Angry Cow, where he turns almost any encounter into a brawl. However, his soul is not beyond saving and his character provides interesting roleplaying opportunities.

VALTO URONEN

CR 4 (XP 1,200)

Male half-orc monk 2/fighter (brawler) 3

LE Medium humanoid (human, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +6

Speed 30 ft.; **ACP** 0; **Acrobatics** +9, **Escape Artist** +7

AC 14, touch 14, flat-footed 14; **CMD** 20 (+21 vs. bull rush, drag, and reposition, +22 vs. grappling)
(+2 Dex, +2 Wis)

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

hp 38 (6 HD); orc ferocity

Orc Ferocity Once per day, when brought below 0 hit points, Valto 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** +5; **CMB** +8 (+9 bull rush, drag, and reposition, +10 grappling)

Melee unarmed strike (Power Attack [-2/+4], flurry of blows [+9/+9]) +10 (1d6+7)

Atk Options Combat Reflexes, Crane Style, Crane Wing, Improved Grapple, Stunning Fist (2/day, DC 13)

Crane Style (feat) Valto takes only a –2 penalty on attack rolls for fighting defensively. While using this style and fighting defensively or using the total defence action, he gains an additional +1 dodge bonus to his AC (for a total of –2 attack, +4 AC when fighting defensively).

Crane Wing (feat) Once per round while using Crane Style, with at least one hand free and fighting defensively or using total defence, Valto can deflect one melee weapon attack that would normally hit him. He expends no action to deflect the attack, but he must be aware of it and not flat-footed. A deflected attack deals no damage.

Combat Gear *potion of barkskin, potion of bear’s endurance, potion of bull’s strength, potion of cat’s grace, potion of divine favour* (+3; CL 9), *potion of owl’s wisdom*

Abilities Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8

SQ bravery (+1), close control (brawler ability), close combatant

Feats Combat Reflexes, Crane Wing, Crane Style, Improved Grapple, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills as above plus Intimidate +6

Languages Common, Orc

Gear as above plus as GM determined

EBREL VOSPER

A chieftain's daughter, she has risen to become all-powerful among her tribe and is slowly converting them to the worship of her demonic patron.

Background: First-born of the chieftain of the small Golden Wings tribe, Ebrel was a cruel and vindictive child. Her small-mindedness and petty ways, coupled with her potential as a leader, eventually attracted the attention of the demon lord Pazuzu who took an interest in the wicked young woman. While out hunting, Ebrel stumbled upon the ruins of an ancient shrine and found herself strangely compelled to explore the crumbling building. Deep within the ruin's gloom, an aspect of Pazuzu possessed young Ebrel – merging itself with her existing well of hatred and bitterness. The creature that emerged wore Ebrel's devilish grin but was now infinitely more dangerous and depraved. Within weeks, she poisoned her younger brother, smothered her father in his sleep and became ruler of her tribe.

EBREL VOSPER

CR 4 (XP 1,200)

Female human cleric 5

CE Medium humanoid (human)

Init -1; **Senses** Perception +4, Sense Motive +12

Speed 20 ft., base speed 30 ft.; **ACP** -4; Acrobatics -5 (-9 jumping)

AC 18, touch 9, flat-footed 18; **CMD** 13

(-1 Dex, +7 armour [+1 *breastplate*], +2 shield [mwk heavy steel])

Fort +4, **Ref** +0, **Will** +8

hp 36 (5 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee mwk flail +4 (1d8+1)

Atk Options, destructive smite (7/day; +2 damage), touch of evil (7/day; +4 melee touch, sickened [2 rounds])

Special Actions channel negative energy 4/day (DC 13, 3d6; Channel Smite, Selective Turning [1]),

Cleric Spells Prepared (CL 5th; concentration +9, Destruction, Evil; spontaneous casting [*inflict spells*])

3rd—*prayer, protection from energy, rage*^D

2nd—*bull's strength, cure moderate wounds, hold person* (DC 16), *shatter*^D (DC 16)

1st—*bleed, cure light wounds, magic weapon, protection from good, true strike*^D

0—*bleed* (DC 13), *detect magic, guidance, light*

Combat Gear *potion of cat's grace, scroll of cure moderate wounds, scroll of silence*

Abilities Str 12, Dex 8, Con 10, Int 14, Wis 17, Cha 13

Feats Channel Smite, Selective Turning, Toughness^B, Martial Weapon Proficiency (flail)

Skills as above plus Diplomacy +9, Knowledge (planes) +10, Knowledge (religion) +10, Spellcraft +10

Languages Abyssal, Common, Goblin

Gear as above plus silver holy symbol, spell component pouch, 36 gp, 57 sp

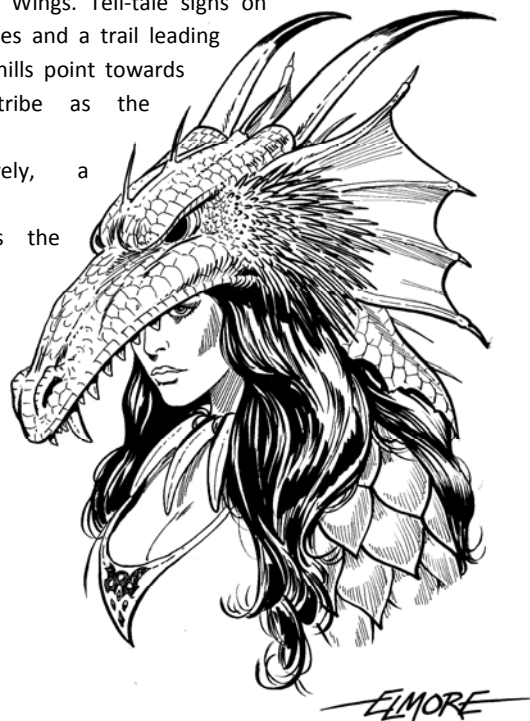
The Golden Wings were so named because they claimed a region wherein a young gold dragon was sometimes seen. Ebrel decided that the dragon's existence was an affront to her winged lord and began searching for its lair. Eventually, she located the dragon's cave and, after a brutal struggle in which four of her warriors died, overcame the proud creature. Ebrel herself struck the mortal wound before drinking deep of the dragon's blood in order to "consume her enemy's strength." She decreed from that moment, the tribe to be The Dark Wings and took the dragon's severed head as a mark of her authority. Ebrel's subjects live in fear of her; a handful who spoke against her have mysteriously vanished and none now dare challenge her. Ebrel rules the tribe with an iron fist through a score of devoted warriors. All have sworn allegiance to Pazuzu and she now slowly corrupts the remaining folk, soul by precious soul.

Personality: Very little of Ebrel's own personality remains – except the cruelty which shaped her early years. She is now driven solely by the desire to expand her demonic lord's domain.

Mannerisms: Ebrel is extremely haughty and condescending. She considers herself superior to all others and treats them with contempt. She has begun to refer to herself in the third person as the aspect of Pazuzu asserts its control over her.

Distinguishing Features: Ebrel is devastatingly beautiful. She wears the severed head of the nameless gold dragon as a mark of her authority.

Hooks: PCs may discover Ebrel's handiwork when they stumble upon a small homestead burned out and ransacked by The Dark Wings. Tell-tale signs on the corpses and a trail leading into the hills point towards Ebrel's tribe as the culprits. Alternatively, a warband ambushes the PCs.



VILLAINOUS ADVENTURING PARTIES

As well as using the villains herein as singular foes a GM can use the stat blocks (and NPC bios if he desires) to create rival or enemy groups of adventurers for his PCs. If a GM uses the villains in this fashion, he may need to modify individual villains – particularly their alignments and goals – so the group makes sense. Such a group of fell foes, however, could become the focus of an entire campaign, or could simply serve as a rival, black-hearted band of adventurers.

These notes, present several sample groups:

EL 6 (XP 2,400): HELL'S SEDUCERS

Lovers, Ebrel and Voniati work well to seduce and murder any who take their fancy – normally wealthy, naive and drunk tavern patrons. One seduces the target, attempting to get him or her alone. If successful, they murder their mark and loot the body. A trail of such dead unfortunates litter their trail.

- **Ebrel Vosper:** CE female human cleric 5
- **Voniati Iasan:** NE male half-elf fighter 3/rogue 2

EL 8 (XP 4,800): THE BLACK BLADES

In search of ancient treasures and objects of ancient battle magic, the Black Blades can be encountered in almost any adventuring locale. They can serve as rivals to the PCs – exploring the same ruins or dungeons – or can lurk near to such locales ready to ambush weakened parties as they emerge with their loot.

- **Aragan Doldal:** CE male dwarf fighter 3/barbarian 2
- **Ebrel Vosper:** CE female human cleric 5
- **Raine Karonen:** CE male human barbarian 5
- **Voniati Iasan:** NE male half-elf fighter 3/rogue 2

EL 8 (XP 4,800): NATURE'S CHAMPIONS

Lurking in lonely villages and on forsaken roads, this pair of black-hearted villains pose as guides ready and able to lead their employers deep into the wilderness in search of loot and fame. Such expeditions rarely go well; the pair often murder their charges in the dead of night or fall on them when they stagger back to camp laden down with loot.

The pair also believe that the persistent expansion of civilisation must be stopped. Thus, they slay any hunters, woodsmen, woodcutters and so on they encounter.

- **Lungen Rasur:** NE male halfling ranger 3/rogue (poisoner) 4
- **Rumaira Sheraee:** NE female elf druid 3/sorcerer (emphyreal celestial) 4

EL 8 (XP 4,800): THE JADE WYVERNS

Taking as their banner a black wyvern, this trio of degenerates delight in using poison to slay their enemies. Led by Thadrim, they lurk along lonely roads, waiting to waylay travellers where there is no real possibility of aid.

The Jade Wyvern can also be found lurking in a city's slums, working for the local thieves' guild or other unscrupulous organisation as muscle or enforcers. Infamous throughout the kingdom, the Jade Wyverns are actively hunted by several adventuring bands that have suffered at the group's hands. Occasionally, they hire themselves out to naive or desperate merchants as mercenary guards; such arrangements rarely end well for the employer.

- **Aragan Doldal:** CE male dwarf fighter 3/barbarian 2
- **Lungen Rasur:** NE male halfling ranger 3/rogue (poisoner) 4
- **Thadrim Nytriluath:** NE male half-elf wizard (illusionist) 5

EL 10 (XP 9,600): PAZUZU'S SERVANTS

This large band is dedicated to the demon Pazuzu. Led by Ebrel Vosper, they stalk the land searching for suitable sacrifices for their dark lord. Ebrel demands that such victims be horribly sacrificed to appease Pazuzu and her companions are only too happy to oblige.

Recently, the band has taken to tracking down good-aligned clerics and paladins and the PCs may become involved with them when they investigate one such disappearance. Indeed, one of the PCs could even be targeted by the group.

- **Aragan Doldal:** CE male dwarf fighter 3/barbarian 2
- **Ebrel Vosper:** CE female human cleric 5
- **Lungen Rasur:** NE male halfling ranger 3/rogue (poisoner) 4
- **Raine Karonen:** CE male human barbarian 5
- **Rumaira Sheraee:** NE female elf druid 3/sorcerer (emphyreal celestial) 4
- **Thadrim Nytriluath:** NE male half-elf wizard (illusionist) 5

VILLAINS

A Pathfinder Roleplaying Game GM'S RESOURCE supplement by
Creighton Broadhurst and Martin Tideswell

Every hero needs an antihero, every defender of the light must have darkness to keep at bay and every pure-hearted paladin needs a vile, shadow-cloaked assassin to cut down. Villains presents seven malign foe to bedevil your PCs:

- Teraim Arasten (LE male dwarf fighter 8)
- Firhar Luedul (NE male half-elf wizard [diviner] 10)
- Eiluanna Maiasar (CE female elf fighter 10)
- Myghal Nankeris (LE male human monk 10)
- Digory Odgers (CE male human rogue 5/fighter 3)
- Perran Gongye (NE male human rogue 6/assassin 4)
- Cornes Soletar (NE male half-elf sorcerer [infernal] 12)

Each villain benefits from an extensive write-up including notes on their background, personality, mannerisms and distinguishing marks as well as a fully detailed stat block, plot hooks and suggested encounter groups making it easy to insert the villain into almost any campaign. Villains also includes a selection of minions including stalwart, black-hearted swordsmen; calculating, warrior monks; stealthy, amoral rogues and more!



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