Rite Publishing Presents

101 Npc Grudges



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101 Npc Grudges

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Dedication: To Ben McFarland— For his consummate design skill.

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Vengeance is always personal.

Sometimes a situation arises when a group or individual PCs wrongs an Npc for serious or imagined misdeeds and finds that attacking them is inappropriate to the situation. These are the times when a grudge might be more fitting.

But what should you do to them? You probably shouldn't just have them suffer the wrath of an onthe-fly monster or trap, so how about have them suffer from an NPC's grudge? In order to make the selection of such grudges easier, we present 101 Grudges!

Grudge Categories

We sorted grudges based on the environment of the NPC holding them. First we separated them by Urban, Rural, Frontier, Nautical, and Wilderness settings, and then further detailed those classifications where it was appropriate—considering the character's role, position, and status within the community or environment. You'll find a few of the characters given statistics and sprinkled throughout the text, giving you more than a name and a role, and better enabling you to involve the character in your story.

We combined the entries into an overview of what the character is capable of, and willing to do and inflict upon PCs. There are no hard and fast rules on grudges—but the best guideline is to put yourself in the Npc's place and consider what the party has done to them or perceived they have done. What was harmed? What was destroyed? What could have happened? What event was prevented? How important was all of this to the Npc and how will it impact the character's daily life? With those questions answered, you may find it very easy to select an accurate level of revenge.

Urban

Grudges provided by Urban contacts often deal with the costs of city living as well as a hinderance of social contacts and scarcity of trade goods; certainly, a grudge is an excellent way to introduce a potential lesser villian or minion, and the initial relationship provides the foundation for future development. Such grudges also offer an ideal method of providing an obstacle the PC must overcome to gain access to an exclusive prestige class or rare feat. The cosmopolitan environment brings the exotic and with grudges it puts it just out of reach. Penalties to skill checks provided by such boons should scale to the campaign's level-offering -2 at levels 1-4, -4 at levels 5-8, and -6 at levels 9-12. Beyond level 12, such should be potentially penalties combined, representing the willingness of people to band together when hindering such infamous characters.

City Guards

Beat Guard

Watchman Kendrick can see to it that taverns overcharge the PCs, and that only the worst quality of goods are sold to them. Characters suffer a penalty to Diplomacy checks for negotiating prices and gathering information because the watchman has made sure everyone knows the PCs hold his personal displeasure.

Watchman Kendrick passes on information to a number of local thieves he has arrested before. He tells them at which inn the PCs will be staying and he will also guarantee that the local city watch will be delayed in its response to any cry of alarm. If there is an investigation into such a crime, he will see to it that it goes in the wrong direction. He may even go so far as to inform a known enemy of the PCs' location.

Guard Officer

Sergeant Birne knows the local small-time fences and informs them he will not recognize the property of the PCs as stolen (this also includes objects they may be looking for). He knows the fences will pass this along to the thieves and pick-pockets of the community making the PCs prime targets for theft.

Sergeant Birne and his patrol (see the Pathfinder Roleplaying Game *GameMastery Guide*) accost the PCs with a needless inspection, search, and seizure of supposedly suspect items, with claims of investigating a crime. The guards fight to enforce their right to this search and seizure, but will not die for that right fleeing if any of them suffers more than 50% of his hp or if two members die outright.

Guard Captain

Captain Kivus informs the leaders of the local criminal gangs that he will release all gang members currently under arrest, provided all of the PCs are dead by a specific date.

The captain issues arrest warrants and has a bounty placed on the PCs' heads for the most heinous unsolved crime on his books. He arranges a host of witnesses and falsifies physical evidence using a family of doppelgangers he currently has incarcerated.

Captain Kivus the Stonewarden, Child of Atal of the line of Kavu CR6 $XP_{2,400}$

Stonewarden Paragon Gargyole 7 LN Medium humanoid **Init** +2; **Senses** darkvision 6oft., tremorsense 6oft.; Perception +14

Defense

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 natural armor) **hp** 64 (7d10+66)



Captain Kivus the Stonewarden, Child of Atal of the line of Kavu

Fort +9, Ref +5, Will +5;

Defensive Abilities stonewarden stubbornness DR 5/magic, **Resist** acid 11

Offense

Speed 30 ft. climb 30 ft. fly 40 ft. (average) **Melee** 2 claws +12 (1d6+4) and bite +12 (1d4+4) **Special Attacks** spew acid, frightful presence

Statistics

Str 18, **Dex** 14, **Con** 16, **Int** 13, **Wis** 8, **Cha** 12 **Base Atk** +7; **CMB** +12; **CMD** 24

Feats Ability Focus (spew acid), Flyby Attack^B, Skill Focus (Stealth) Throw Anything^B, Weapon Focus (Claw), Weapon Focus (bite)

Skills Fly +12, Intimidate +7, Knowledge (local) +8, Perception +14, Stealth +19, Survival +12

Languages Common, Terran, Giant

SQ freeze, glide down, hunting ground, long sleep, recognize gargoyle, stonetracker,

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** +2 *chain shirt*, *ring of resistance* +1, 35 gp

Freeze (Ex): Kivus can hold himself so still it appears to be a statue. When Kivus uses freeze he can take 20 on his Stealth check to hide in plain sight as a stone statue.

Frightful Presence (Su): Kivus's appearance resonates deeply with most creatures. This ability takes effect automatically when he surprises opponents. Opponents within 30 ft. who witness the action are inflicted with the Shaken condition for 5d6 rounds. This ability affects only opponents with fewer than 7 Hit Dice. An affected opponent can resist the effects with a successful Will save (DC 14). An opponent that succeeds on the saving throw is immune to Kivus's frightful presence for 24 hours. This ability is a mind-affecting fear effect. The save DC is Chrisma based.

Glide Down (Ex): Kivus takes damage when leaping or falling as if the distance of the fall were 40 feet shorter than it actually was.

Hunting Ground (Ex): Kivus gains a +4 bonus on Stealth, Perception, Knowledge (geography), and Survival checks when in the city. This has been included in the above statblock

Long Sleep (Su): Kivus does not age while sleeping. He can sleep for long periods of time—months, years, or even centuries. Kivus is able to determine the conditions under which he wakes from this sleep, such as being called by name or when threatened. During this sleep, he appears to be a stone statue (see *Freeze* above).

Kivus does not need to sleep regularly, but many choose to do so to avoid aging more rapidly. Kivus is not immune to *sleep* effects.

Recognize Gargoyle (Ex): Kivus gains a +4 on his perception checks to detect a gargoyle using the freeze ability to resemble a statue.

Spew Acid (Ex): Kivus can spew acid in a 80 ft. line dealing 3d6 points of damage. This attack is a standard action. Targets are allowed a Reflex save for half damage (DC 18). Kivus can use this attack once every 1d4 rounds 7 times per day. The Save DC is Constitution based

Stonesleep (Sp): Once per day, Kivus can cast a *statue* spell on himself or another gargoyle, with a duration of 8 hours. If the gargoyle remains in statue form for a full 8 hours the gargoyle gains the benefits of a *cure light wounds* spell (CL 7).

Stonetracker (Su): By touching a stony surface such as a gravel covered city street or mountain path, you can sense who has passed by. You gain a +4 bonus to your Survival and Perception checks in any stony territory when in contact with the ground. Your survival checks ignore penalties due to hardness. This bonus stacks with any bonuses for being in your hunting ground.

Stonewarden Stubbornness (Ex): Kivus gains a +2 racial bonus on saving throws to resist *enchantment* spells but, when affected, suffer the effects of the enchantment for double the normal duration. Kivus must roll a save to resist enchantment spells that are harmless or beneficial such as *heroism* and *rage* regardless of their intentions.

City Officials

Bureaucrat

Nigat reports any attempt at bribes and denies all attempts to get permits, maps, building plans, or a license, even after ridiculous amounts of waiting time, all the while charging an inflated filing fee. Even if coerced into providing these, he always issues an outdated or soon-to-expire permit or license, and the maps and building plans are either inaccurate or out of date. He might also make a hidden mistake so that any other official will believe the item is a forgery.

Nigat will inform the PCs' foes about all their inquiries, and let the owners of buildings or those who have legal rights to the locations the PCs wish to find maps of, about potential trespassers. Finally, he will seek out any and all regulations the PCs, their friends, their families, their business associates, and even people who owe them money are in violation of and see to it that they are fined or jailed for these violations via the proper channels.

Judge/Magistrate

Magistrate Urselak finds them guilty of any crime of which the PCs are accused, and issues the maximum penalty allowable by the law. By uses of his influence on consul, he sees they are charged with serious crimes and that they are prosecuted with great vehemence and receive the worst representation in their defense (or sometimes no defense).

The magistrate uses his knowledge about the bad habits and dirty secrets kept by members of the upper echelons of society after working many years considering the cases brought before him by aggrieved parties and diligent watchmen. His influence reaches so far that they lose a great number of social contacts, damaging their reputations and careers (suffering a penalty to Diplomacy checks), being seen as having degenerated into a lawless band of brigands and/or pirates. He can also make sure that the PCs don't have a single ally within the city, as people fear him more than they fear the PCs. They suffer a penalty to Intimidate while within his jurisdiction.

Upper or Ruling Class

Politicians or Consuls

A member of the leadership and ruling class, the Patrician Allidarus offers to advocate on behalf of the party in some matter, adding his substantial clout and reputation. However, he sabotages them providing a penalty to Diplomacy, Intimidate, or Knowledge checks, possibly offering inaccurate advice and seeing that some damning evidence is hidden from them, or worse, manufactured against them through his network of well-connected associates. He will also see to it that the PCs are denied memberships or have membership revoked in any elite social clubs, prestige classes, or guilds. Patrician Allidarus becomes the sponsoring patron of a collection of the PCs' foes providing them with resources or items worth up to 2,500 gp—such as a wand, a magic weapon, a minor miscellaneous magical item, or even a champion, rare-breed horse with gear and tack. He may actually be the person responsible for gathering a motley crew of villains who would not normally work together.

Priesthood

Father Demarri denies access to healing, dispelling and restorative magic or offers them at outrageously inflated prices. His fellow clerics and other divine servants, such as paladins, also ostracize them and may even attack the party for any potential violations of their moral code.

PCs with less law-abiding tendencies or those in more totalitarian regimes find the priest is willing to provide hidden sanctuary and support, allowing them to evade capture and recuperate after difficult or failed encounters, but in truth he informs on them to the authorities and makes sure the authorities can apprehend them when they are drugged or asleep.

Military Leader

Knight-Captain Hronagar takes a group of volunteer soldiers with him to harass and skirmish with the PCs for up to three days using hit-and-run tactics. These troops fight hard, but are not willing to die in combat seeking only to hinder the PCs.

Where combat assaults are impractical, Hronagar offers maps and scout reports to the PCs' foes granting a bonus to Stealth for these enemies when they wish to set up ambushes. It also allows them to reach areas ahead of the PCs due to the reduced travel times. In areas with humanoid tribes or intelligent monsters, he can hire them as mercenaries with promises of military alliance, sending them to kill, maim, or capture the PCs.

Upper and Merchant Class

Adventurers

Rival adventurers are a strange lot, and their grudges are equally eclectic. They can deny access to new exotic spells they have discovered or entry into a prestige class, they may even assault individual members separated from their group. The worst case is them arriving on the scene at full power after the PCs are weakened by a desperate climactic battle, come to take the spoils from the PCs.

Members of rival adventuring groups are always in the market for magical items. And they may find it easier to simply take what they want from PCs letting them do the dangerous work of delving a dungeon. Their diverse backgrounds and activities mean the possibility of being assaulted by rare alchemical items

or spells backed by empowering spell components, unusual creatures serving as cohorts, and other unique magic and/or strange devices. Even if the PCs win out, other adventuring groups or dangerous monsters may want what this rival group stole from them.

Ancestral Power

Patriarch of the Deimos family, Invincible Fox makes sure the adventurers are denied access to specific trade goods and political contacts. Master craftsmen say they are too busy and point them to scam artists, esoteric sages fail to find the answers they seek or provide the PCs with false answers, and political contacts cut all ties with the PCs saying they cannot afford to anger the patriarch, some may even betray the PCs to seek his favor. Deimos Invicible Fox can make sure there are always obstacles in the way of negotiations or transactions, making sure the PCs are denied or overcharged for mundane items and denied access to magical items. And he always causes a significant penalty to Diplomacy within his territorial boundaries as everyone has heard him voice his displeasure with the PCs.

The patriarch can gather a private group of loyal family agents. There is a potent spellcasting cousin; his niece is a seasoned warrior, his younger brother a veteran tactician, and his daughter serves as a professional spymaster in the local government. This network of elites is united by the filial bonds of blood and can be trusted to act as their patriarch directs, potentially becoming the PCs' rivals, enemies, or perhaps their darker reflection.

Deimos Invincible Fox CR9

XP 6,400

wyrd sorcerer 3/paragon wyrd 7 LN Large humanoid **Init** -2; **Senses** darkvision 60 ft. low-light vision; Perception +1

Defense

AC 8, touch 8, flat-footed 8 (-2 Dex, -1 Size) hp 55 (6 HD; 3d6+7d6+20) Fort +5, Ref +1, Will +9; SR 25

Offense

Speed 30 ft. Melee dagger +6 (1d4+3/19–20) Ranged dagger +1 (1d4+3/19–20) Space 10 ft.; Reach 10 ft. Spell-Like Abilities (CL 10th; concentration +12) 1/day-charm monster (DC 20) 8/day-laughing touch Sorcerer Spells Known (CL 10th; concentration +12) 5th (3/day)-dominate person (DC 25) 4th (6/day)-charm monster (DC 22), dimension door, improved invisibility,



Deimos Invincible Fox

3rd (7/day)— tongues , *seek thoughts**(DC 19), *suggestion* (DC21)

2nd (7/day)—*eagle's splendor*, hideous laughter (DC 22), invisibility, *utter failure*^{**} (DC 22)

1st (8/day)—charm person (DC 19), entangle (DC 17), expeditious retreat, memory lapse*(DC 19), sleep (DC 19)

o (at will)—detect magic, detect poison, flare (DC 16), light, mage hand, mending, message, read magic, resistance **Bloodline** fey

*Advanced Player's Guide **See Below

Statistics

Str 17, **Dex** 6, **Con** 14, **Int** 16, **Wis** 12, **Cha** 23 **Base Atk** +4; **CMB** +8; **CMD** 16

Feats Greater Spell Focus (enchantment) Quicken Spell, Silent Spell, Spell Focus (enchantment), Still Spell

Skills Acrobatics +41, Bluff +19, Intimidate +19, Use Magic Device +19 **Racial** +30 Acrobatics

Languages Common, Draconic, Giant, Elven, Gnome, Sylvan

SQ bloodline arcana, wyrd magic, woodland stride

Combat Gear smokesticks (2); thunderstones (2); **Other Gear:** *headband of alluring charisma* (+2)

Special Abilities

Wyrd Magic: Wyrd receive a +2 racial bonus on caster level checks made to overcome spell resistance and on dispel checks.

Utter Failure

School: Enchantment (Compulsion) [Mind-Affecting]; Level: Sor/Wiz 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Living creature touched Duration:10 min./level or until discharged Saving Throw: Will negates; Spell Resistance: Yes

Your touch fills a target creature with melancholy feelings of inferiority, taking a -20 morale penalty on its next attack roll. Additionally, the target automatically misses if its next attack is against a target with concealment or total concealment. The spell discharges immediately after either effect.

Guild Leaders

A Guildmaster or Guild Mistress can see to it the PCs are denied access, suffer from inflated prices or are issued substandard work created by the guild's members. Beyond this, the guild's community can provide services and benefits to the PCs' rivals and foes which vary in scope based on the sort of guild. Barristers might refuse to provide legal defense for characters and they might represent the foes in criminal as well as civil matters such as suing the PCs for damages and other grievances. Teamsters might know of places to hide the PCs' foes, like warehouses or cellars owned by sympathetic members, or they might offer to hide the PCs there and then betray them. Smiths might refuse to trade for treasure salvaged from monster hoards or inflate prices on masterwork items, then pass on the information about the treasure they have to the PCs' enemies.

Guild Leaders, especially craftsmen and sages, can start a campaign of disinformation and sabotage against the PCs, using their influence and relationships with other guilds. If there is a particular item they want or piece of information they seek, their disinformation campaign may lead them into a den of great peril instead of meeting with an important contact. They may be tired and injured, returning from a foray into a local dungeon, when a part of a newly constructed building collapses on them. Moneylenders start calling in all the debts that the PCs', their friends, and their allies owe. Magical items they have purchased are discovered to be cursed once they are deep within a particular ruin or dungeon. They actively assist the PCs' enemies with inexpensive labor.

Scion of Power

The third son of a standing consul, Markos has deep pockets, a deep-seated pride and a petty nature that easily leads him to seek vengeance on a group of adventurers. Depending on the demeanor of the young man, the party might find themselves removed from the guest list at parties and high society gatherings they have received invitations to; this happens to friends and patrons as well, denying the PCs access to the rich and powerful.

Markos' social circles are more akin to sharks orbiting a sinking vessel, but they are still sharks he can manipulate to do his bidding. Using his family name and reputation, Markos can arrange for the PCs' enemies to be seen in the most positive public light, especially through the large number of bards and artists to whom he serves as a patron. The end result of this is that the PCs are always cast as the villains in the public eye.

Trade Faction

Ghimini Khephris offers the group a luxurious stay at one of the faction's trade houses along the route, or even free, fast transport as honored guests aboard his swiftest boat, airship, or courier mounts. In reality, these are all set ups to an ambush by brigands or pirates that he usually pays to attack his rivals. The brigands are told of the residents' secret passage so that even barricaded inside they will be taken unaware, while the pirates can fly a flag of a sister ship, and know the best place to lay in wait along the ship's route.

Master Khephris has relatively excessive monetary resources and connections. His aides can provide immediate access to mundane or magical items or services for the PCs' foes, including returning them from the dead, or arranging for a prison break. This leads Khephris to consider the PCs' foes' assets in his vast web of influence.

Upper Class and Merchants

Sage, Hedge Magician or Arcanist

As a learned scholar and (occasional?) practitioner of arcane magic, Etienne provides disinformation on topics the characters might not know, or not know very well. He can blend these lies with the truth and hopefully send them into great peril; he can claim ignorance of the truth or provide false documents to back up his claims, using his magic to make his lies appear truthful.

Etienne can cast a beneficial spell or craft what appears to be a beneficial spell but later, when a preset condition is reached (as per *magic mouth*), this beneficial spell or scroll transforms into a curse of the same spell level. He is likely again to claim ignorance. He can also provide beneficial spells to the PCs' foes.

Middle or Craftsman Class

Caravan Leader

The leader of a train of craftsmen, or a collection of farmer's carts, or a long line of reinforced wagons bringing a trade faction's goods to the market, Bronn offers the group the opportunity to travel and camp with the caravan as guards. He assigns them the most dangerous and uncomfortable shifts, and assigns them with perilous scouting missions as trailblazers for the caravan.

Having extensively traveled the region, Bronn knows the majority of brigands and monsters along the route. He will send them a message about where the PCs are going to be on duty and when the PCs are at their most vulnerable. He helps set up ambush points and informs the brigand and monsters about the PCs' group composition and abilities.

Craftsman or Professional (Artisans)

Master Panwig was generous and grateful, but now, feeling wronged, he raises all his prices when dealing with the PCs, their families, their friends and even their acquaintances. He offers masterwork items or services for extended loan (or retainer) or reduced sale to their rivals and enemies. He makes sure his Guildmaster and wealthy clients shun the PCs by disparaging the PCs' reputations, should a larger guild structure exist within the community.

Master Panwig's hatred grows to such a level that he mystically invests his work with his wrath (or perhaps fey friendly to him, or unseelie fey drawn to such malice, see to their enchantment). Statues become golems, mundane objects animate, weapons and armor become magical and sentient, all of them seeking vengeance upon the PCs.

Guild member

Rolando uses his professional contacts and peer network to make sure aristocrats or important civil or religious bureaucrats shun and reject the PCs. The lack of these contacts make infiltrating locations, finding specific texts, gaining access to specific items, or gaining guild allies extremely arduous.

A consummate businessman, Rolando makes sure the PCs are overcharged or denied access to goods and services, especially rare goods. If the PCs have any long-term investments or property, he will succeed in ruining them, even going so far as to lose money himself to see that this happens.

Military Officer

Leftenant Magerus uses his connections within the standing army to requisition (confiscate) the PCs' military-grade mounts, weapons, or equipment, forcing the PCs to assault the army and ruin their reputations. His also sees to it that the PCs' foes and rivals receive military training, giving them access to exotic feats and rare languages, or teaching their foes unusual spells at no-cost.

The leftenant frames them with a forged permit of access to restricted areas, making sure enemy personnel are aware of the PCs' location and their intended destination guaranteeing an ambush by skirmishers. He also has his subordinates provide disinformation to the PCs about enemy personnel and hazards in the area. He also sets about conscripting the PCs, their friends and their family members into service, under his command if possible.

Lower Class

Beggars

Nolan sometimes aids the local thieves' crew, helping them elude the law using the forgotten ways and places. If angered he can easily make sure the thieves' guild always knows where the PCs are and will inform on them to the law for every perceivably illicit act the PCs perform.

Nolan can organize the beggars as an "invisible tribe" of spies and assassins by painting the party as a threat to the beggar's guild as a whole. The beggars often have little or nothing to live for and serve as extremely zealous suicide troops. This becomes especially dangerous if they offer their services to one of the PCs' rivals or foes.

Criminals

A good thief like Pfanganak, has a great deal of influence within the overall network of thief crews and guilds; PCs will be denied services or outrageously overcharged by fences, smugglers, informants, prisoners, low-class taverns, and other goods and services associated with thief crews.

Pfanganak the cutpurse is somewhat reprehensible, but he can actually manipulate those high above his station by using the blackmail material he has uncovered in his thefts. The PCs quickly find themselves not just the target of thief crews but other upper class individuals—such as an Ancestral Power, Trade Faction, or Guild Leader. This blackmail provides the penalties of that NPC's grudge.

Laborer or Common Citizen

PCs take no notice of laborers and servants like Saraht; they serve as excellent spies that can easily get close to the PCs, monitor their activities and never come under scrutiny. They can also sabotage mundane equipment that PCs never pay attention to, especially those related to mounts, such as saddles. They could also plant some other upper class character's valuables in the characters' equipment and then inform on them to the local authorities.

As a commoner, Saraht helps make up the faceless masses in streets and taverns, and the ubiquity associated with such individuals has benefits, such as

the ability to hide foes in plain sight—incorporating them into work crews or labor pools, moving places within a mob or crowd of celebrating people. This might allow them to transport enemies across the city unnoticed or infiltrate places as part of the expected workforce.

Jower Class

Madman

Neba is slightly deranged, claiming his love is a frog washed down the storm drain by the PCs. He has rare moments of lucidity where he might act upon this insane rage. In those moments, he is clairvoyant, able to do what appear to be harmless things like rolling a copper coin across the street. These harmless acts have Rube-Goldberg-like effects causing bizarre chain reactions that cause apparent accidents to hinder, harm, and possibly even kill the PCs. For example: a horse steps on the rolled coin, which causes the horse to slip, the wagon the horse is pulling drags him back down the street slamming into a scaffold and construction crew. This collapses into a brewery and sends barrels of alcohol spilling into the PCs, and then hits the hearth and catches on fire, setting the whole of the lower floor ablaze.

Possibly once a bard, Neba is undoubtedly a trained and capable performer. He has firsthand knowledge of a forbidden play, which drives those who read or watch the material insane. He begins putting on free performances for the PCs, their friends, their families, and other acquaintances.

Military member

A member of the local garrison, Corporal Oghan can gather a few privates to harass, raid, or assault the PCs during their short trips to the area.

Later, Oghan might make a good henchman or follower for a villain with Leadership, adding a bit of military discipline and standard military tactics to a group of minions. He sets up well-coordinated ambushes, defensive constructions combined with his knowledge of the local geography.

Courtesan

Larisa can blackmail virtually any other NPC and inflict the penalties of any other grudge—if PCs can destroy this information or leverage, it establishes the future relationship with the target of the information.

The very private nature of Larisa's business means she can offer the PCs' enemies a safe haven from casual pursuit or create a very compromising distraction to the PCs or set them up for a robbery or other type of ambush.

Rural Officials

Provincial Governor

His Excellency, Dobehk Stobensen, will seek to confiscate dangerous items discovered by the PCs found in or near the ruins within his province. He can also contact intelligent monsters or brigands in his region, making them aware of the PCs' known location and plans.

The Stobensen family has wide connections and deep roots, and a report of malfeasance from Dobehk as the Provincial Governor can inflict any Urban, Upper/Merchant Class, or Middle Class grudge in another city or province.

Provincial Sheriff

A grizzled and taciturn man, Tergaram excels as the sheriff and can conscript PCs as deputies as part of a posse. He can also gather up a small group of local retired adventurers to hunt down the PCs for any misdeeds they perform in his territory, holding them in vile conditions until a magistrate arrives.

With his broad experience in the area, Tergaram can direct PCs toward local hazards, dangerous local residents, known monster lairs, or hunting grounds, all the while acting as if he is directing the PCs on a safe route.

Temple Priest

As a small town cleric, Theodin can frighten the local congregation into shunning the PCs, so that they cannot buy goods, supplies, mounts, food, drink, or even basic shelter. This also allows him to apply the penalty of any lower class NPC grudge.

The spiritual leader can send a letter of malfeasance to his superiors, who inflict any Urban, Upper/Merchant Class, Middle Class, and Lower Class grudge in his religion's area of influence.

Toll Collectors

A self-important functionary, Johannes demands identification papers and an exorbitant toll before he will allow anyone to use a bridge, a tunnel, or city gate. Nominally in charge of a small garrison, Johannes can back up his demands with a bluff of force, and the potential for the entire city to be offended by forcing one's way past him.

Johannes's position as an effective gatekeeper means he knows a great deal about the traffic coming and going through the area. He can provide the PCs' foes with information about their passing, if motivated to do so. He might even pass details to the local intelligent monsters, passing along information about their equipment and composition of the group.

Jocals

Craftsmen

An independent local tradesman, or immigrant, Julian offers the PCs masterwork items at reduced costs, or temporary loan. These items, however, are flawed by design and due to his consummate skill they will only break under just the right amount of combat stress, rather than during a training exercise. This is done so as to make quick sales, or returning customer of those who do not know that he has done such a deed.

The heart of many neighborhood communities, small craftsmen like Julian can arrange for the PCs to be shunned or attacked by caravan leaders, guild members, walking guards, priesthood members, or possibly even criminals. This allows for one-time access to the possible grudges of one NPC, or another, and perhaps the opportunity to establish a more lasting vendetta.

Elder or Leader

Revered by the community, and trusted for his judgment, Nicola can rally a mob from the population rather quickly for any task, such as subverting their fortifications, burning down their residence or business, desecrating a PCs shrine, or sabotaging one of their constructions. He can do this with great subtly as he has the trust of ever member of the community, who will provide the PCs with false leads about what really happened, often blaming some supernatural effect or wandering monster.

Nicola can use his position to arrange hideouts for the PCs' foes, as well as arrange for the PCs' mounts to be rendered lame, stolen, or slaughtered while left in the care of the community. His esteem can inflict a penalty to a PC's Leadership score, and his extensive contacts means he inflicts a penalty to Diplomacy and Intimidate checks made in the region.

Farmers

Like his father, and his father's father before him, Eddren has farmed this area and tended to the land since he was a boy. His knowledge of the region is expansive, so that he can provide supplies that will spoil within a few days, handle ferry mounts so that they will pull up lame half way to a destination. He can also inform the PCs of potential safe havens that are actually waypoints for rough sorts and potential foes.

A farmer's business is farming, not cutting stone or losing what livestock he has. Given these concerns, it's not surprising that Eddren often misleads PCs away from destinations that he uses. Such as local ruins, which are a good source of dressed stone for walls and buildings. Or the caves that are good to hide in or to use for cold storage, and send them right into a local monsters lair, as he knows to keeps his rare commodity away from such a place.

Ranchers

A middle-class merchant, or relatively wealthy landowner, Ramjesh has a small mercenary force that usually protects his livestock and property, yet they can easily be sent out to harass or hinder the PCs at his leisure. With his financial means he can hire professional bounty hunters or thief takers based on real, or trumped up, accusations against the PCs.

By virtue of regular transhumance with his herds, Ramjesh or his men know uncommon routes through the area, allowing them to cut off or get ahead of the PCs when they travel overland through the region. They also know what monsters lair are in which regions and can bribe them with livestock into attacking the PCs.

Travelers

Government messenger

A sanctioned and qualified messenger for the local authorities, Uriah can arrange, in a short period of time, for disparaging reports about the PCs to be dispatched ahead of them via horse relays. He can conscript their personal mounts for government service or make sure they are denied a place to stay, as the rooms are reserved for couriers.

As a courier for the government, Uriah can make use of local lords, hazards or monsters, springs and quality inns, even shortcuts or hiding places—All of these resources he can provide to the PCs foes. He is completely willing to deliver messages that would harm the PCs, so long as the destination does not put him in danger.

Military patrol

Part of the local garrison, Sergeant Dragomir can mobilize his small group of friends, or his unit, to harass, hinder, or even assault the PCs.

Dragomir can also provide disinformation to the PCs about enemy camps on potential trips across occupied territory, such as guard duty schedules and locations. Based on his experiences with the PC, he might provide disparaging reports to officers, noncommissioned leaders, or even simple troops. If they are not treated extremely well these men and woman will begin to bear grudges against the PCs, as well, because on the reports.

Pilgrim

Dhulsa leads a peaceful cult seeking to spread across the land. She will seek to constantly disparage the adventurers and paint them as nothing more than pirates, raiders, and brigands. Often she will charge PCs with desecrating the dead, stirring up the war-like nature of other humanoid tribes, or leaving wounded monsters to prowl about the lands. She can inflict the PCs with any grudge from any other NPC, if they are one of her follows.



Sergeant Dragomir

A popular and respected member of the Temple community, Dhulsa can arrange for the PCs to be barred from entering any temple, seek to deny them from receiving any temple services, and cause questions to be raised against the PCs, such as if they should be excommunicated from their churches.

Residents

Simple travelers en route to a local fair, funeral, or wedding, these common folk see to it the PCs are barred from attending or partaking in meals or activities. They also bar the way of other attendees who are friendly with the PCS, expanding the characters' infamous reputations with stories of biased, and sometimes false, stories of their activities.

Often, isolated rural residents make sure you find yourself unwelcome in every local tavern, inn and temple or that, at least, you find the prices outrageous.

Trade caravan

Master Demetri states that the thing the PCs are looking for most is broken, yet he claims that he can point them toward a tradesman who will have one on hand and that it is of the highest quality. Unfortunately for the PCs, during his time on the road Demetri has learned that this man is a thief and a liar who will seek to swindle the PCs, though his tradecraft is beyond repute.

Over the course of his travels, Demetri is exposed to a great deal of information. He knows exactly how to provide the right amount truth, coupled with disinformation, regarding places and people outside the immediate area. This can lead to flawed encounters regarding any ruins, monsters, or brigands in the area, as one vital detail about their location, abilities, or weakness is always wrong.

Frontier

Explorers

Rough and capable, Kincaid often heads into the unknown with a motley group and returns to tell the tale. He tries to provide the PCs with false directions to a location and fails to mention natural or supernatural threats and hazards, potential and existing shelters, as well as any passes or shortcuts and their current condition. Yet he will provide correct information to the PCs foes.

Kincaid is capable of gathering a rival adventuring company to undertake a single mission against the PCs as gratitude by these rivals for some past work as a guide. He may even have been an excellent mentor, cohort or instructor to the PCs rivals.

Merchants

Often arriving with little more than a smile and a heavily-laden, reinforced wagon, Radko can trade for exotic goods, luxuries, and weapons long before they might arrive in more cosmopolitan markets. His wideranging travels mean he can act as a resource for rare, unusual languages and often gives a purchasing discount to adventurers who buy from him on the road—saving him the trip cross country.

With trade contacts in such distant, fringe locations, Radko can deliver messages and act as an unassuming, trusted courier—one unlikely to be harassed by local populations. He can also bring news from those places, giving characters a chance to act on information before the rest of the world becomes aware of dangerous, diplomatically awkward or lucrative situations.

Nomads

Often renowned for their hospitality, nomadic tribes can provide directions or even guides to mystic sites, rumored monster lairs, or ancient ruins more often shunned by the common members of the group. They may know stories associated with how the ruins came to be, or why sacred sites are considered so providing bonuses to Knowledge (arcana), (history), or (religion) checks regarding their customs and region.

Harsh environments, untamed wilderness and unusual customs—such as headhunting, spiritcommuning, or animal-based fighting styles make the warrior elites of a nomadic tribe excellent escorts and capable instructors, potentially teaching characters survival techniques, specific tribal feats, or providing access to incantations, exotic weapons, unique spells and uncommon magical items.

Settlers

Homesteads and freeholds on the frontier are the realm of brave and ingenious individuals looking to forge a new life. Speaking for the rest of the community, Lakshmi can offer the characters shelter from storms and extreme temperatures, or a safe haven for mounts while exploring, perhaps even a place to rest and recover between forays against monsters or savage raiders.

Distant communities must be fairly self-reliant, often composed of an eclectic mix of individuals, and this can make them a repository of knowledge on a broad base of useful topics. The community can provide a bonus on any skill with half a day's notice. The people here have limited supplies but often build or find what they need. Craftsmen can provide all but the most exotic items, but may need twice the usual time to create them.

Nautical

Nautical grudges focus on piracy, resources, information, and transportation. The lack of specialists and materials found on the open seas is certainly a consideration, but nautical grudges should still have some focus on dangerous relationships. Out on the waves, the reach of the law is often no farther than one can swing a sword. It is close to being on another world entirely, and so an act of vengeance is sometimes beyond the pale of reason. Curses inflicted by such grudges should scale to the campaign's level. Beyond level 12, such penalties should be combined, representing coalitions of crews, captains, and officials joining together in unlikely rituals to see a curse laid upon infamous PCs.

Crewmembers

Ordinarily a group of rough and salty men, these sailors are willing to perform a number of unsavory activities against the characters. They could shanghai a PC, or see that their misplaced goods are sold on the black markets, force the PCs into engaging in pit fights, or arrange for them to be cheated at the local gambling houses.

Experienced at estimating the value of an item, and knowing the importance of such information a crewmember might pass along such information to pirates after he leaves a ship, along with the route the ship the PCs are on is taking.

Harbor Master

Naechor is a devotee of greed and efficiency, and works in a potentially rough docks district. Naechor sets up surprise official inspections, frames the PCs as smugglers, makes sure they are caught up in law enforcement raids or pirate ambushes. He can do so easily, since he operates in a position to observe the coming and going of vessels in the harbor.

As harbormaster, Naechor can charge outrageous docking fees, conceal information about who has arrived and from where, as well as confiscate, impound, or quarantine cargos entering city. He may even claim the PCs themselves are diseased and enforce quarantine upon the PCs. At an extreme he



may even make it possible for saboteurs to sink the PCs boat if it is docked in his harbor.

Navigator

Torsten offers the local pirates and privateers information about the intended route any ship the PCs might travel on, including his own.

Torsten will sometimes provide PCs with a map to a mythical island said to have buried treasure or lost civilizations. In truth, it is really the most treacherous isle he is aware of with dangerous unpredictable seas, weather and denizens upon the island.

Pirates

Pirate crews are notorious for their loyalties, pride and rivalries, and are more than happy to betray the PCs, often providing rivals with detailed information regarding the complements and armaments of the PCs' ships.

Savvy pirates will speak of the PCs wealth to dangerous pirate captains or claim that they are pirate hunters serving the crown, set to hang them all from the yardarm. They may arrange for the PCs drinks to be poisoned in a seaside tavern or for the local paid companionship to drug them so that they may later be sold into slavery.

A pirate may serve or bribe a much more powerful creature of the dark depths. These pirates often beseech their patrons to enact vengeance up on those who inflict ill treatment upon them.

Ship's Captain

A free captain of the trading cog, the *Golden Dream*, Henry is a rough man willing to provide rival groups

with information about the PCs and their port of call. He will transport the PCs rivals to destinations along his usual routes and reduced costs for passage beyond—if he can find a way to profit along the way he will offer them free passage.

As a merchant captain, Henry can bar the PCs access to trade factors, explorers, local leaders, merchants, possibly even pirates. The shipmaster knows all the safe havens for vessels and small groups, capable of providing shelter from weather or possibly concealment from pursuit and can guide such pursuit by the PCs foes to these places.

Wilderness

The grudges available from interactions in the wilderness revolve around skirmishes, via hidden routes, monsters' lairs and fantastic locations. These grudges rarely last for long, but are usually far more deadly. Grudges should scale to the campaign's level, like urban grudges, but are likely to only happen once. Beyond level 12, such grudges could be combined, but sparingly, representing the reluctance of different communities to join together even when dealing with infamous characters.

Awakened Creature

A sentient creature who walks amongst the wild beasts, Thuvial Brighteyes repays evil by guiding predators to the PCs, delaying travel by collapsing bridges, concealing faster routes, and removing potential supplies along likely paths.

As an awakened animal, Brighteyes maintains relationships with the other creatures of the region and can make the local fey as hostile to the PCs as she is. Thuvial's disparagement means the fey encounters for the PCs are always hostile ambushes.

Fae

The Eshu sees providing disinformation as an art, and often do so simply as a matter of course, and they have been doing it for centuries. They know exactly what information to leave out and what to include so as to make PCs believe its lies. Eshu might offer characters rare incantations that provides a benefit but inflicts a greater curse, reveal ancient ruins not yet explored from which the PCs cannot leave, or treasure troves untouched by thieves because they remove a character's fingers.

Eshu is a member of one of the Solstice King's noble court, and Eshu might undermine a PC's access to any other court by stating the PC is a member of the oppositional faction and simply grant them a token of friendship with guaranteed access to the opposition's magical gatherings, when in fact it is the wrong token. They also might make sure that local awakened animals and unquiet spirits opposed to such a faction are aware of the PCs supposed alliance.



Eshu the Deceiver

Eshu the Deceiver

CR 5 **XP 1.600 Trickster Phouca** CN Small fey (Chaotic)

Init +3; Senses low-light vision; Perception +11

Defense

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size,)**hp** 21 (6d6) **Fort** +2, **Ref** +9, **Will** +8 DR 5/cold iron Special Defense hide from the world, evasion

Offense

Speed 30 ft. (6 squares) **Melee** Claw +3 (1d4-1) Ranged shortbow +7 ranged (1d6) Space 5 ft.; Reach 5 ft. Special Attacks fascinating gaze, faraway sway, time manipulation, warp weapon, Spell-like Abilties 1/day haste, timestop, slow (DC 18)

Statistics

Str 8, Dex 16, Con 11, Int 13, Wis 15, Cha 21 Base Atk +3; CMB +13; CMD 25 Feats Dodge, Improved Lighting Reflexes, Lightning Reflexes, Skills Bluff +16, Disguise +18, Knowledge (local) +10,

Perception +11, Sleight of Hand +14, Stealth +12, Use Magic Device +16



Racial Modifiers +2 Bluff, +2 Disguise, +2 Use Magic Device SQ change shape (alter self) Languages Common, Gnomish, Sylvan

Ecology

Environment Temperate forests or any urban **Organization** Solitary or Class (Eshu and 2-8 adventuring students) **Treasure** standard

Special Abilities

Fascinating Gaze (Su): As long Eshu is in its true form and for 2d4 rounds afterwards, those within 30 feet who view it are fascinated, Will negates (DC 18). The Save DC is Charisma Based.

Faraway Sway (Sp): 3/day, as a standard action, Eshu can use any magic item or unused spell (or spell slot) without actually touching the item or being that spell's caster. The item or unused spell (or spell slot) to be used must be within 160 ft. An item functions as though Eshu were using it from the item's current position. Spells function as if the victim had cast the spell under the domination of Eshu; except it requires no action on the part of the victim. A successful Will negates (DC 18, CL 6). The Save DC is Charisma Based.

Hide from the World (Sp): At will, for 60 minutes; this glamer functions like *invisibility*, except that it masks image, scent, and sound alike, concealing the subject from all senses except touch.

Hide from the World renders the recipient immune to detection by blindsense, blindsight, *faerie fire*, *glitterdust*, *invisibility purge*, tremor sense, scent, and *see invisibility*. It can be detected by *true seeing* and any other divination spell with a successful caster level check (DC 21), it can also still be tracked using mundane means.

Eshu can choose to allow a creature to perceive it.

Also Eshu can render itself ethereal as an immediate action granting it the evasion special defense listed above. Returning from the ethereal plane is a standard action.

Time Manipulation (Su): Eshu's power to control time allows it to create any of the following effects: 1/day, as a touch attack, the Eshu increases or decreases your opponent's age by 1d3 age categories. Fortitude save (DC 18) negates; this magical age slips away after 24 hours. A character cannot be aged past childhood or venerable using this ability, and it has no effect on dragons. The DC is Charisma–based.

1/day, Eshu can complete a single task that would normally take one day in one round. Eshu cannot interact with other creatures while using this ability, nor may it attack. It may not cast spells and cannot rest during the 'day'. **Warp Weapon (Sp):** 3/day as a standard action Eshu can polymorph any non-cold iron weapon (as *polymorph any object*, CL 6) into a harmless, humorous object Fort negates (DC 18). Favorites include a scary-looking rubber snake, a teddy bear, a spoon, a petunia, a carrot, a wet noodle, cow manure, or a rune stone with the rune for peace. This effect only lasts for 6 rounds. The Save DC is Charisma Based.

Ghost

The ghost of Lady Rypenes has haunted this area for generations, and knows a number of secrets that if the PCs are made aware of them they would turn them traitors and enemies of the current kingdom, just for knowing the secrets.

She will spy upon the PCs from the ethereal or incorporeal realm for a time. Then she will notify inhabitants of the area of the PCs presence, explaining personalities, quirks, and secrets, which might allow for ambushes or advantages to negotiation with the PCs.

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