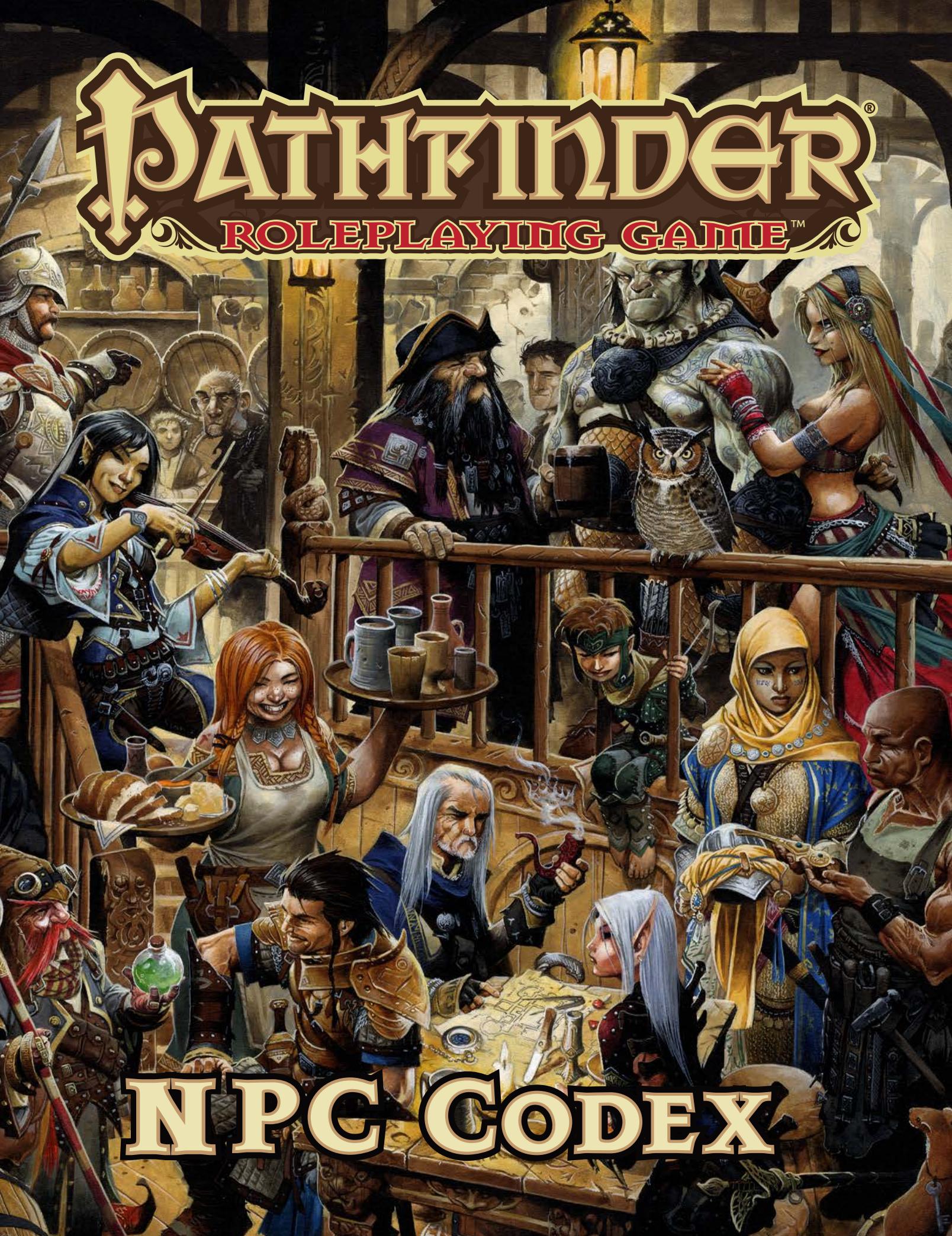


PATHFINDER[®]

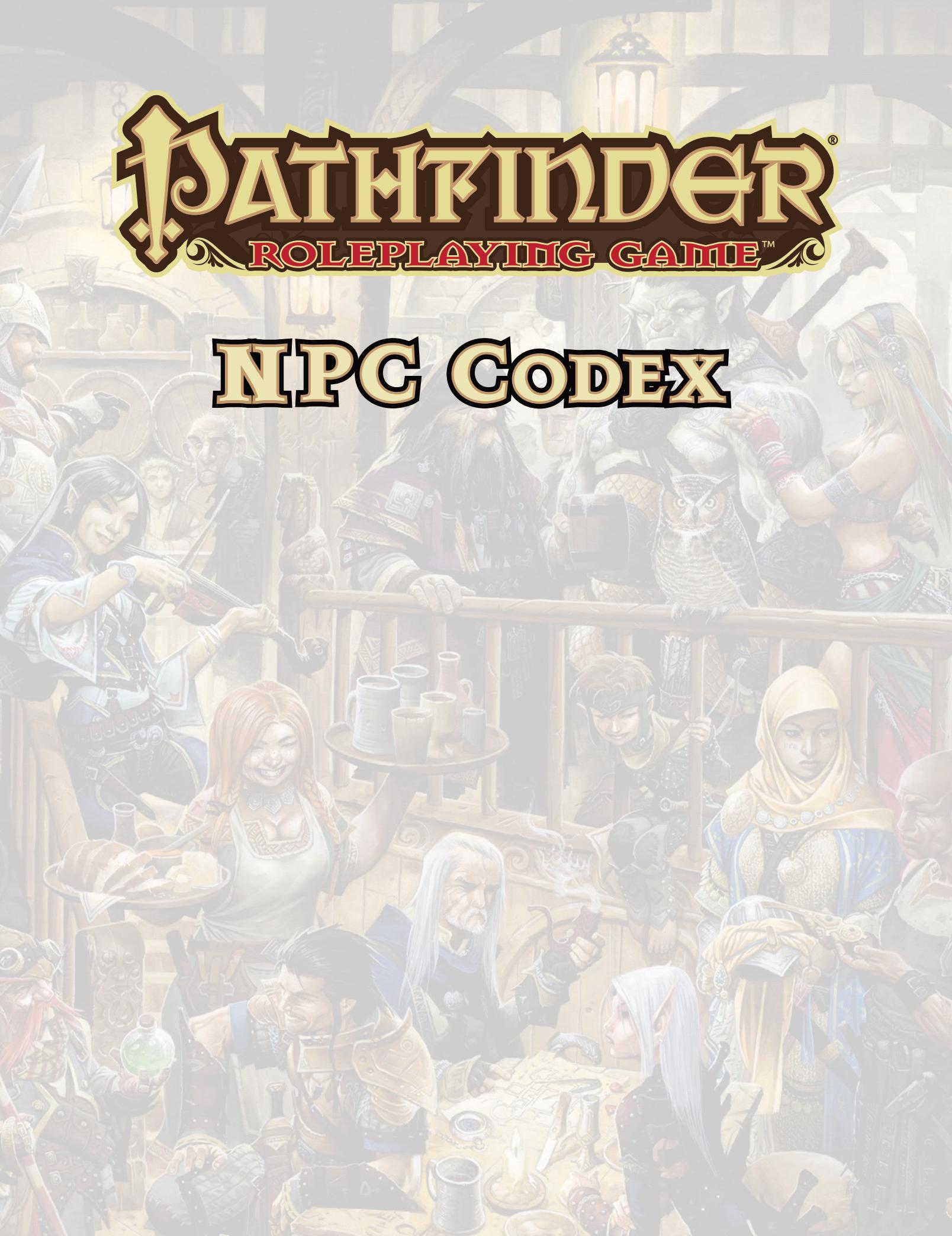
ROLEPLAYING GAME[™]

NPC CODEX



PATHFINDER® ROLEPLAYING GAME™

NPC CODEX



PATHFINDER® ROLEPLAYING GAME™ NPC CODEX

CREDITS

Lead Designer: Jason Bulmahn

Designers: Stephen Radney-MacFarland and Sean K Reynolds

Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor

Cover Artist: Wayne Reynolds

Interior Artists: Joewie Aderes, Eric Belisle, Branko Bistrovic, Christopher Burdett, Víctor Pérez Corbella, Josh Corpuz, Alberto Dal Lago, Simon Eckert, Steve Ellis, Jason Engle, Nadia Enis, Jorge Fares, Gonzalo Flores, Mariusz Gądz, Fabio Gorla, Grafit, Paul Guzenko, Mauricio Herrera, Jon Hodgson, Andrew Hou, Lake Hurwitz, Ivan Kashubo, Nicholas Kay, Tim Kings-Lynne, Melanie Maier, Damien Mammoliti, Diana Martinez, Kate Maximovich, Jim Nelson, Miroslav Petrov, Roberto Pitturru, Emiliano Pretrozzi, Scott Purdy, Maichol Quinto, Jason Rainville, Jean-Baptiste Reynaud, Wayne Reynolds, Denman Rooke, Kostja Schleger, Lydia Schuchmann, Chris Seaman, Kyushik Shin, Bryan Sola, Dean Spencer, Florian Stitz, Allison Theus, Tyler Walpole, and Eva Widermann

Creative Director: James Jacobs

Editor-in-Chief: F. Wesley Schneider

Senior Editor: James L. Sutter

Development: Logan Bonner, Jason Bulmahn, Adam Daigle, Mark Moreland, Stephen Radney-MacFarland, Sean K Reynolds, and James L. Sutter

Editing: Judy Bauer, Logan Bonner, Christopher Carey, and Patrick Renie

Editorial Assistance: Rob McCreary

Editorial Intern: Savannah Broadway

Senior Art Director: Sarah E. Robinson

Graphic Designer: Andrew Vallas

Production Specialist: Crystal Frasier

Publisher: Erik Mona

Paizo CEO: Lisa Stevens

Chief Operations Officer: Jeffrey Alvarez

Director of Sales: Pierce Watters

Sales Representative: Adam Lovell

Finance Manager: Christopher Self

Staff Accountant: Kunji Sedo

Chief Technical Officer: Vic Wertz

Senior Software Developer: Gary Teter

Campaign Coordinator: Mike Brock

Project Manager: Jessica Price

Customer Service Team: Cosmo Eisele, Erik Keith, and Sara Marie Teter

Warehouse Team: Will Chase, Michael Kenway, Matt Renton, Jeff Strand, and Kevin Underwood

Website Team: Ross Byers, Liz Courts, Lissa Guillet, and Chris Lambertz

Special Thanks: Ryan Dancey, Clark Peterson, and the proud participants of the open gaming movement.

This game is dedicated to Gary Gygax and Dave Arneson.

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

This product makes use of the *Pathfinder RPG Core Rulebook*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pfrd. This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Roleplaying Game NPC Codex is published by Paizo Publishing, LLC under the Open Game License version 1.0a. © 2000 Wizards of the Coast, Inc. Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, GameMastery, and Pathfinder Society are registered trademarks of Paizo Publishing, LLC; Pathfinder Roleplaying Game, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, and Pathfinder Tales are trademarks of Paizo Publishing, LLC. © 2012 Paizo Publishing, LLC.

TABLE OF CONTENTS

INTRODUCTION	4	CHAPTER 3: NPC CLASSES	242
CHAPTER 1: CORE CLASSES		242	
Barbarian	10	Adept	244
Bard	26	Aristocrat	250
Cleric	44	Commoner	256
Druid	62	Expert	260
Fighter	80	Warrior	266
Monk	96		
Paladin	112	CHAPTER 4: ICONIC CHARACTERS	274
Ranger	128	Amiri (Barbarian)	276
Rogue	144	Lem (Bard)	278
Sorcerer	160	Kyra (Cleric)	280
Wizard	178	Lini (Druid)	282
CHAPTER 2: PRESTIGE CLASSES		198	
Arcane Archer	200	Valeros (Fighter)	284
Arcane Trickster	204	Sajan (Monk)	286
Assassin	208	Seelah (Paladin)	288
Dragon Disciple	212	Harsk (Ranger)	290
Duelist	216	Merisiel (Rogue)	292
Eldritch Knight	220	Seoni (Sorcerer)	294
Loemaster	224	Ezren (Wizard)	296
Mystic Theurge	228		
Pathfinder Chronicler	232	APPENDICES	298
Shadowdancer	236	Appendix 1: Animal Companions	298
		Appendix 2: Encounter Groups	308
		Appendix 3: Class Feature Index	315
		INDEX	316



INTRODUCTION

This book will save you hours and hours of number crunching! If you're a GM, one of the more time-consuming aspects of running a campaign is creating NPC stat blocks. Monster books such as the *Pathfinder RPG Bestiary* are great at giving you ready-to-use monster stat blocks, but they're little help when you need a barbarian, cleric, or wizard. That's where the *NPC Codex* comes in, giving you more than 300 complete stat blocks for the core classes, prestige classes, and NPC classes presented in the *Pathfinder RPG Core Rulebook*. Whether you need bruisers to guard the thieves' guild, rough-and-tumble locals for a barroom brawl, or a high-powered death priest for your campaign's climax, this book has you covered.

Each character in this book is built only using options in the *Core Rulebook*. If you like using other sourcebooks in your campaign (such as *Pathfinder RPG Ultimate Magic* or *Pathfinder RPG Ultimate Combat*), you can easily swap out or add material from those books to these NPCs.

NAVIGATING THIS BOOK

The *NPC Codex* is organized by character class. Presented below is a brief overview of each chapter.

Chapter 1—Core Classes: This chapter presents NPCs from levels 1 to 20 for the barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, and wizard character classes.

Chapter 2—Prestige Classes: This chapter presents characters with 2, 4, 7, and 10 levels in the arcane archer, arcane trickster, assassin, dragon disciple, duelist, eldritch knight, loremaster, mystic theurge, Pathfinder chronicler, and shadowdancer prestige classes.

Chapter 3—NPC Classes: This chapter presents NPCs from levels 1 to 10 for the adept, aristocrat, commoner, expert, and warrior NPC classes.

Chapter 4—Iconic Characters: This chapter presents levels 1, 7, and 12 for the iconic bard (Lem), barbarian (Amiri), cleric (Kyra), druid (Lini), fighter (Valeros), monk (Sajan), paladin (Seelah), ranger (Harsk), rogue (Merisiel), sorcerer (Seoni), and wizard (Ezren).

Appendix: The appendix includes stat blocks for animal companions, suggested encounters using the stat blocks from this book, an index of all character class abilities, and an index of all characters in this book organized alphabetically by character class.

HOW TO USE THIS BOOK

Each character on the following pages uses the same format, split into three specific areas: Stat Block, Description, and Example Character. The NPCs are presented alphabetically by character class, then by class level, lowest to highest (barbarian 1, barbarian 2, and so on).

Stat Block

This is where you'll find all of the information you need to run the NPC in an encounter. A stat block is organized as follows. Note that in cases where a line in a stat block has no value, that line is omitted.

Name and CR: The character's name is presented first, along with his or her Challenge Rating (CR). Challenge Rating is a numerical indication of how dangerous a character is—the higher the number, the deadlier the character.

Race, Class, and Level: This lists the character's race (dwarf, elf, and so on), class, and level.

XP: Listed here are the total experience points that PCs earn for defeating the character.

Size, Type, and Alignment: This lists the character's size, type, and alignment. The alignments listed for each character in this book represent what is normal for those characters, but you can change them to serve the needs of your campaign. Of course, some classes may have restrictions on what alignments they can have, and some character concepts don't make sense for certain alignments.

Init and Senses: The character's initiative modifier is followed by any special senses and his or her Perception check modifier.

Aura: If the character has a magical or exceptional aura, it is listed here.

AC: This lists the character's Armor Class, touch Armor Class, and flat-footed Armor Class. The modifiers that generate the character's AC are listed in parentheses at the end of this entry.

hp: This lists the character's hit points, followed by his or her Hit Dice (including modifiers from Constitution, favored class levels, the Toughness feat, magic such as a *false life* spell, and so on). Characters with PC class levels receive maximum hit points for their first Hit Die, but all other Hit Dice rolls are assumed to be average. Fast healing and regeneration values, if any, follow the character's HD.

Saving Throws: The character's Fortitude, Reflex, and Will saves appear here, followed by situational modifiers.

Defensive Abilities/DR/Immune/Resist/SR: This lists all of the character's unusual defensive abilities. Damage reduction, immunities, resistances, and spell resistance are called out separately as necessary.

Weaknesses: All of the character's unusual weaknesses are listed here.

Speed: The character's land speed appears here, plus additional speeds as necessary for the character.

Melee: The character's melee attacks are listed here, with his or her attack roll modifier listed after the attack's name followed by the damage in parentheses.

Ranged: As Melee above, but for ranged attacks.



Space/Reach: The character's space and reach appear only if they aren't the standard (one 5-foot square and a reach of 5 feet).

Special Attacks: The character's special attacks listed here are explained fully in the *Core Rulebook* in the description of the character's class.

Spell-Like Abilities: This lists the spell-like ability caster level and concentration modifier. Constant spell-like abilities function at all times but can be dispelled. A character can reactivate a constant spell-like ability as a swift action.

Spells Known/Spells Prepared: This lists the caster level and concentration check bonus for a spellcaster, followed by the spells the character knows or typically has prepared.

Tactics: This section gives suggestions on how to best use the character in combat. Before Combat indicates which of the character's duration-based abilities or magic items are active when combat starts. During Combat explains which abilities the character prefers to use during combat. Base Statistics lists the character's statistics without any of the effects of the Before Combat line.

Ability Scores: The character's ability scores are listed here. Ability scores might be modified by level (*Core Rulebook* 30), race, spells, or magic items.

Base Atk/CMB/CMD: These values represent the character's base attack, Combat Maneuver Bonus, and Combat Maneuver Defense scores.

Feats: The character's feats are listed here.

Skills: The character's skills are listed here.

Languages: The character's languages are listed here.

SQ: Any special qualities the character has are listed here, such as class abilities or racial traits.

Combat Gear: Any equipment the character would reasonably expect to use during combat is listed here—alchemical weapons, expendable combat magic items, special ammunition, helpful potions, and so on.

Other Gear: The rest of the character's gear goes here, including armor and weapons, passive magic items (such as a *cloak of resistance*), items the character isn't likely to use during combat (such as thieves' tools), and coins or other valuables carried by the character.

Description

Following most stat blocks is a short description of the type of character represented by the statistics.

Example Character

If there is space on the page for more information, the next section gives the name and background of an example character represented by that stat block.

Combat Encounters: This gives a scenario to illustrate how the PCs could encounter the example character in a combat situation.

Roleplaying Suggestions: This offers roleplaying suggestions for the example character.





CORE CLASSES

Hold your ground, damn you!" Holgarth's axe swung a wide arc, cleaving blood and feathers from a bird-thing's wing. The creature's screech of pain was more eagle than man.

"What ground?" Alekis shot back. Beneath them, more stones sloughed off the wall, their mortar blasted and melted away by the strix's magical storm. "This pile of stones isn't worth my spit, let alone my blood!"

Holgarth growled. "It'll be our burial cairn if you don't shut up and fight." Without bothering to turn, the half-orc flung up his axe, shearing through the arm of an attacker reaching for his back. Through the howl of the wind, his sigh was barely audible.

"The things I do for love..."

CORE CLASSES

The Pathfinder RPG gives you a phenomenal number of character options—battle or healing clerics, greatsword or longbow fighters, pickpocket or trap-finding rogues, mind-controller or undead-creator wizards, and so on.

This chapter gives you useful and interesting NPCs at levels 1–20 for each of the 11 core classes in the *Core Rulebook*. In general, if an NPC’s character level is odd, the character is a fairly normal example of that class. For example, the 3rd-level wizard is a universalist “battle mage” and the 5th-level wizard is a typical transmuter, either of which is suitable for any common situation where you need a wizard stat block in a combat. NPCs with even-numbered character levels get more experimental and thematic. For example, the 2nd-level wizard is an enchanter “street magician,” and the 4th-level wizard is a diviner “investigator,” which have more specialized uses. This structure means that no matter what CR you need for an encounter, at most you’re just one character level away from a standard character. For example, if you need a CR 3 (4th-level) wizard, you could add a level to the 3rd-level wizard or subtract a level from the 5th-level wizard (of course, adding a level is easier than subtracting a level).

All of the NPCs in this chapter use the “heroic” set of base ability scores (15, 14, 13, 12, 10, 8) and have gear according to the Heroic Level column of Table 14–9: NPC Gear on page 454 of the *Core Rulebook*.

In general, the NPCs do not list mundane gear such as rope, torches, belt pouches, and so on unless it is vital to the character (clerics have a holy symbol, rogues with Disable Device have thieves’ tools, and so on). You can assume that an NPC is geared appropriately for his or her profession or adventuring career, and if cost is ever a factor, you can mark off some of the character’s extra gear for this purpose or for expendable items such as potions, nearly expended wands, and so on.

HOW TO USE THIS CHAPTER

The three most common uses for NPCs in this chapter are as antagonists, allies, and player characters.

ANTAGONISTS

If you need someone for your PCs to fight, just pick an NPC stat block and you’re ready to go—they’re all designed with combat in mind (even if some of them are cowardly or rely on minions or allies). Each includes battle tactics specific to that character, preparations he or she makes before combat (if any), and gear appropriate to the character’s level.

For most stat blocks (where space permits), there’s additional information about an example character using those statistics. This is useful if you have to create an NPC

on the spot and need a few words of background or goals to make that character feel more lifelike to your players—enough to turn a generic “street magician” into “Berwick Thimblethane the enchanter-thief.”

ALLIES

NPC allies may have brief or lengthy roles in the campaign story. The mayor of the campaign’s starting town might be a retired adventuring blacksmith (fighter 6) and recurring mentor character in the PCs’ lives, or a noble crusader (cleric 5) could join the PCs for just one dungeon encounter. In a game where danger is only a die roll away, it’s useful to have stat blocks for long-term and one-shot NPCs in a campaign—after all, if goblins overrun the town, the mayor’s going to come out of retirement and help the PCs save the day. You can use all of these NPCs as is for this purpose, and they’re good as cohorts as well.

Remember that you can always change an NPC’s goals, personality, alignment, abilities, or gear to suit your campaign, and doing so is faster than creating a new NPC from scratch. It doesn’t take much to change the stat block for an evil mother of beasts (cleric 10) into a benign animal- or elemental-themed cleric who’ll help the PCs.

PLAYER CHARACTERS

If you’re in a hurry, you can use these characters as PCs instead of NPCs. However, NPCs have much less wealth than PCs of the same level, and if you use these characters as PCs, you should add to or upgrade their gear to make up for this difference. Compare the total gp value for the NPC’s heroic level (*Core Rulebook* 454) to the amount listed in Table 12–4: Character Wealth by Level (*Core Rulebook* 399).

NOTES ON CLASSES

Remember that you always have the option to alter or add to these characters to make them even more useful to your campaign. It’s easy to replace some of a character’s feats, spells, and magic items from another source. In many cases, swapping class abilities for those of an archetype is fairly easy, as is altering a character’s race.

Depending on the nature of the alteration, you might not need to adjust the stat block at all. For example, if the stat block is for a human character and you need a half-elf, each of those races has a bonus to one ability score of your choice, so you don’t have to alter the character’s ability scores. Unless you let your players see the stat block, they probably won’t notice that the “half-elf” has a different feat instead of Skill Focus and more skill points than she should. If you use a human as a dwarf or a half-orc as a gnome, you usually can hand-wave the minor differences between the races and just use the stat block as presented.

The remainder of this section explains specific choices for each of the classes in this chapter.

BARBARIAN

The barbarian stat blocks are presented with the assumption that the barbarian is raging (*Core Rulebook* 32). Use the Base Statistics line for the barbarian's non-raging statistics.

BARD

Other than spells, bards have few class ability choices that have a significant impact on the stat block. The type of Perform skill the bard uses is mostly cosmetic, and changing the versatile performance skill selection (*Core Rulebook* 38) is just a matter of replacing the new skill's bonus with the bard's Perform skill bonus.

CLERIC

Each cleric worships one of the 20 deities listed in the cleric section on page 43 of the *Core Rulebook*, and has two domains and channels positive or negative energy appropriate to that deity. You can use these clerics as worshipers of a similar deity or as clerics of divine concepts (godless clerics). You may instead change the cleric's listed domains, energy channeling, and prepared spells to suit your campaign; for example, you could change the alignment of the noble crusader (cleric 5) to lawful evil, her deity to an evil war deity, and her channel energy from positive to negative to create an evil priest-general.

DRUID

Each druid is built with the nature bond (domain) class ability instead of an animal companion. If you need a druid with an animal companion, ignore the domain spells and granted powers listed in the druid's stat block and select an animal companion of the appropriate level from Appendix 1.

FIGHTER

Other than feats, the only fighter class ability that significantly affects the stat block is the character's choices for weapon training. As most fighters choose their best weapons for this ability, if you swap the fighter's weapon for different one with the same enhancement bonus (such as a +1 battleaxe for a +1 longsword), you can use the listed attack bonus for the new weapon.

MONK

Each monk is presented with a normal attack routine (with a weapon or unarmed strike) and a flurry of blows attack routine. You can swap monk weapons or unarmed strikes with the same enhancement bonus (such as a +1 *kama* for an unarmed strike with a +1 *amulet of mighty fists*) without changing the math on the stat block.

PALADIN

The divine bond and mercy paladin class abilities don't have much effect on the character's stat block. You can easily swap out the paladin's mercies for other mercies. If the paladin's divine bond is with a weapon and you want to change it to be with a mount, consider spending some of the character's wealth on barding for the mount. If the divine bond is with a mount and you change it to be with a weapon, allocate any wealth for barding or other mount-related items to abilities on the paladin's weapon.

RANGER

Each ranger is built with the hunter's bond (companion) class ability instead of an animal companion. If you need a ranger with an animal companion, select an animal companion of the appropriate level (ranger level – 3) from Appendix 1.

ROGUE

Many rogue talents (*Core Rulebook* 68)—especially talents that modify sneak attack—don't change any numbers in the character's stat block, and they are easy swaps when customizing an NPC. Watch out for combat trick, finesse rogue, and weapon training, which affect the rogue's feats and could alter the character's melee or ranged attacks—or even invalidate the use of a particular weapon.

SORCERER

A sorcerer's bloodline has a significant impact on the character's stat block, affecting spells known, a class skill, feats, and providing one or more bloodline arcana and bloodline powers. Changing a sorcerer's bloodline is not a simple matter unless you're just altering the type of dragon or elemental for the draconic and elemental bloodlines. Fortunately, by using colorful descriptions for the special abilities, your players probably won't notice the difference, so you can use these stat blocks for multiple purposes without rebuilding them.

WIZARD

A wizard's school specialization affects the character's special abilities and spells prepared, and could have an impact on which feats are useful. You can easily change a wizard's focus as long as you don't change the oppositional schools. Some of the wizards in this chapter have familiars; you can replace the familiar with an arcane bonded item. This book does not include stat blocks for familiars because a familiar's abilities are very dependent on the wizard's statistics. The wizard's spellbook is included in his gear; assume the spellbook holds all the spells the wizard has prepared, plus spells from any scrolls the wizard has that he is high enough level to cast. Most level-appropriate scrolls carried are priced as if the wizard had scribed them.

SAVAGE MERCENARY

CR 1/2

HUMAN BARBARIAN 1

XP 200

Medium humanoid (human)

CN

Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee greatsword +6 (2d6+7/19-20) or
heavy flail +6 (1d10+7/19-20)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat The barbarian favors her greatsword and Power

Attack when fighting monsters, but uses her flail against weapon-using foes to make disarm and trip combat maneuvers.

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 15; **Fort** +4, **Will** +1; **Melee** greatsword +4 (2d6+4/19-20) or heavy flail +4 (1d10+4/19-20); **Ranged** sling +2 (1d4+3); **Str** 17, **Con** 14; **CMB** +4; **Skills** Climb +3, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Cleave, Power Attack

Skills Climb +5, Knowledge (nature) +4, Perception +5, Survival +5, Swim +5

Languages Common

SQ fast movement

Combat Gear potion of cure light wounds, potion of remove fear, alchemist's fire; **Other Gear** breastplate, greatsword, heavy flail, sling with 10 bullets, 5 gp

This cold, merciless barbarian fights for gold and glory.

ARJANA

This mercenary once roamed the wilderness, but now fights to pay for the comforts of civilization.

Combat Encounters:

Arjana may be in the hire of a merchant lord, local princeling, or cult leader. She offers no quarter and expects none.

Roleplaying Suggestions: Arjana is amiable if she feels respected.

DWARVEN RAGER

CR 1

DWARF BARBARIAN 2

XP 400

Medium humanoid (dwarf)

CN

Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 10, flat-footed 16 (+6 armor, +2 Dex, -2 rage, +2 shield)

hp 28 (2d12+10)

Fort +7, **Ref** +2, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk dwarven waraxe +7 (1d10+4/x3) or
mwk dwarven waraxe +5 (1d10+4/x3), armor spikes +4 (1d6+2) or
spiked heavy steel shield +4 (1d8+4)

Ranged throwing axe +4 (1d6+4)

Special Attacks +1 on attack rolls against goblinoid and orc
humanoids, rage (8 rounds/day), rage powers (knockback)

TACTICS

During Combat The barbarian uses his shield primarily for defense.

Base Statistics When not raging, the barbarian's statistics are **AC**

20, touch 12, flat-footed 18; **hp** 24; **Fort** +5, **Will** +2; **Melee** mwk
dwarven waraxe +5 (1d10+2/x3) or mwk dwarven waraxe +3
(1d10+2/x3), armor spikes +2 (1d6+1) or spiked heavy shield +2
(1d8+2); **Ranged** throwing axe +4 (1d6+2); **Str** 14, **Con** 15, **CMB** +4;

Skills Climb +1.

STATISTICS

Str 18, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +6; **CMD** 16 (20 vs. bull rush or trip)

Feats Two-Weapon Fighting

Skills Climb +3, Knowledge

(dungeoneering, engineering) +2,
Perception +7 (+9 to notice unusual
stonework), Survival +6

Languages Common, Dwarven

SQ fast movement

Combat Gear acid; **Other Gear**

masterwork breastplate with armor
spikes, spiked heavy steel shield,
masterwork dwarven waraxe,
throwing axe, 2 gp

The most adventurous,
thrill-seeking,
and foolhardy
dwarves can
go a little
mad, roaming
the land in
their search
for blood
and battle.



AXE WARRIOR	CR 2
HALF-ORC BARBARIAN 3	XP 600
Medium humanoid (human, orc)	CE

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 40 (3d12+15)

Fort +7, **Ref** +2, **Will** +3

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk greataxe +9 (1d12+7/x3)

Ranged mwk sling +5 (1d4+5)

Special Attacks rage (10 rounds/day), rage powers (intimidating glare)

TACTICS

During Combat The barbarian uses intimidating glare each round, attacking first, then focusing her glare upon the uninjured.

Base Statistics When not raging, the barbarian's statistics are **AC** 17, touch 11, flat-footed 16; **hp** 34; **Fort** +5, **Will**+1; **Melee** mwk greataxe +7 (1d12+4/x3); **Ranged** mwk sling +5 (1d4+3); **Str** 17, **Con** 14; **CMB** +6; **Skills** Climb +5, Intimidate +12, Swim +3.

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +8; **CMD** 17

Feats Intimidating Prowess, Power Attack

Skills Climb +7, Intimidate +14, Perception +6, Survival +4, Swim +5

Languages Common, Orc

SQ fast movement, orc blood, weapon familiarity

Combat Gear potion of cure light wounds, potion of lesser restoration, potion of protection from good; **Other Gear** mwk chainmail, mwk greataxe, mwk sling with 10 bullets, climber's kit, 250 gp

There are few things more terrifying than a half-orc barbarian with a greataxe.

BLOODY BARRU

Bloody Barru licks the blood from her axe each time she falls a foe.

Combat Encounters: Bloody Barru allies with almost anyone who promises excessive carnage.

Roleplaying Suggestions: Barru is hard to get along with. She would rather kill a person than engage in conversation.



DOG RIDER	CR 3
HALFLING BARBARIAN 4	XP 800
Small humanoid (halfling)	N

Init +3; **Senses** Perception +10

DEFENSE

AC 18, touch 12, flat-footed 15 (+5 armor, +3 Dex, -2 rage, +1 shield, +1 size)

hp 43 (4d12+12)

Fort +8, **Ref** +5, **Will** +5; +3 vs. spells and spell-like or supernatural abilities, +2 vs. fear

Defensive Abilities trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee lance +9 (1d6+4/x3)

Ranged +1 halfling sling staff +10 (1d6+5/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks rage (11 rounds/day), rage powers (superstition +3, surprise accuracy +2)

TACTICS

Before Combat The barbarian applies *oil of magic weapon*.

During Combat The barbarian keeps his distance, pelting enemies with bullets. If ranged attacks fail, he charges with his lance.

Base Statistics When not raging and without *magic weapon*, the

barbarian's statistics are **AC** 20, touch 14, flat-footed 17; **hp** 35; **Fort** +6, **Will**+3; **Melee** lance +7 (1d6+2/x3); **Ranged** mwk halfling sling staff +10 (1d6+2/x3); **Str** 14, **Con** 13; **CMB** +5; **Skills** Climb +9, Swim +5.

STATISTICS

Str 18, **Dex** 16, **Con** 17, **Int** 10,

Wis 12, **Cha** 10

Base Atk +4; **CMB** +7;

CMD 18

Feats Deadly Aim, Weapon Focus (halfling sling staff)

Skills Acrobatics +11, Handle Animal +6, Perception +10, Ride +9, Stealth +10, Survival +5

SQ fast movement

Combat Gear oils of magic weapon (2), potions of cure light wounds (2); **Other Gear** +1 chain shirt, masterwork buckler, lance, masterwork halfling sling staff with 20 bullets, riding dog with riding saddle and leather barding, 55 gp

Small and adept at skirmish maneuvers, a dog rider is a deadly and cautious warrior.

WILD LANCER	CR 4
HALF-ELF BARBARIAN 5	XP 1,200
Medium humanoid (elf, human)	NE

Init +1; **Senses** low-light vision; **Perception** +11

DEFENSE

AC 18, touch 9, flat-footed 17 (+7 armor, +1 Dex, -2 rage, +2 shield)
hp 63 (5d12+25)

Fort +9, **Ref** +3, **Will** +5; +3 vs. spells and spell-like and supernatural abilities, +2 vs. enchantments

Defensive Abilities improved uncanny dodge, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk lance +12 (1d8+6/x3) or armor spikes +11 (1d6+6)

Ranged javelin +6 (1d6+6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks rage (14 rounds/day), rage powers (quick reflexes, superstition +3)

TACTICS

During Combat The barbarian makes charge attacks whenever possible. If prevented from charging, she maneuvers to maximize attacks of opportunity caused by her extended reach. Her armor spikes are a weapon of last resort.

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 53; **Fort** +7, **Will** +3; no bonus vs. spells and spell-like or supernatural abilities; **Melee** mwk lance +10 (1d8+4/x3) or armor spikes +9 (1d6+4); **Ranged** javelin +6 (1d6+4); **Str** 18, **Con** 14; **CMB** +9; **Skills** Climb +10, Swim +5.

STATISTICS

Str 22, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +11; **CMD** 20

Feats Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge

Skills Acrobatics +2, Climb +12, Perception +11, Ride +8, Survival +5, Swim +7

Languages Common, Elven

SQ elf blood, fast movement

Combat Gear acid; **Other Gear** +1 breastplate with armor spikes, masterwork heavy wooden shield, javelins (5), masterwork lance, *cloak of resistance* +1, heavy horse (combat trained) with military saddle and masterwork studded leather bardings, 310 gp

Some barbarians are most at home on horseback.

FOREST GUARDIAN	CR 5
ELF BARBARIAN 6	XP 1,600
Medium humanoid (elf)	CN

Init +4; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 17, touch 12, flat-footed 13 (+5 armor, +4 Dex, -2 rage)
hp 68 (6d12+24)

Fort +8, **Ref** +6, **Will** +5; +2 vs. enchantments

Defensive Abilities improved uncanny dodge, trap sense +2; **Immune** sleep

OFFENSE

Speed 50 ft.

Melee mwk elven curve blade +10/+5 (1d10+4/18-20)

Ranged +1 composite longbow +11/+6 (1d8+4/x3)

Special Attacks rage (15 rounds/day), rage powers (rolling dodge +2, swift foot +10 feet)

TACTICS

During Combat The barbarian switches freely between bow and blade as the situation warrants.
Base Statistics When not raging, the barbarian's statistics are **AC** 19, touch 14, flat-footed 15; **hp** 56; **Fort** +6, **Will** +3; **Melee** mwk elven curve blade +8/+3 (1d10+1/18-20); **Ranged** +1 composite longbow +11/+6 (1d8+2/x3); **Str** 13, **Con** 12; **CMB** +7; **Skills** Climb +8.

STATISTICS

Str 17, **Dex** 18, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 21

Feats Deadly Aim, Point-Blank Shot, Power Attack

Skills Acrobatics +12 (+20 when jumping), Climb +10, Craft (bows) +5, Handle Animal +5, Knowledge (nature) +5, Perception +12, Stealth +5, Survival +5

Languages Common, Elven

SQ elven magic, fast movement, weapon familiarity

Combat Gear potions of cure light wounds (2), potions of longstrider (2), alchemist's fire (2); **Other Gear** +1 chain shirt, +1 composite longbow (+3 Str) with 20 arrows, masterwork elven curve blade, climber's kit, 2 gp

This barbarian guards the fringes of wooded territories, protecting creatures and people from those who would despoil the land and steal from its inhabitants. They distrust all outsiders, but must also guard against their own kin.



SUNDERING AXE		CR 6
DWARF BARBARIAN 7	XP 2,400	
Medium humanoid (dwarf)	NE	

Init +1; **Senses** Perception +12

DEFENSE

AC 18, touch 9, flat-footed 17 (+9 armor, +1 Dex, -2 rage)

hp 93 (7d12+42)

Fort +11, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Speed 20 ft.

Melee mwk adamantine greataxe +13/+8 (1d12+7/x3)

Ranged light hammer +8 (1d4+5) or throwing axe +8 (1d6+5)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, rage (19 rounds/day), rage powers (guarded stance +2, knockback, strength surge +7)

TACTICS

During Combat The barbarian uses her guarded stance and alternates between dealing damage and sundering weapons.

Base Statistics When not raging, the barbarian's statistics are **AC** 20, touch 11, flat-footed 19; **hp** 79; **Fort** +9, **Will**+5; **Melee** mwk adamantine greataxe +11/+6 (1d12+4/x3); **Ranged** light hammer +8 (1d4+3) or throwing axe +8 (1d6+3); **Str** 16, **Con** 16; **CMB** +10 (+14 sunder); **Skills** Climb +8.

STATISTICS

Str 20, **Dex** 13, **Con** 20, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +7; **CMB** +12 (+16 sunder); **CMD** 21 (25 vs. bull rush or trip, 23 vs. sunder)

Feats Armor Proficiency (heavy), Greater Sunder, Improved Sunder, Power Attack

Skills Acrobatics +5 (+1 when jumping), Climb +10, Craft (weapons) +10, Knowledge (dungeoneering) +5, Perception +12 (+14 to notice unusual stonework)

Languages Common, Dwarven

SQ fast movement

Combat Gear oil of magic weapon, potion of cure light wounds, potion of shield of faith, acid (3); **Other Gear** masterwork full plate, light hammer (2), masterwork adamantine greataxe, throwing axe (2), cloak of resistance +1, climber's kit, masterwork artisan's tools, 2 gp

A sundering axe whittles away at her enemies' abilities to attack and defend themselves.

GLAIVE RAGER		CR 7
GNOOME BARBARIAN 8	XP 3,200	
Small humanoid (gnome)	CN	

Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 17, touch 10, flat-footed 16 (+7 armor, +1 Dex, -2 rage, +1 size)

hp 105 (8d12+48)

Fort +12, **Ref** +4, **Will** +5; +4 vs. spells and spell-like or supernatural abilities, +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, trap sense +2; **DR** 2/—

OFFENSE

Speed 25 ft.

Melee mwk cold iron glaive +15/+10 (1d8+7/x3) or kukri +14/+9 (1d3+5/18-20)

Ranged mwk composite longbow +11/+6 (1d6+5/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, rage (21 rounds/day), rage powers (clear mind, knockback, quick reflexes, superstition +4)

TACTICS

During Combat The barbarian leads with trip maneuvers, seeking to trigger attacks of opportunity. He uses knockback to force creatures to advance on him again through the threatened area of his glaive.

Base Statistics When not raging, the barbarian's statistics are **AC** 19, touch 12, flat-footed 18; **hp** 89; **Fort** +10, **Will**+3; no bonus vs. spells and spell-like or supernatural abilities; **Melee** mwk cold iron glaive +13/+8 (1d8+4/x3) or kukri +12/+7 (1d3+3/18-20);

Ranged mwk composite longbow +11/+6 (1d6+3/x3); **Str** 16, **Con** 16; **CMB** +10 (+14 trip); **Skills** Climb +6, Swim +8.

STATISTICS

Str 20, **Dex** 13, **Con** 20, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +12 (+16 trip); **CMD** 21 (23 vs. trip)

Feats Combat Expertise, Greater Trip, Improved Trip, Power Attack

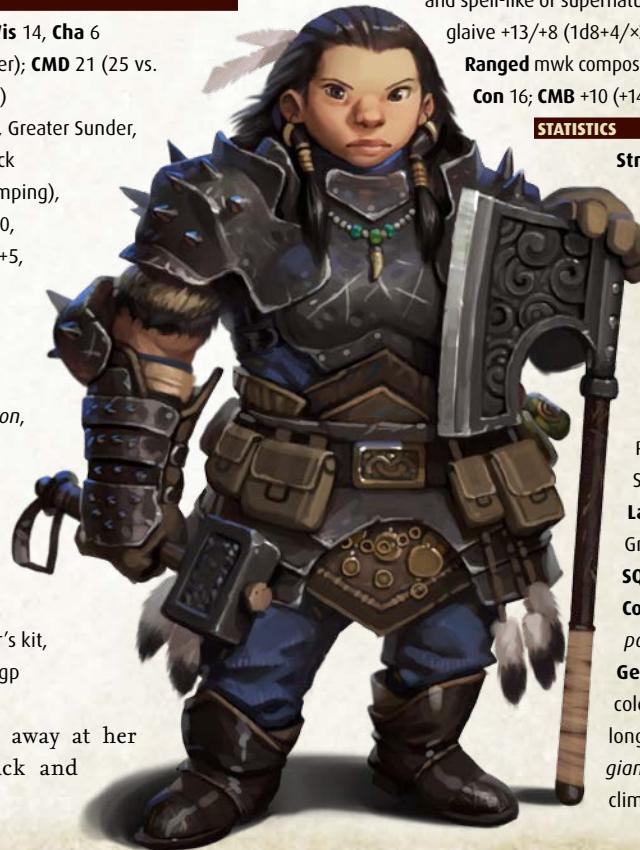
Skills Acrobatics +5, Climb +8, Craft (ships) +5, Intimidate +5, Knowledge (nature) +10, Linguistics +3, Perception +12, Profession (sailor) +5, Survival +10, Swim +10

Languages Aquan, Auran, Common, Gnome, Sylvan

SQ fast movement

Combat Gear oil of magic weapon, potion of cure light wounds; **Other**

Gear +1 breastplate, kukri, masterwork cold iron glaive, masterwork composite longbow (+5 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +1, climber's kit, 50 gp



RAGING SWIMMER

CR 8

HALF-ELF BARBARIAN 9

XP 4,800

Medium humanoid (elf, human)

N

Init +2; **Senses** low-light vision, scent; **Perception** +19

DEFENSE

AC 14, touch 10, flat-footed 12 (+4 armor, +2 Dex, -2 rage)

hp 109 (9d12+45)

Fort +11, **Ref** +6, **Will** +6; +4 vs. spells and spell-like and supernatural abilities, +2 vs. enchantments

Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 1/—; **Immune** sleep

OFFENSE

Speed 40 ft.

Melee +1 longspear +16/+11 (2d4+10/x3) or spiked gauntlet +15/+10 (1d4+6)

Ranged +1 composite longbow +12/+7 (1d8+7/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks rage (22 rounds/day), rage

powers (quick reflexes, raging swimmer +9, scent, superstition +4)

TACTICS

During Combat The barbarian prefers to fight in the water, outswimming foes or using the water for cover as she attacks landward opponents her bow or longspear (using Lunge). She eschews full attacks in favor of Vital Strike attacks against a lone target or Great Cleave attacks against groups. She forces enemies to approach through the guard of her longspear, provoking attacks of opportunity.

Base Statistics When not raging, the barbarian's statistics are

Senses no scent; **AC** 16, touch 12, flat-footed 14; **hp** 91; **Fort** +9, **Will** +4; no bonus vs. spells and spell-like or supernatural abilities; **Melee** +1 longspear +14/+9 (2d4+7/x3) or spiked gauntlet +13/+8 (1d4+4); **Ranged** +1 composite longbow +12/+7 (1d8+5/x3); **Str** 18, **Con** 14; **CMB** +13; **Skills** Climb +8, Swim +9.

STATISTICS

Str 22, **Dex** 14, **Con** 18, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +9; **CMB** +15; **CMD** 25

Feats Cleave, Great Cleave, Lunge, Power Attack, Skill Focus (Acrobatics), Vital Strike

Skills Acrobatics +16 (+20 when jumping), Climb +10, Handle Animal +10, Knowledge (nature) +5, Linguistics +3, Perception +19, Ride +5, Stealth +10, Survival +4, Swim +20

Languages Aquan, Common, Elven, Sylvan

SQ elf blood, fast movement

Combat Gear oil of align weapon (lawful), potion of cure light wounds, potion of lesser restoration, alchemical silver arrows (10), cold iron arrows (10); **Other Gear** masterwork chain shirt, +1 composite longbow (+6 Str) with 20 arrows, +1 longspear, masterwork longspear, spiked gauntlet, cloak of resistance +1, eyes of the eagle, 1 gp

Adept at combat on land or in the water, the raging swimmer attacks foes when they are most vulnerable.

DORREMERA SALIN

Dorremera is a child of the waves, sired by an aquatic elf who abandoned her human mother. Raised along the sea, Dorremera took to the water as if born to it, and considers the beasts of the sea and shore her kin. She has little patience for the niceties of society—whether human or elven—and lashes out at almost everyone who crosses her path.

Combat Encounters: Dorremera has no compunctions about stealing from landlubbers, or killing those who chase or surprise her.

Roleplaying Suggestions: Though it is hard to get through to her, Dorremera sometimes parleys with adventuring groups that treat her respectfully, show great battle prowess, or are particularly kind to sea creatures.



CANNIBALISTIC HUNTER		CR 9
HALFLING BARBARIAN 10	XP 6,400	
Small humanoid (halfling)	NE	

Init +5; **Senses** Perception +14

DEFENSE

AC 21, touch 14, flat-footed 16 (+5 armor, +5 Dex, -2 rage, +2 shield, +1 size)

hp 120 (10d12+50)

Fort +13, **Ref** +10, **Will** +8; +4 vs. spells and spell-like or supernatural abilities, +2 vs. fear

Defensive Abilities improved uncanny dodge, trap sense +3; **DR** 2/—; **Immune** nauseated, sickened

OFFENSE

Speed 30 ft.

Melee mwk scimitar +15/+10 (1d4+3/18-20)

Ranged +1 composite longbow +15/+15/+10 (1d6+4/19-20/x3) or +1 composite longbow +17/+12 (1d6+4/19-20/x3)

Special Attacks rage (24 rounds/day), rage powers (clear mind, internal fortitude, raging climber +10, rolling dodge +2, superstition +4)

TACTICS

During Combat The barbarian uses Climb and Acrobatics to rain death upon enemies from above. She snipes from cover or concealment to begin her attack, but after that is concerned solely with maximizing the intensity of her deadly barrage. She activates her rolling dodge to evade enemy counterfire.

Base Statistics When not raging, the barbarian's statistics are **AC** 23, touch 16, flat-footed 18; **hp** 100; **Fort** +11, **Will** +6; no bonus vs. spells and spell-like or supernatural abilities; **Immune** —; **Melee** mwk scimitar +13/+8 (1d4+1/18-20); **Ranged** +1 composite longbow +15/+15/+10 (1d6+2/19-20/x3) or +1 composite longbow +17/+12 (1d6+2/19-20/x3); **Str** 12, **Con** 14; **CMB** +10; **Skills** Climb +18, Swim +5.

STATISTICS

Str 16, **Dex** 20, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +12; **CMD** 25

Feats Deadly Aim, Improved Critical (composite longbow), Manyshot, Point-Blank Shot, Rapid Shot

Skills Acrobatics +20, Climb +30, Perception +14, Stealth +19, Survival +5, Swim +7

Languages Common, Halfling

SQ fast movement

Combat Gear potions of cure light wounds (2), potion of protection from arrows, potion of shield of faith, alchemical silver arrows (10), alchemist's fire (2), cold iron arrows (10), drow poison (3), tanglefoot bag; **Other Gear** +1 mithral chain shirt, +1 buckler, +1 composite longbow (+3 Str) with 60 arrows, masterwork scimitar, belt of incredible dexterity +2, cloak of resistance +1, climber's kit, 300 gp

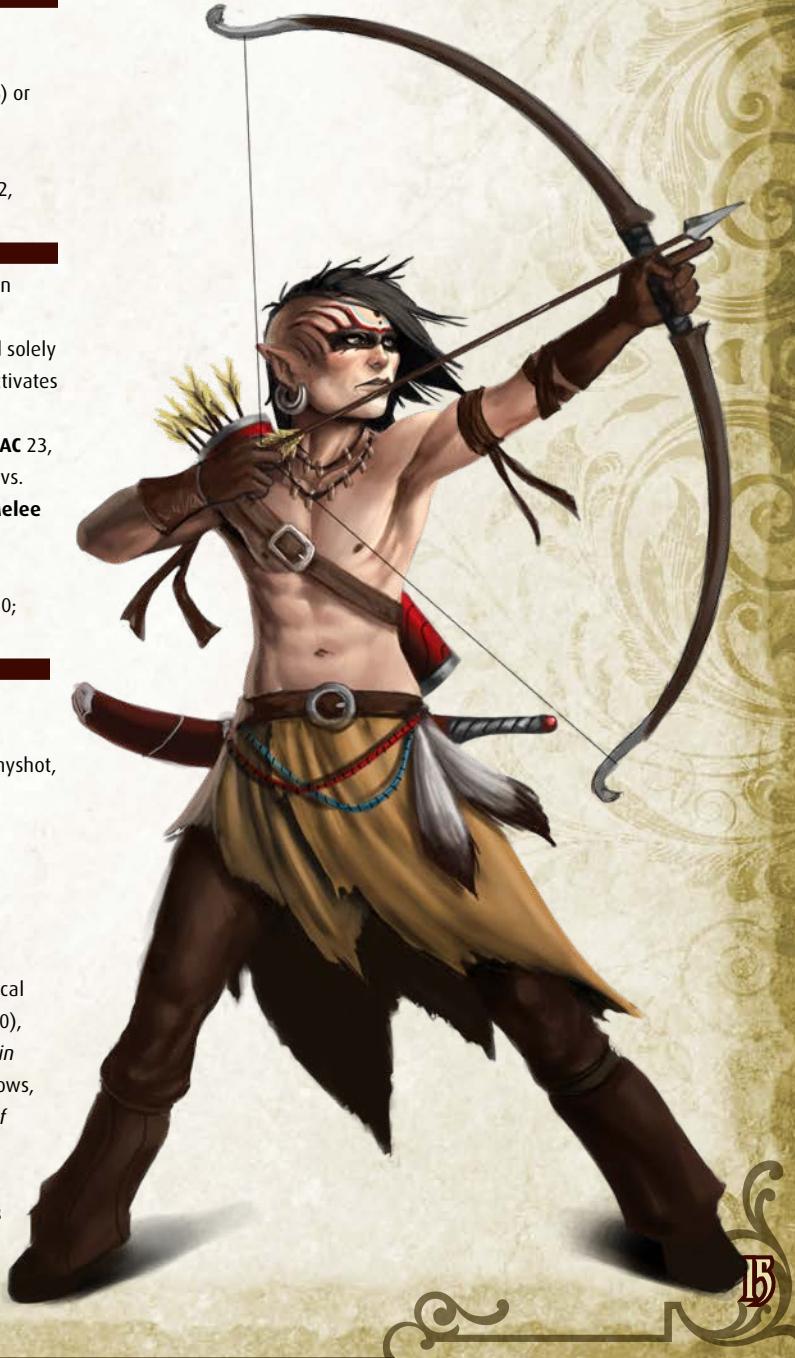
Rare tribes of halfling cannibals stalk deep jungles in search of sentient prey.

LANANI SHABU

When newcomers objecting to his matriarchal tribe's cannibalistic ways wiped out his kin, Lanani had no choice but to ritually take on new leadership—and a new gender. Now "Mother Lanani" hunts the jungle, punishing humans and recruiting halflings to her new tribe.

Combat Encounters: Lanani can stalk quarry for days, slowly weakening those she is not able to knock out with her poison. Other times, she heads a hunting band.

Roleplaying Suggestions: Lanani rarely interacts with the outside world, but in desperate times she ventures into civilization to lure prey closer to her tribe.



DOUBLE AXE FURY

CR 10

HALF-ORC BARBARIAN 11

XP 9,600

Medium humanoid (human, orc)

CE

Init +4; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 17, touch 12, flat-footed 13 (+5 armor, +4 Dex, -2 rage)

hp 142 (11d12+65)

Fort +14, **Ref** +9, **Will** +9; +4 vs. spells and spell-like or supernatural abilities

Defensive Abilities improved uncanny dodge, orc ferocity, trap sense +3; **DR** 3/—

OFFENSE

Speed 40 ft.

Melee +1 orc double axe +19/+14/+9 (1d8+10/19-20/x3) or +1 orc double axe +17/+12/+7 (1d8+7/19-20/x3), +1 orc double axe +17/+12 (1d8+7/19-20/x3), bite +12 (1d4+3)

Ranged mwk composite longbow +16/+11/+6 (1d8+6/x3)

Special Attacks greater rage (26 rounds/day), rage powers (animal fury, increased damage reduction +1, no escape, raging leaper +11, superstition +4)

TACTICS

During Combat The barbarian charges into the heart of battle, using one end of his double axe two-handed when charging or moving, and switching back to a double weapon grip when making full attacks. He uses his leaping and Acrobatics to enter melee quickly, using his no escape ability to chase down cowards.

Base Statistics When not raging, the barbarian's statistics are **AC** 19, touch 14, flat-footed 15; **hp** 109; **Fort** +11, **Will** +6; no bonus vs. spells and spell-like or supernatural abilities; **DR** 2/—; **Melee** +1 orc double axe +16/+11/+6 (1d8+5/19-20/x3) or +1 orc double axe +14/+9/+4 (1d8+4/19-20/x3), +1 orc double axe +14/+9 (1d8+4/19-20/x3), bite +9 (1d4+1); **Ranged** mwk composite longbow +16/+11/+6 (1d8+3/x3); **Str** 16, **Con** 14; **CMB** +14, **CMD** 28; **Skills** Acrobatics +17 (+21 when jumping) Climb +8, Swim +8.

STATISTICS

Str 22, **Dex** 18, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +17; **CMD** 29

Feats Double Slice, Improved Critical (orc double axe), Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (orc double axe)

Skills Acrobatics +17 (+32 when jumping), Climb +11, Intimidate +10, Perception +15, Ride +7, Stealth +14, Survival +5, Swim +11

SQ fast movement, orc blood, weapon familiarity

Combat Gear potions of blur (2), potion of fly; **Other Gear** +1 chain shirt, +1/+1 orc double axe, masterwork composite longbow (+7 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +2, climber's kit, 50 gp

This half-orc barbarian savagely rips though weaker opponents with unquenchable bloodlust.

GRAUN QUOR

Graun the pit fighter was raised in lawless borderlands where control changed hands frequently and unpredictably. The one constant was the thirst for blood sports, and any youth with a hard edge and more greed and ambition than fear could make a name and a fortune so long as he survived. Graun mastered many weapons throughout his career, but loves best the orc double axe he took as a prize in an early championship bout. Having long since bought his freedom, Graun wanders the borderlands selling his skills to the highest bidder. A few orc tribes have offered Graun leadership roles, but he has little patience for such things and cares nothing for the welfare of his allies.

Combat Encounters: Graun can be found at the head of an orc band on rare occasions, either a tribe he has adopted for a short time or who serve as fodder for his hunts. Other times he stalks the wild lands looking for opponents worthy of his fighting skills.

Roleplaying Suggestions: Graun sometimes ventures into civilized lands to spend his coin and search for blood sports, hoping for a chance to kill in front of a crowd.



GIANT SLAYER	CR 11
DWARF BARBARIAN 12	XP 12,800
Medium humanoid (dwarf)	N

Init +1; **Senses** Perception +17

DEFENSE

AC 23, touch 11, flat-footed 21 (+10 armor, +1 deflection, +1 Dex, +1 dodge, -2 rage, +2 shield)

hp 191 (12d12+108)

Fort +17, **Ref** +6, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, trap sense +4; **DR** 2/—

OFFENSE

Speed 20 ft.

Melee +1 giant-bane dwarven waraxe +19/+14/+9 (1d10+7/x3)

Ranged mwk composite longbow +14/+9/+4 (1d8+6/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, greater rage (31 rounds/day), rage powers (guarded stance +3, mighty swing, no escape, roused anger, strength surge +12, unexpected strike)

TACTICS

During Combat The barbarian switches from a one-handed to a two-handed grip on his axe as the situation demands. He uses his shield against multiple foes but keeps his bow in hand if in melee against a lone enemy. He uses his rolling dodge before exposing himself to missiles, especially giant-thrown boulders, and assumes his guarded stance in melee. He charges with Spring Attack to get close to his enemies, following it up with full attacks.

Base Statistics When not raging, the barbarian's statistics are **AC** 25, touch 13, flat-footed 23; **hp** 155; **Fort** +14, **Will** +7; **Melee** +1 giant-bane dwarven waraxe +16/+11/+6 (1d10+4/x3); **Ranged** mwk composite longbow +14/+9/+4 (1d8+3/x3); **Str** 16, **Con** 20; **CMB** +15; **CMD** 28 (32 vs. bull rush or trip); **Skills** Climb +7, Swim +7.

STATISTICS

Str 22, **Dex** 13, **Con** 26, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +18; **CMD** 29 (33 vs. bull rush or trip)

Feats, Dodge, Heavy Armor Proficiency, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Climb +10, Heal +5, Knowledge (nature) +5, Linguistics +0, Perception +17 (+19 to notice unusual stonework), Survival +10, Swim +10

Languages Common, Dwarven, Giant

SQ fast movement

Combat Gear potions of blur (2), potions of cure light wounds (2), tanglefoot bags (3); **Other Gear** +1 full plate, +1 buckler, +1 giant-bane dwarven waraxe, mwk composite longbow (+6 Str) with 20 arrows, belt of mighty constitution +2, cloak of resistance +1, ring of protection +1, 5 gp

Giant slayers seek out giants and cut them down. Raging with enmity for their prey, they allow no other creatures to get between them and their hated foes.

JEMAR CROWELL

Jemar Crowell is a champion of his people, a savage emissary of vengeance in the never-ending wars between the dwarfholds and giant-kin of all kinds. Often clad head to toe in stout dwarven steel armor, Jemar sometimes doffs his helmet to better taunt enemies as he brings them low. He keeps his scalp shaved save for two narrow crests of hair. His cape is woven from shaggy skeins of loosely-spun giant hair clipped from his vanquished foes, and when the weather is cold he wears scarves and mittens knit from the same material.

Combat Encounters: Jemar is a focused combatant, going after his prey and protecting his people's interests to the exclusion of all other concerns. He has no qualms about stealing kills and looting bodies.

Roleplaying Suggestions: When not slaying giants, Jemar plans raids on giant strongholds, and considers those who trade with giants as bad as giants themselves. Though he primarily works for dwarven interests, he often hires sellswords and adventurers to aid him on particularly dangerous hunts.



SAVAGE RIDER	CR 12
HUMAN BARBARIAN 13	XP 19,200
Medium humanoid (human)	CN

Init +1; **Senses** Perception +17

DEFENSE

AC 17, touch 9, flat-footed 16 (+6 armor, +1 Dex, -2 rage, +2 shield)
(+1 deflection vs. ranged weapons)

hp 194 (13d12+104)

Fort +16, **Ref** +6, **Will** +9; +5 vs. spells and spell-like or supernatural abilities

Defensive Abilities improved uncanny dodge, trap sense +4; **DR** 3/—

OFFENSE

Speed 40 ft.

Melee +1 lance +21/+16/+11 (1d8+8/x3)

Ranged mwk composite longbow +15/+10/+5 (1d8+7/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks greater rage (32 rounds/day), rage powers (guarded stance +3, mighty swing, renewed vigor 3d8+10, rolling dodge +3, strength surge +13, superstition +5)

TACTICS

Before Combat The barbarian uses his warhorse for transportation, but if expecting combat, he retrieves an animal from his *bag of tricks* and rides it instead.

During Combat The barbarian charges whenever possible, whether mounted or on foot, using Mounted Combat and his +1 *arrow catching buckler* to divert attacks made against his mount. If his mount is slain, he draws a replacement from his *bag of tricks* and makes a fast mount. He uses guarded stance and rolling dodge as needed, often using them or renewed vigor after a ride-by charge while circling around into position for another charge.

Base Statistics When not raging, the barbarian's statistics are **AC** 19, touch 11, flat-footed 18; **hp** 155; **Fort** +13, **Will** +6; no bonus vs. spells and spell-like or supernatural abilities; **Melee** +1 lance +18/+13/+8 (1d8+5/x3); **Ranged** mwk composite longbow +15/+10/+5 (1d8+4/x3); **Str** 18, **Con** 18; **CMB** +17; **CMD** 28; **Skills** Climb +7, Swim +7.

STATISTICS

Str 24, **Dex** 13, **Con** 24, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +13; **CMB** +20; **CMD** 29

Feats Animal Affinity, Improved Bull Rush, Mounted Combat, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Unseat

Skills Acrobatics +11, Climb +10, Handle Animal +19, Knowledge (nature) +10, Perception +17, Ride +26, Survival +13, Swim +10

Languages Common

SQ fast movement

Combat Gear oil of keen edge, potion of cure light wounds; **Other**

Gear rhino hide armor, +1 *arrow catching buckler*, +1 lance, masterwork composite longbow (+7 Str) with 20 arrows, *bag of tricks* (tan), *belt of mighty constitution* +2, *cloak of resistance* +1, heavy warhorse with riding saddle and masterwork studded leather barding, 51 gp

Savage riders use a mix of magical and mundane mounts to make lightning-fast raids against their enemies.

FINNOGH LLEW

Having mastered horses while still a child, Finnogh seeks out the wildest and most untameable beasts the world has to offer. Though he's keenly interested in learning which savage beasts can best be tamed, he cares less about mastery than the thrill of the ride. Eventually he turns loose even those animals he has broken to the bit, though more from boredom than altruism.

Combat Encounters: Always on the search for exotic beasts to serve as mounts, Finnogh often resides in or near the lairs of strange creatures.

Roleplaying Suggestions: Finnogh is quick to query adventurers about any strange creatures they might have encountered, and may join them on a hunt for such beasts.



ARCANE EXPERIMENTER	CR 13
GNOME BARBARIAN 14	XP 25,600
Small humanoid (gnome)	CE

Init +3; **Senses** low-light vision; **Perception** +20

DEFENSE

AC 19, touch 12, flat-footed 16 (+7 armor, +3 Dex, -2 rage, +1 size)
hp 191 (14d12+95)

Fort +16, **Ref** +8, **Will** +9; +2 vs. illusions, +4 vs. enchantments

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, indomitable will, trap sense +4; **DR** 3/—; **Immune** frightened, nauseated, shaken, sickened

OFFENSE

Speed 25 ft.

Melee +1 *thundering gnome hooked hammer* +21/+16/+11 (1d4+8/19-20/x4) or +1 *thundering gnome hooked hammer* +19/+14/+9 (1d4+6/19-20/x4), +1 *gnome hooked hammer* +19/+14 (1d6+6/19-20/x3), bite +15 (1d3+2)

Ranged mwk composite longbow +19/+14/+9 (1d6+5/x3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, greater rage (33 rounds/day), rage powers (animal fury, clear mind, fearless rage, internal fortitude, mighty swing, moment of clarity, strength surge +14)

Gnome Spell-Like Abilities (CL 14th; concentration +15) 1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

TACTICS

Before Combat The barbarian uses her *wand of shield* before most battles, but also uses her *wand of mirror image* if she expects a difficult fight or a battle against a strong lone enemy.

During Combat The barbarian closes quickly to make full attacks with her hooked hammer, using the *thundering pick* end as her primary weapon and the hammer as her off-hand attack. If she has to charge or otherwise move between attacks, she makes a single two-handed Power Attack with the pick end. She uses moment of clarity to trigger a wand or scroll if the situation demands, such as in an encounter with a flying or invisible foe. She prefers to reserve her *boots of speed* for when she is already in melee, to facilitate full attacks or to close the distance on faster enemies.

Base Statistics When not raging, the barbarian's statistics are **AC** 21, touch 14, flat-footed 18; **hp** 149; **Fort** +13, **Will** +6; no bonus vs. enchantments; **Immune** —; **Melee** +1 *thundering gnome hooked hammer* +18/+13/+8 (1d4+4/19-20/x4) or +1 *thundering*

gnome hooked hammer +16/+11/+6 (1d4+3/19-20/x4), +1 *gnome hooked hammer* +16/+11 (1d6+3/19-20/x3); **Ranged** mwk composite longbow +19/+14/+9 (1d6+2/x3); **Str** 14, **Con** 16; **CMB** +15; **CMD** 28; **Skills** Climb +3.

STATISTICS

Str 20, **Dex** 17, **Con** 22, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +14; **CMB** +18; **CMD** 29

Feats Double Slice, Improved Critical (*gnome hooked hammer*), Improved Two-Weapon Fighting, Power Attack, Skill Focus (Use Magic Device), Two-Weapon Fighting, Two-Weapon Rend

Skills Acrobatics +17, Climb +6, Craft (alchemy) +5, Knowledge (arcana) +0, Perception +20, Spellcraft +0, Stealth +5, Survival +5, Use Magic Device +18

Languages Common, Gnome, Sylvan

SQ fast movement

Combat Gear scroll of align weapon, scroll of cure light wounds, scroll of magic weapon, scroll of protection from good, scroll of true strike, wand of fly (10 charges), wand of mirror image (10 charges), wand of see invisibility (10 charges), wand of shield (40 charges), alchemical sliver arrows (10), cold iron arrows (20); **Other Gear** +1 breastplate, +1 *thundering*/+1 *gnome hooked hammer*, masterwork composite longbow (+5 Str), belt of giant strength +2, boots of speed, cloak of resistance +1, 8 gp

An oddity among their kind, arcane experimenters use knowledge of magic to sow confusion on the battlefield.

KRIDA GRICHENWALD

Krida studies the link between emotional states and magic. Though she's so far been unable to focus her rage into magic, she believes it is only a matter of time. When friends and family tried to dissuade her, Krida quite literally sacrificed them, murdering some swiftly in paranoid vengeance but gruesomely torturing others in her search for non-existent magical secrets.

Combat Encounters: Krida's obsession drives her to attack those who obviously possess magic items.

Roleplaying Suggestions:

Krida may search out spellcasters in order to pick their brains about rage magic, but she soon becomes frustrated and hostile to them.



LIFE STEALER

CR 14

HUMAN BARBARIAN 15

XP 38,400

Medium humanoid (human)

NE

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 20, touch 11, flat-footed 17 (+7 armor, +3 Dex, -2 rage, +2 shield)

hp 200 (15d12+97)

Fort +17, **Ref** +10, **Will** +10; +5 vs. spells and spell-like and supernatural abilities, +4 vs. enchantments

Defensive Abilities improved uncanny dodge, indomitable will, trap sense +5; **DR** 3/—

OFFENSE

Speed 30 ft.

Melee *nine lives stealer* +22/+17/+12 (1d8+7/17-20) or armor spikes +20/+15/+10 (1d6+5)

Ranged mwk composite longbow +19/+14/+9 (1d8+5/x3)

Special Attacks greater rage (35 rounds/day), rage powers (low-light vision, mighty swing, night vision, quick reflexes, scent, strength surge +15, superstition +5)

TACTICS

Before Combat The barbarian uses stealth and deception to get close to enemies without them noticing, and uses his *chime of opening* to break into locked strongholds.

During Combat The barbarian tries to disarm opponents at the beginning of combat, using poison against a target's weakest ability score if he knows his target in advance. He triggers his mighty swing on a sword critical that might slay his target, and uses his rage-enhanced senses to find creatures trying to hide or flee. He uses his buckler when faced with many foes, but against lone targets uses his *nine lives stealer* for two-handed Power Attacks.

Base Statistics When not raging, the barbarian's statistics are **AC** 22, touch 13, flat-footed 19; **hp** 155; **Fort** +14, **Will** +7; no bonus vs. spells and spell-like or supernatural abilities, no bonus vs. enchantments; **Melee** *nine lives stealer* +19/+14/+9 (1d8+4/17-20) or armor spikes +17/+12/+7 (1d6+2); **Ranged** mwk composite longbow +19/+14/+9 (1d8+2/x3); **Str** 15, **Con** 16; **CMB** +17; **CMD** 30;

Skills Climb +7, Swim +3.

STATISTICS

Str 21, **Dex** 16, **Con** 22, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +20; **CMD** 31

Feats Blind-Fight, Combat Expertise, Deadly Aim, Deceitful, Greater Disarm, Improved Critical (longsword), Improved Disarm, Power Attack, Step Up

Skills Acrobatics +18 (+22 when jumping), Bluff +18, Climb +10, Craft (alchemy) +6, Disguise +20 (+30 with *hat of disguise*), Intimidate +15, Knowledge (local, nobility) +5, Linguistics +7, Perception +18, Stealth +20, Survival +10, Swim +6

Languages Common, Aklo, Draconic, Dwarven, Elven, Gnoll, Goblin, Orc

SQ fast movement

Combat Gear potion of cure light wounds, potion of invisibility, potions of undetectable alignment (2), blue whinnis poison

(2), giant wasp poison (2), purple worm poison; **Other Gear** +1 shadow breastplate with armor spikes, +1 buckler, *nine lives stealer*, masterwork composite longbow (+5 Str) with 20 arrows, belt of giant strength +2, *chime of opening*, *cloak of resistance* +2, *hat of disguise*, disguise kit, 50 gp

Careful and cunning, life stealers often serve as assassins.

XAVIER DURANT

Xavier fancies himself a master of infiltration, and takes special delight in eliminating rival assassins.

Combat Encounters: Xavier often hires goons to weaken his prey before moving in for the kill.

Roleplaying Suggestions: Xavier disguises himself so he can interact with marks in person and learn about them.



UNDEAD HUNTER	CR 15
HALF-ORC BARBARIAN 16	XP 51,200
Medium humanoid (human, orc)	N

Init +1; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, +1 Dex, -2 rage)

hp 237 (16d12+128)

Fort +19, **Ref** +8, **Will** +11; +6 vs. spells and supernatural or spell-like abilities, +4 vs. enchantments

Defensive Abilities improved uncanny dodge, indomitable will, orc ferocity, trap sense +5; **DR** 4/—; **Immune** frightened, nauseated, shaken, sickened

OFFENSE

Speed 30 ft.

Melee +1 *disruption heavy flail* +26/+21/+16/+11 (1d10+13/17-20) or +1 *merciful heavy flail* +26/+21/+16/+11 (1d10+1d6+13 nonlethal/17-20)

Ranged +1 *undead-bane composite longbow* +18/+13/+8/+3 (1d8+9/x3)

Special Attacks greater rage (38 rounds/day), rage powers (clear mind, fearless rage, internal fortitude, intimidating glare, no escape, quick reflexes, superstition +6, terrifying howl [DC 26])

TACTICS

During Combat The barbarian hunts undead, using both his +1 *disruption heavy flail* and his bow. Against the living, he uses intimidating glare and terrifying howl, then switches to his +1 *merciful heavy flail* and utilizes Exhausting Criticals and trip maneuvers to take enemies out of the fight without killing them.

Base Statistics When not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 189; **Fort** +16, **Will** +8; no bonus vs. spells and spell-like or supernatural abilities, no bonus vs. enchantments; **Melee** +1 *disruption heavy flail* +23/+18/+13/+8 (1d10+8/17-20) or +1 *merciful heavy flail* +23/+18/+13/+8 (1d10+1d6+8 nonlethal/17-20); **Ranged** +1 *undead-bane composite longbow* +18/+13/+8/+3 (1d8+6/x3); **Str** 20, **Con** 18; **CMB** +21 (+25 trip); **CMD** 32 (34 vs. trip); **Skills** Climb +17, Swim +7.

STATISTICS

Str 26, **Dex** 12, **Con** 24, **Int** 14, **Wis** 12, **Cha** 8

Base Atk +16; **CMB** +24 (+28 trip); **CMD** 33 (35 vs. trip)

Feats Combat Expertise, Critical Focus, Exhausting Critical, Greater Trip, Improved Critical (heavy flail), Improved Trip, Tiring Critical, Weapon Focus (heavy flail)

Skills Acrobatics +16 (+20 when jumping), Climb +20, Intimidate +20, Knowledge (religion) +15, Perception +20, Ride +1, Stealth +11, Survival +10, Swim +10

Languages Abyssal, Common, Draconic, Orc

SQ fast movement, orc blood, weapon familiarity

Combat Gear potion of cure serious wounds, potion of lesser restoration, silversheen, alchemical silver arrows (20), cold iron arrows (20), holy water (2); **Other Gear** +1 chainmail, +1 *disruption heavy flail*, +1 *merciful heavy flail*, +1 *undead-bane composite longbow* (+8 Str), belt of physical perfection +2, cloak of resistance +2, 2 gp

Whether encountered alone or in a group of like-minded individuals, undead hunters let no one stand in the way of their grim work.

TORAIN MIRNO

The last survivor of a half-orc tribe exterminated by a necromancer, Torain has devoted his life to cleansing the world of the taint of the unliving. His studious nature is a rarity among half-orcs, particularly in light of the savagery he unleashes upon the deathless hordes. While some hail him as a hero, his endless war has all but extinguished his sense of compassion and mercy.

Combat Encounters: Torain strikes hard and fast against those he believes serve undead or necromantic masters, often killing them before asking questions.

Roleplaying Suggestions: Between undead hunts, Torain holds silent vigils in a cemeteries and mausoleums, acting as a fierce and watchful warden against the rising dead.



GRACEFUL SLAYER

CR 16

ELF BARBARIAN 17

XP 76,800

Medium humanoid (elf)

N

Init +5; **Senses** low-light vision; **Perception** +23

DEFENSE

AC 20, touch 13, flat-footed 15 (+7 armor, +5 Dex, -2 rage)

hp 218 (17d12+102)

Fort +17, **Ref** +12, **Will** +11; +6 vs. enchantments

Defensive Abilities improved uncanny dodge, indomitable will, trap sense +5; **DR** 4/—; **Immune** sleep

OFFENSE

Speed 40 ft.

Melee +1 *keen shocking burst elven curve blade* +25/+20/+15/+10 (1d10+11/15-20 plus 1d6 electricity)

Ranged +1 *seeking composite longbow* +23/+18/+13/+8 (1d8+8/19-20/x3)

Special Attacks greater rage (38 rounds/day), rage powers (clear mind, mighty swing, no escape, powerful blow +5, raging leaper +17, strength surge +17, surprise accuracy +5, unexpected strike)

TACTICS

During Combat The barbarian initially pelts enemies with arrows to deliver disabling critical hit effects, and dispatches any who survive with her flashing blade. In either case, she uses her speed to stay out of danger and her *boots of speed* to maximize movement or make full attacks in melee or at range.

Base Statistics When not raging, the barbarian's statistics are **AC** 22, touch 15, flat-footed 17; **hp** 167; **Fort** +14, **Will** +8; **Melee** +1 *keen shocking burst elven curve blade* +22/+17/+12/+7 (1d10+7/15-20 plus 1d6 electricity); **Ranged** +1 *seeking composite longbow* +23/+18/+13/+8 (1d8+5/19-20/x3); **Str** 18, **Con** 14; **CMB** +21; **CMD** 36; **Skills** Acrobatics +24 (+28 when jumping), Climb +7, Swim +7.

STATISTICS

Str 24, **Dex** 20, **Con** 20, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +17; **CMB** +24; **CMD** 37

Feats Bleeding Critical, Critical Focus, Improved Critical (composite longbow), Manyshot, Point-Blank Shot, Power Attack, Rapid Shot, Staggering Critical, Stunning Critical

Skills Acrobatics +24 (+45 when jumping), Climb +10, Intimidate +16, Knowledge (nature) +10, Perception +23, Ride +14, Stealth +20, Survival +10, Swim +10

Languages Common, Elven

SQ elven magic, fast movement, tireless rage, weapon familiarity

Combat Gear oil of align weapon (evil), oil of flame arrow, potions of cure light wounds (2), potions of jump (2), potion of spider climb, adamantine arrows (10), alchemical silver arrows (10), tanglefoot bags (2); **Other Gear** +1 mithral breastplate, +1 *keen shocking burst elven curve blade*, +1 *seeking composite longbow* (+7 Str) with 40 cold iron arrows, belt of physical perfection +2, boots of speed, cloak of resistance +2, 50 gp

Graceful slayers stalk the wilderness and the far reaches of the world, protecting the denizens and environs from those who would seek to slay and destroy.

SIBUSISWE NJAI

Sibusiswe is a fierce and feral elf with the grace of a panther, and claims that she communes with animistic spirits of the forest and savannah. A loner, she prowls the wildlands, appearing and disappearing like a flash of lightning.

Combat Encounters: Sibusiswe follows the dictates of the animalistic spirits that she believes guide her. Because of this, her attacks can be unprovoked—as much as a surprise to her as to her victims.

Roleplaying Suggestions: Sibusiswe's spirits are capricious, but also inquisitive. An encounter with the elf is just as likely to end in a parley as it is to end in combat.



REFINED REAVER	CR 17
HUMAN BARBARIAN 18	XP 102,400
Medium humanoid (human)	N

Init +3; **Senses** Perception +21

DEFENSE

AC 19, touch 12, flat-footed 15 (+7 armor, +3 Dex, +1 dodge, -2 rage)
hp 230 (18d12+108)

Fort +19, **Ref** +12, **Will** +12; +6 vs. spells and spell-like and
supernatural abilities, +4 vs. enchantments

Defensive Abilities 50% chance to negate critical hits and sneak
attacks, improved uncanny dodge, indomitable will, trap sense +6;
DR 4/—; **Immune** frightened, nauseated, shaken, sickened

OFFENSE

Speed 40 ft.

Melee +3 adamantine ranseur
+31/+26/+21/+16 (2d4+18/x3)

Ranged +1 composite longbow
+22/+17/+12/+7 (1d8+11/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Special Attacks greater rage (40 rounds/day),
rage powers (fearless rage, guarded stance
+4, internal fortitude, mighty swing, quick
reflexes, strength
surge +18, superstition +6, surprise accuracy +5,
unexpected strike)

TACTICS

Before Combat The barbarian drinks his *potion of shield of faith* if he has time.

During Combat The barbarian plunges into battle using Spring Attack. Once in position, he uses Whirlwind Attack with Lunge and Power Attack, alternating regular ranseur attacks with trip, disarm, or sunder maneuvers (the latter against targets far enough away that they cannot make attacks of opportunity). He exits and re-enters rage whenever necessary to reactivate once-per-rage powers like mighty swing and unexpected strike.

Base Statistics When not raging, the barbarian's statistics are **AC** 21, touch 14, flat-footed 17; **hp** 176; **Fort** +16, **Will** +9; no bonus vs. spells and spell-like or supernatural abilities, no bonus vs. enchantments; **Melee** +3 adamantine ranseur +28/+23/+18/+13 (2d4+13/x3); **Ranged** +1 composite longbow +22/+17/+12/+7 (1d8+8/x3); **Str** 24, **Con** 14; **CMB** +25; **CMD** 39; **Skills** Climb +17, Swim +17.

STATISTICS

Str 30, **Dex** 16, **Con** 20, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +18; **CMB** +28 (+32 trip); **CMD** 40 (42 vs. trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Trip, Improved Trip, Lunge, Mobility, Power Attack, Spring Attack, Whirlwind Attack

Skills Acrobatics +21, Climb +20, Intimidate +20, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (nature) +20, Perception +21, Ride +7, Survival +20, Swim +20

Languages Common

SQ fast movement, tireless rage

Combat Gear oil of align weapon (good), potion of cure light wounds, potion of fly, potion of invisibility, potions of shield of faith (2); **Other Gear** +1 moderate fortification breastplate, +3 adamantine ranseur, +1 composite longbow (+10 Str) with 20 arrows, dagger, handaxe, belt of giant strength +6, cloak of resistance +3, pink rhomboid ioun stone, 43 gp

Refined reavers mix their savage fury with more refined and civilized weapon attacks and maneuvers, dipping in and out of rage when it suits their purpose. They often work well with groups of allies.



DEATH DEALER

CR 18

HALF-ORC BARBARIAN 19

XP 153,600

Medium humanoid (human, orc)

CE

Init +2; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 13, touch 10, flat-footed 11 (+3 armor, +2 Dex, -2 rage)

hp 243 (19d12+114)

Fort +20, **Ref** +12, **Will** +13; +6 vs. spells and spell-like or supernatural abilities, +4 vs. enchantments

Defensive Abilities *blink*, improved uncanny dodge, indomitable will, orc ferocity, trap sense +6; **DR** 5/—

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 *unholy ghost touch adamantine scythe* +31/+26/+21/+16 (2d4+16/19-20/x4)

Ranged mwk composite longbow +22/+17/+12/+7 (1d8+10/x3)

Special Attacks greater rage (42 rounds/day), rage powers (clear mind, intimidating glare, knockback, mighty swing, strength surge +19, superstition +6, surprise accuracy +5, terrifying howl [DC 29], unexpected strike)

TACTICS

Before Combat The barbarian uses potions if expecting a major confrontation. His *ring of blinking* operates continuously.

During Combat The barbarian begins combat with Dazzling Display and terrifying howl. Against a small group, he makes Flyby Attacks, using Lunge and *potions of enlarge person* to extend his reach and avoid attacks of opportunity, and Great Cleave against targets clustered together. In close combat, he uses intimidating glare along with Great Cleave attacks, using knockback to force enemies into close quarters. He relies on his *ring of blinking* to avoid most attacks, and with his tireless rage he exits and re-enters rage whenever it's convenient to regain the use rage powers he can use only once per rage.

Base Statistics When not raging, the barbarian's statistics are **AC** 15, touch 12, flat-footed 13; **hp** 186; **Fort** +17, **Will** +10; no bonus vs. spells and spell-like or supernatural abilities, no bonus vs. enchantments; **Melee** +1 *unholy ghost touch adamantine scythe* +28/+23/+18/+13 (2d4+11/19-20/x4); **Ranged** mwk composite longbow +22/+17/+12/+7 (1d8+7/x3); **Str** 24, **Con** 14; **CMB** +26; **CMD** 38; **Skills** Climb +11, Intimidate +37, Swim +11.

STATISTICS

Str 30, **Dex** 14, **Con** 20, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +19; **CMB** +29; **CMD** 39

Feats Cleave, Dazzling Display, Flyby Attack, Great Cleave, Improved Critical (scythe), Intimidating Prowess, Lunge, Power Attack, Shatter Defenses, Weapon Focus (scythe)

Skills Acrobatics +11 (+15 when jumping), Climb +14, Fly +15, Intimidate +40, Perception +27, Survival +5, Swim +14

Languages Common, Orc

SQ fast movement, orc blood, tireless rage, weapon familiarity

Combat Gear oil of magic weapon, potion of bear's endurance, potion of cat's grace, potions of cure moderate wounds (2), potions of enlarge person (4), silversheen, tanglefoot bag;

Other Gear masterwork studded leather, +1 *unholy ghost touch adamantine scythe*, masterwork composite longbow (+10 Str) with 20 arrows, belt of giant strength +4, cloak of resistance +4, eyes of the eagle, handy haversack, mask of intimidation, ring of blinking, ring of feather falling, winged boots, 57 gp

These fearsome killers seek to feed their dark gods with the souls of those they slice apart with their powerful scythes—weapons powerful enough to cut through both flesh and spirit.



SCARRED WANDERER	CR 19
DWARF BARBARIAN 20	XP 204,800
Medium humanoid (dwarf)	CN

Init +2; **Senses** Perception +25

DEFENSE

AC 24, touch 10, flat-footed 22 (+7 armor, +2 Dex, -2 rage, +7 shield)
hp 415 (20d12+280)

Fort +28, **Ref** +12, **Will** +18; +9 vs. spells and spell-like abilities, +4 vs. enchantments, +2 vs. poison and supernatural abilities

Defensive Abilities 70% chance to negate critical hits and sneak attacks, defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, indomitable will, trap sense +6; **DR** 8/—; **Immune** frightened, harmful vapors and gases, nauseated, shaken, sickened

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +5 bashing spiked heavy shield +31/+26/+21/+16 (2d6+11) or +5 bashing spiked heavy shield +29/+24/+19/+14 (2d6+11), +1 adamantine dwarven waraxe +25 (1d10+4/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, mighty rage (50 rounds/day), rage powers (clear mind, fearless rage, increased damage reduction +3, internal fortitude, knockback, mighty swing, strength surge +20, superstition +7)

TACTICS

During Combat The barbarian breaks up enemy positions with bull rush. He always includes knockback and Shield Slam, and adds strength surge against strong enemies.

Base Statistics When not raging, the barbarian's statistics are **AC** 26, touch 12, flat-footed 24; **hp** 335; **Fort** +24, **Will** +14; +2 vs. poison, spells, and spell-like abilities, no bonus vs. supernatural abilities or enchantments; **DR** 5/—; **Melee** +5 bashing spiked heavy shield +27/+22/+17/+12 (2d6+7) or +5 bashing spiked heavy shield +25/+20/+15/+10 (2d6+7), +1 adamantine dwarven waraxe +21 (1d10+2/x3); **Str** 14, **Con** 26; **CMB** +22; **CMD** 34; **Skills** Climb +16.

STATISTICS

Str 22, **Dex** 15, **Con** 34, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +20; **CMB** +26 (+30 bull rush); **CMD** 36 (42 vs. bull rush, 40 vs. trip)

Feats Greater Bull Rush, Improved Bull Rush, Improved Shield Bash, Iron Will, Lunge, Power Attack, Shield Master, Shield Slam, Toughness, Two-Weapon Fighting

Skills Acrobatics +22, Climb +20, Intimidate +20, Linguistics +3, Perception +25 (+27 to notice unusual stonework), Profession (miner) +5, Survival +6

Languages Common, Dwarven, Giant, Terran, Undercommon

SQ fast movement, tireless rage

Combat Gear potion of cure moderate wounds, potions of haste (2); **Other Gear** +1 heavy fortification breastplate, +5 bashing spiked heavy steel shield, +1 adamantine dwarven waraxe, belt of mighty constitution +6, cloak of resistance +4, necklace of adaptation, ring of feather falling, winged boots, 150 gp

These barbarians are always scarred in some way, and wander the land in order to accomplish great deeds.

GORGU STONESPLITTER

Once an ordinary dwarven warrior, Gorgu Stonesplitter was captured and enslaved by fire giants who shaved his beard, and burned and scarred his face. After years of toil in their mines, he gained his freedom when the giants' king was overthrown by a group of adventurers. Gorgu threw his lot in with them in the hope of taking his revenge on the giants' masters. While he learned much, killing could not restore his pride or his faith in his people, nor slake the rage in his heart. Since taking his leave from his companions, he has roamed the world in search of purpose. He fights now for the fun of it, and his temper has gradually cooled to dark embers. Still, he might join any nearby fray on any side. Should anyone land a blow he notices, he might begin to fight in earnest.

Combat Encounters: A glutton for battle, Gorgu fights for anyone or any cause that might offer a challenge.

Roleplaying Suggestions: Every so often, Gorgu seeks out powerful adventurers to lead him to an impossible foe—which he secretly plans to take down single-handedly.



TAVERN SINGER

CR 1/2

HALF-ELF BARD 1

XP 200

Medium humanoid (elf, human)

CN

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6/18-20)

Ranged shortbow +2 (1d6/x3)

Special Attacks bardic performance 7 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*grease*, *hideous laughter* (DC 14)

0 (at will)—*dancing lights*, *ghost sound* (DC 13), *message*, *prestidigitation*

TACTICS

During Combat The bard uses *grease* to escape.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Skill Focus (Perform [wind]), Weapon Finesse

Skills Bluff +7,

Diplomacy +7,

Perception +5,

Perform (wind) +12,

Sense Motive +3, Sleight of Hand +6, Stealth +5, Use Magic Device +7

Languages Common, Elven

SQ bardic knowledge +1, elf blood

Combat Gear potions of cure

light wounds (2), alchemist's fire, sunrod, tanglefoot bag, thunderstone; **Other**

Gear studded leather, rapier,

shortbow with 20 arrows,

masterwork flute, 13 gp

These performers entertain to earn drinks and tips.

CALVOS

He loves life on the road, but Calvos's erratic behavior keeps him out of the best shows.

STREET PERFORMER

CR 1

HUMAN BARD 2

XP 400

Medium humanoid (human)

CN

Init +2; **Senses** Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 14 (2d8+1)

Fort +1, **Ref** +5, **Will** +4; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

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

Ranged dagger +3 (1d4/19-20)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 2nd; concentration +5)

1st (3/day)—*charm person* (DC 14), *expeditious retreat*, *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *flare* (DC 13), *ghost sound* (DC 13), *prestidigitation*

TACTICS

During Combat The bard stays at a safe distance, supporting allies with music and using spells to deter fights.

STATISTICS

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

Base Atk +1;

CMB +1; **CMD** 13

Feats Point-Blank

Shot, Precise Shot

Skills Acrobatics +5,

Bluff +7, Diplomacy +8,

Handle Animal +8,

Knowledge (local) +4,

Perception +5, Perform

(wind) +8, Sense Motive +5,

Sleight of Hand +7, Stealth +5

Languages Common

SQ bardic knowledge +1, versatile performance (wind)

Combat Gear potions of cure *light wounds* (2), potion of invisibility, caltrops, silk rope, tanglefoot bags (2);

Other Gear masterwork chain shirt, daggers (3), 8 gp

A bard without a regular tavern as a base can busk in various streets and markets.

JELKS THE PIPER

After growing up an orphan on the streets, Jelks earns a living by playing music and guiding newcomers through the city. She hopes adventurer clients will take her along with them.



LOCAL CELEBRITY	CR 2
HUMAN BARD 3	XP 600
Medium humanoid (human)	LE

Init +1; **Senses** Perception +4

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 20 (3d8+3)

Fort +2, **Ref** +4, **Will** +3; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4-1/19-20)

Ranged dagger +3 (1d4-1/19-20)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd;

concentration +5)

1st (4/day)—*charm person* (DC 14), *cure light wounds* (DC 13), *hypnotism* (DC 14), *sleep* (DC 14)
0 (at will)—*daze* (DC 13), *detect magic*, *light*, *lullaby* (DC 13), *mage hand*, *resistance*

TACTICS

During Combat The bard uses bardic performance to bolster his entourage, and spells to impede enemies.

STATISTICS

Str 8, Dex 13, Con 12, Int 14, Wis 10, Cha 15

Base Atk +2; **CMB** +1; **CMD** 12

Feats Skill Focus (Bluff), Spell Focus (enchantment), Weapon Finesse

Skills Appraise +6, Bluff +11, Diplomacy +8, Disguise +8, Intimidate +6, Knowledge (arcana, nobility) +7, Knowledge (local) +9, Perception +4, Perform (act, dance) +8, Perform (sing) +7, Sense Motive +5, Spellcraft +8

Languages Common, Elven, Infernal

SQ bardic knowledge +1, versatile performance (act)

Combat Gear potion of invisibility; **Other Gear** masterwork dagger, bracers of armor +1, 48 gp

Celebrity bards love the spotlight and their throngs of admiring fans.

TREMIN KAYLOS

An up-and-coming local star, Tremin is the son of a crime boss. He uses his social clout to smear rivals.



TAUNTING COMEDIAN	CR 3
HALFLING BARD 4	XP 800
Small humanoid (halfling)	CE

Init +3; **Senses** Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +8, **Will** +4; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee mwk short sword +7 (1d6/19-20)

Ranged sling +6 (1d4)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—*suggestion* (DC 16), *tongues*

1st (4/day)—*animate rope*, *cure light wounds* (DC 15), *lesser confusion* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mending*, *read magic*

TACTICS

During Combat The bard hides using *ventriloquism*, and snares enemies with *animate rope*.

STATISTICS

Str 11, Dex 16, Con 10, Int 12, Wis 8, Cha 18

Base Atk +3; **CMB** +3; **CMD** 16

Feats Arcane Strike, Weapon Finesse

Skills Acrobatics +11 (+7 when jumping), Bluff +11, Climb +1, Diplomacy +8, Intimidate +9, Knowledge (local) +10, Perception +1, Perform (comedy) +11, Sense Motive +4, Spellcraft +6, Stealth +7, Use Magic Device +10

Languages Common, Halfling

SQ bardic knowledge +2, versatile performance (comedy)

Combat Gear potions of *cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** +1 chain shirt, masterwork short sword, sling with 20 bullets, everburning torch, 30 gp

These jokers' jeers and pranks create humor from misfortune.

KORMICK VELDROSS

A diminutive bully, Kormick makes fun of everyone, but only fights when he's drunk.

COURT POET
CR 4
HUMAN BARD 5
XP 1,200
Medium humanoid (human)
LE
Init +0; Senses Perception +5

DEFENSE
AC 12, touch 11, flat-footed 12 (+1 armor, +1 deflection)

hp 31 (5d8+5)

Fort +4, Ref +4, Will +5; +4 vs. bardic performance, language-dependent, and sonic
OFFENSE
Speed 30 ft.

Melee mwk dagger +3 (1d4-1/19-20)

Ranged mwk dagger +4 (1d4-1/19-20)

Special Attacks bardic performance 16 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2)

Bard Spells Known (CL 5th; concentration +9)

 2nd (3/day)—*detect thoughts* (DC 16), *invisibility*, *misdirection*

 1st (5/day)—*alarm*, *charm person* (DC 16), *comprehend languages*, *undetectable alignment*

 0 (at will)—*detect magic*, *ghost sound* (DC 14), *light*, *mage hand*, *open/close*, *resistance*
TACTICS

During Combat The bard controls and confuses attackers with spells, leading combat by turning invisible and using *detect thoughts* to gain a better understanding of the enemy. She uses *charm person* to draw opponents to her side.

STATISTICS
Str 8, Dex 10, Con 12, Int 14, Wis 13, Cha 18
Base Atk +3; CMB +2; CMD 13
Feats Arcane Strike, Great Fortitude, Skill Focus (Bluff), Spell Focus (enchantment)

Skills Bluff +15, Diplomacy +12, Knowledge (arcana) +10, Knowledge (history, local, nobility) +12, Knowledge (planes) +8, Knowledge (religion) +9, Perception +5, Perform (oratory) +12, Sense Motive +9, Spellcraft +10, Stealth +6

Languages Common, Dwarven, Elven

SQ bardic knowledge +2, lore master 1/day, versatile performance (oratory)

Combat Gear potions of cure light wounds (2), potion of eagle's splendor; **Other**
Gear masterwork dagger, bracers of armor +1, ring of protection +1, 50 gp

Court poets swirl from influential person to influential person in noble courts, attempting to gain favor through stirring verse



and manipulative deeds. They can secretly direct realms with their words.

EKSEL MERTAND

Eksel is the voice in the lord's ear. She attempts to lead the nation with her advice and influence, digging her claws into every aspect of court intrigue as deeply as she can. Her enemies become the enemies of the state, and those she despises risk execution or imprisonment. Eksel sometimes makes gloating visits to those she has imprisoned to remind them who is more powerful.

Discovered in a local tavern and favored by the previous king for her grandiose storytelling style and world-spanning collection of fables and anecdotes, Eksel began her life in politics. After that king's passing and the prince's ascension to the throne, Eksel remained at the new king's side. Close in age and sharing similar tastes for drinking and carousing, Eksel and the prince grew fond of each other. The bard is now firmly entrenched in the court and enjoys all of its prestige and financial splendor.

Many nobles enjoy Eksel's skills at oration, but secretly bear grudges against the lowborn

woman. They are jealous of her relationship with the king, and complain among each other how her advice constantly trumps theirs. Any moves against Eksel draw great displeasure from the king, sometimes resulting in embarrassing punishments.

Eksel boasts a robust collection of jewelry and clothing. She constantly carries around a quill for taking notes on her enemies, and chews on it while she's plotting.

Combat Encounters: A careful schemer, Eksel is rarely encountered alone. She travels with a retinue of her lord's soldiers, supporting them in combat until discretion becomes the only avenue of survival. Then she attempts to flee or, if that's not an option, to negotiate the terms of her release.

Roleplaying Suggestions: Quick of wit and possessed of extreme cunning, Eksel might appear quiet and observant when first encountered. She sizes up her potential enemies and allies silently—and everyone is a potential enemy or ally—always looking for personal weaknesses to exploit or talents to manipulate in the service of her master.

CON ARTIST	CR 5
HALF-ELF BARD 6	XP 1,600
Medium humanoid (elf, human)	NE

Init +1; **Senses** low-light vision; **Perception** +3

DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)
hp 30 (6d8)

Fort +1, **Ref** +6, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6/18-20)

Ranged dagger +5 (1d4/19-20)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)

Bard Spells Known (CL 6th; concentration +10)

2nd (4/day)—*alter self, detect thoughts* (DC 16), *minor image* (DC 17), *suggestion* (DC 16)

1st (5/day)—*comprehend languages, disguise self, silent image* (DC 16), *ventriloquism* (DC 16)

0 (at will)—*dancing lights, detect magic, ghost sound* (DC 15), *message*

TACTICS

During Combat The bard uses her *potion of invisibility* to hide and *minor image* to make illusory combatants. If pressed, she uses *suggestion* to make her enemies leave the fight.

STATISTICS

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

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

Feats Skill Focus (Perform [act, oratory]), Spell Focus (illusion), Weapon Finesse

Skills Acrobatics +6, Escape Artist +10, Knowledge (arcana) +10, Knowledge (local) +14, Knowledge (nobility) +13, Perception +3, Perform (act, oratory) +16, Perform (string) +13, Sense Motive +10, Spellcraft +8, Stealth +10

Languages Common, Draconic, Elven

SQ bardic knowledge +3, elf blood, lore master 1/day, versatile performance (act, oratory)

Combat Gear elixir of truth, potion of cure light wounds, potions of invisibility (2); **Other Gear** +1 leather armor, masterwork rapier, dagger, ring of protection +1, violin, 13 gp



Con artists are never what they first appear to be. They hustle the gullible using confidence schemes.

AGAIL ENTHESS

Posing as a minor noble, “Lady Enthess” uses her assumed station in life to instill a sense of trust in her potential marks. Her apparent success and lavish lifestyle convince wealthy people of her success, leading them to invest in her various business ventures.

Lady Enthess sells counterfeits of relics supposedly discovered during a dangerous expedition. She keeps a few crates of these fakes in a hidden space in her basement. Through Enthess’s adventuring business, investors fund her seemingly hazardous excursions. This tiered investment only ever pays out for Enthess herself.

Enthess also sells mining rights in the area. She purchases an old mine, supposedly played out decades ago, then sneaks in and seeds it with raw gems. She then hires a prospector to inspect the purchase.

Once he returns with news of the great wealth, she sells the claim for much more than she originally paid.

Growing up on the streets, Enthess has defrauded hundreds of marks in her time. Though she enjoys bilking the clueless wealthy, she’s not so noble as to leave the poor alone. It was among these people she was raised, and from them she learned some of the simplest frauds. One of her favorites when she was young was the glass drop: she would purposefully bump into someone on the street, drop a sack of already broken glass, claim the bag contained an expensive vase, and demand the mark pay for the damage. As she grew up and began adventuring, she expanded her swindles to a greater scale.

Combat Encounters: Unless supported by a group of bodyguards or shills, Agail stays out of combat—begging, cajoling, bribing, or bargaining when need be. If she is well supported, she provides aid (while invisible) before slipping away to continue her schemes and find a way to get revenge from a safe distance some other day.

Roleplaying Suggestions: “Lady Enthess” is always on the lookout for new marks. Through polite and often delightful in conversation, she measures each person she meets, trying to find just the right con to fit the person in question.

GAMBLER

CR 6

DWARF BARD 7

XP 2,400

Medium humanoid (dwarf)

N

Init +1; **Senses** Perception +10

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 49 (7d8+14)

Fort +3, **Ref** +6, **Will** +5; +2 vs. poison, spells, and spell-like abilities, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee unarmed strike +10 (1d3+4) or

mwk dagger +10 (1d4+4/19-20)

Ranged dagger +6 (1d4+4/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc

humanoids, bardic performance 20 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 7th; concentration +11)

3rd (1/day)—*confusion* (DC 17), *glibness*

2nd (4/day)—*cure moderate wounds* (DC 16), *detect thoughts* (DC 16), *eagle's splendor*, *invisibility*

1st (5/day)—*charm person* (DC 15), *comprehend languages*, *expeditious retreat*, *unseen servant*

0 (at will)—*daze* (DC 14), *detect magic*, *mage hand*, *prestidigitation*

TACTICS

Before Combat The bard casts *eagle's splendor*.

During Combat The bard brings his fists to any brawl that breaks out when he or someone else gets caught cheating. He alternates between making melee attacks and using *confusion* to reduce the number of effective combatants.

Base Statistics Without *eagle's splendor*, the bard's statistics are **Bard Spells Known** reduce spell DCs by 2; **Cha** 14; **Skills** Bluff +12, Diplomacy +4, Intimidate +14, Perform (comedy) +15, Perform (oratory) +12.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +5; **CMB** +9; **CMD** 20 (24 vs. bull rush or trip)

Feats Improved Unarmed Strike, Persuasive, Skill Focus (Perform [comedy]), Weapon Focus (unarmed strike)

Skills Bluff +14, Diplomacy +6, Intimidate +16, Knowledge (arcane, dungeoneering, geography, history, local, nature, religion) +8, Perception +10 (+12 to notice unusual stonework), Perform (comedy) +17, Perform (oratory) +14, Sense Motive +10

Languages Common, Dwarven

SQ bardic knowledge +3, lore master 1/day, versatile performance (comedy, oratory)

Combat Gear elixir of vision; **Other Gear** +1 chain shirt, masterwork dagger, belt of giant strength +2, 198 gp

Gamblers lounge in dark corners of taverns and gambling dens, using their keen wits and talents to make a living.

MELISKI TRAUNDOR

Though he usually seems half drunk, Meliski's inebriation is only an act. This deception puts his opponents at ease, making them think he's an easy mark. They later discover he led them right into his trap when he takes all their gold by the end of the night. He knows all the tricks to spot when someone else is cheating.

Posted at a tavern table surrounded by a mug of beer, a stack of cards, and a worn bag of coin, Meliski outdrinks most other patrons. He plays cards all night, until the barkeep timidly begs him to leave so he can close up.

Combat Encounters: Never one to suffer cheaters lightly, Meliski doesn't back down from a fight when cards are involved.

Roleplaying Suggestions: Meliski is always found in a bar, gambling the night away. He welcomes new players, but brushes off anyone who doesn't ante up.



STREET ARTIST	CR 7
ELF BARD 8	XP 3,200
Medium humanoid (elf)	CN

Init +3; **Senses** low-light vision; **Perception** +13

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +1 deflection, +3 Dex, +1 dodge)

hp 43 (8d8+4)

Fort +3, **Ref** +10, **Will** +7; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +7/+2 (1d6+1/18-20)

Ranged +1 longbow +10/+5 (1d8+1/x3)

Special Attacks bardic performance 21 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 8th; concentration +11)

3rd (3/day)—*haste* (DC 18), *major image* (DC 18), *sepia snake sigil* (DC 18)

2nd (5/day)—*invisibility*, *mirror image*, *shatter*, *sound burst* (DC 16)

1st (5/day)—*animate rope*, *disguise self*, *grease*, *lesser confusion* (DC 14), *silent image* (DC 16)

0 (at will)—*daze* (DC 15), *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

TACTICS

Before Combat The bard posts political screeds in

alleys, imbuing them with *sepia snake sigils* to trap those reading them. If anticipating combat, the bard drinks his *potion of eagle's splendor*.

During Combat The bard starts by casting *haste* and *mirror image*. He then shoots at opposing spellcasters or deafens them with *sound burst*.

Base Statistics Without *eagle's splendor*, the bard's statistics are **Bard Spells Known** reduce spell DCs by 2; **Cha** 17;

Skills Bluff +10, Perform (dance) +14.

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +6; **CMB** +7; **CMD** 22

Feats Dodge, Mobility, Point-Blank Shot, Shot on the Run

Skills Acrobatics +7, Bluff +12, Climb +10, Escape Artist +14, Knowledge (arcane, local, nature, planes) +8, Perception +13, Perform (dance) +16, Sleight of Hand +11, Stealth +14

Languages Common, Elven

SQ bardic knowledge +4, elven magic, lore master 1/day, versatile performance (dance, comedy), weapon familiarity

Combat Gear potions of cure moderate wounds (2), *potion of eagle's splendor*, *potion of invisibility*; **Other Gear** +1

leather armor, +1 longbow with 20 arrows, rapier, cloak of resistance +1, ring of protection +1, 45 gp

Street artists are active in urban politics, a little crazy, or both. Their art and messages delight some, but annoy landowners whose buildings become the artists' medium.

TELKINEEL "ALLEYCAT" ORBAST

This elf creates masterpieces across the city, painting them on walls and across cobblestone streets. He signs his pieces by painting a cat's paw instead of a name. Some call these works graffiti, and they rarely stay up for long.

Telkineel is also a skilled dancer and acrobat, able to contort into mind-boggling positions. He learned dances from dozens of cultures over the years. In one amazing feat, he dances on a rope tied between two streetlights. This performance garnered him his nickname, and fetches the most coin from audiences.

Combat Encounters: Telkineel is often assailed by guards who don't appreciate where he puts his art. He flees as soon as he can, rarely stopping to thank anyone who comes to his aid.

Roleplaying Suggestions: Cheerful and whimsical, Telkineel can also be skittish. He tends to talk in riddles which, if deciphered, reveal truths about the city and its denizens.



CRUEL INSTRUCTOR

CR 8

HUMAN BARD 9

XP 4,800

Medium humanoid (human)

LE

Init +1; **Senses** Perception +9

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 44 (9d8)

Fort +3, **Ref** +7, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities *misdirection*

OFFENSE

Speed 30 ft.

Melee mwk club +6/+1 (1d6-1)

Special Attacks bardic performance 24 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion)

Bard Spells Known (CL 9th; concentration +13)

3rd (4/day)—*clairaudience/clairvoyance, dispel magic, illusory script* (DC 19), *secret page*

2nd (5/day)—*eagle's splendor, enthrall* (DC 18), *misdirection, tongues*

1st (6/day)—*cure light wounds* (DC 17), *disguise self, erase, hypnotism* (DC 17), *undetectable alignment*

0 (at will)—*daze* (DC 16), *detect magic, light, mage hand, message, read magic*

TACTICS

Before Combat The bard casts *eagle's splendor*. He typically has *misdirection* in place during the day.

During Combat Weak in melee, the bard uses wands and scrolls from a distance.

Base Statistics Without *eagle's splendor*, the bard's statistics are **Bard Spells Known** reduce spell DCs by 2; **Cha** 14; **Skills** Bluff +12, Intimidate +8, Perform (keyboard) +12, Perform (oratory) +19, Use Magic Device +16.

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 17

Feats Arcane Strike, Catch Off-Guard, Scribe Scroll, Silent Spell, Skill Focus (Perform [oratory]), Still Spell

Skills Appraise +10, Bluff +14, Intimidate +10, Knowledge (arcana) +15, Knowledge (dungeoneering, engineering, geography, local, nature, nobility, religion) +10, Knowledge (history) +18, Knowledge (planes) +13, Linguistics +8, Perception +9, Perform (keyboard) +14, Perform (oratory) +21, Profession (educator) +6, Sense Motive +9, Spellcraft +14, Stealth +13, Use Magic Device +18

Languages Abyssal, Celestial, Common, Elven, Draconic, Dwarven

SQ bardic knowledge +4, lore master 1/day, versatile performance (keyboard, oratory)

Combat Gear potion of cure moderate wounds, potions of mage armor (2), scrolls of bestow curse (2), scrolls of command (4), scroll of fly, scroll of gust of wind, scrolls of lightning bolt (2), wand of scorching ray (50 charges); **Other Gear** masterwork club, ring of protection +1, 75 gp

Cruel instructors teach great knowledge, but in the most belittling manner.

ORMAL ARDEM

Though bent and frail, Master Ardem intimidates his students and annoys other instructors. He's so entrenched in the university that everyone must pass through at least one of his classes. He never gives second chances, and nitpicks every assignment.

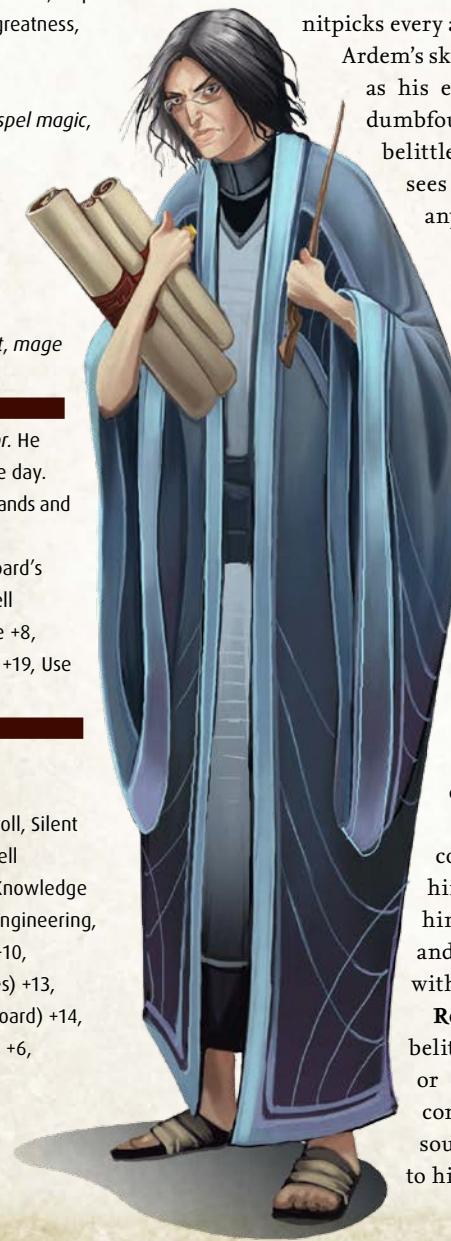
Ardem's skill at language and monologue, as well as his encyclopedic memory, allow him to dumbfound anyone of lesser intelligence and belittle those he considers beneath him. He sees himself a genius able to overcome any obstacle through reason.

Master Ardem doesn't believe anyone should have an easy time. He constantly uses obscure school bylaws to restrict other instructors in their spending and pursuits. He even got the school of divination removed from the curriculum, though he still uses the magic himself.

Though hard-hearted, Ardem shows tenderness to keyboard instruments. His skilled fingers dance across the keys of pianos and harpsichords, producing haunting and delicate pieces. For every person attending his concerts for his music, another has come to witness this cruel man be beautiful for a moment.

Combat Encounters: If forced into combat, Ardem calls students to aid him. He won't tolerate anyone but himself bullying or harassing students and fellow faculty, and comes to their aid with brash confidence.

Roleplaying Suggestions: Ormal belittles the slightest mistakes of speech or manners. If one can get past his condescension, he can be an excellent source of academic information thanks to his years of study and experience.



SEANCE MEDIUM	CR 9
HUMAN BARD 10	XP 6,400
Medium humanoid (human)	NE

Init +2; **Senses** Perception +15

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 58 (10d8+10)

Fort +4, **Ref** +9, **Will** +9; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *light mace* +10/+5 (1d6)

Ranged +1 *blowgun* +11/+6 (1d2+1)

Special Attacks bardic performance 29 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, *suggestion*)

Bard Spells Known (CL 10th; concentration +17)

4th (2/day)—*legend lore*, *modify memory* (DC 21)
3rd (4/day)—*blink*, *dispel magic*, *major image* (DC 20), *scrying* (DC 20)
2nd (5/day)—*cure moderate wounds* (DC 19), *hypnotic pattern* (DC 19), *suggestion* (DC 19), *summon swarm*, *whispering wind*
1st (7/day)—*comprehend languages*, *hideous laughter* (DC 18), *silent image* (DC 18), *unseen servant*, *ventriloquism* (DC 18)
0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 17), *lullaby* (DC 17), *mage hand*, *open/close*

TACTICS

Before Combat The bard drinks a potion of *eagle's splendor*.

During Combat The bard disrupts spellcasters with *dispel magic* or readied blowgun attacks, and casts *blink* to protect himself in melee.

Base Statistics Without *eagle's splendor*, the bard's statistics are

Bard Spells Known reduce spell DCs by 2; **Skills** Bluff +21, Diplomacy +18, Disguise +7, Perform (act) +14, Perform (keyboard) +18, Perform (oratory) +14.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 10, **Wis** 14, **Cha** 24

Base Atk +7; **CMB** +6; **CMD** 19

Feats Deceitful, Point-Blank Shot, Precise Shot, Skill Focus (Bluff), Weapon Finesse, Weapon Focus (blowgun)

Skills Bluff +23, Diplomacy +20, Disguise +9, Knowledge (arcana) +11, Knowledge (history) +9, Knowledge (planes) +12, Knowledge (religion) +13, Perception +15, Perform (act) +16, Perform (keyboard) +20, Perform (oratory) +16, Sense Motive +10, Sleight of Hand +10, Spellcraft +10

Languages Common

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 1/day, versatile performance (act, keyboard, oratory)

Combat Gear *elixir of fire breath*, *potions of eagle's splendor* (2), *potions of mage armor* (2); **Other Gear** +1 *blowgun*, +1 *light mace*, *headband of alluring charisma* +2, *ring of protection* +1, 343 gp

Mediums prey on those who have lost loved ones, or sentimental souls who wish to contact the great beyond.

HALBERT NERIK

Strange trinkets make this charlatan's house a museum of the macabre. During his seances, he uses both spells and mundane set-ups to make it appear as though spirits were present. Though he has no true power over spirits, Halbert plays the part of a supernatural conduit well.

Halbert chooses victims, researches them, and preys on their grief. Appearing as the lost loved one, he gains the trust of wealthy clients by repeating accurate information he researched. Once they trust him, he begins claiming the spirits want them to bestow lavish gifts upon him.

Combat Encounters: Some patrons respond violently when duped. Halbert retains sellswords to subdue them.

Roleplaying Suggestions: Halbert acts considerate, but cares only about separating suckers from their coin.



CHAMELEON

HALF-ORC BARD 11

CR 10

Medium humanoid (human, orc)

XP 9,600

N

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 17 (+6 armor, +1 deflection, +1 Dex, +1 dodge)
hp 75 (11d8+22)

Fort +4, **Ref** +8, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities

orc ferocity

OFFENSE

Speed 30 ft.

Melee +2 falchion +15/+10 (2d4+8/18-20)

Ranged shortbow +9/+4 (1d6/x3)

Special Attacks bardic performance 29 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, suggestion)

Bard Spells Known

(CL 11th; concentration +16)

4th (2/day)—*dimension door, freedom of movement, greater invisibility*
3rd (5/day)—*gaseous form, haste* (DC 18), *see invisibility, slow* (DC 18)
2nd (5/day)—*alter self, blindness/deafness* (DC 17), *cure moderate wounds* (DC 17), *detect thoughts* (DC 17), *mirror image*
1st (6/day)—*charm person* (DC 16), *disguise self, expeditious retreat, feather fall, hideous laughter* (DC 16), *undetectable alignment*
0 (at will)—*daze* (DC 15), *detect magic, flare* (DC 15), *mage hand, open/close, prestidigitation*

TACTICS

Before Combat The bard drinks her *potion of bull's strength* and *potion of eagle's splendor*.

During Combat The bard casts *greater invisibility*, then enters melee, using *haste* to augment her attacks or *slow* to hinder foes.

Base Statistics Without *bull's strength* and *eagle's splendor*, the bard's statistics are **Bard**

Melee +2 falchion +13/+8

(2d4+5/18-20); **Spells Known** reduce spell DCs by 2;

Str 14, **Cha** 17; **CMB** +10 (+12

sunder); **CMD** 23; **Skills** Climb +7, Intimidate +10, Perform (act) +17, Perform (dance) +17, Perform (oratory) +17.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +8; **CMB** +12 (+14 sunder); **CMD** 25

Feats Arcane Strike, Dazzling Display, Dodge, Improved Sunder, Power Attack, Weapon Focus (falchion)

Skills Climb +9, Intimidate +12, Knowledge (arcana, nobility) +9, Knowledge (local) +12, Perception +9, Perform (act, dance, oratory) +19, Sense Motive +6, Spellcraft +6, Stealth +13

Languages Common, Orc

SQ bardic knowledge +5, jack-of-all-trades (use any skill), lore master 2/day, orc blood, versatile performance (act, dance, oratory), weapon familiarity

Combat Gear potions of *bull's strength* (2), potions of *eagle's splendor* (2), potions of *enlarge person* (2), potions of *reduce person* (2); **Other Gear** +2 chain shirt, +2 falchion, shortbow with 20 arrows, *ring of protection* +1, disguise kit, 295 gp

Chameleons are more comfortable portraying other people than appearing in their own natural forms.

ARWEENA MELKORETH

Always shy and nervous about her bestial appearance when she was a child, Arweena experimented with hundreds of kinds of makeup and assorted treatments to change her appearance—with varying degrees of success. A bleaching attempt with dangerous chemicals left her scarred, and her eyebrows and body hair never grew back. Arweena began learning arcane arts, using illusions to mask her true appearance. Finding it easy to fool people, Arweena began taking others' identities. Now only a core of her old self exists, her mind filled with hundreds of personalities and illusory costumes. She constantly asks, “Who am I now?” Arweena became an actor, and found fame as a handful of starlet sensations. Few know these multiple celebrities are all one woman.

Combat Encounters: Arweena hires out her talent for minor cons and opportune larcenies in order to increase her wealth.

Roleplaying Suggestions: Arweena's talent for acting and need to become someone else make each interaction different. Even her few close friends have a hard time determining her true personality.



COURTESAN	CR 11
HUMAN BARD 12	XP 12,800
Medium humanoid (human)	N

Init +2; **Senses** Perception +13

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)
hp 81 (12d8+24)

Fort +6, **Ref** +10, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 returning dagger +9/+4 (1d4/19-20) or mwk whip +9/+4 (1d3-1 nonlethal)

Ranged +1 returning dagger +12/+7 (1d4/19-20)

Special Attacks

bardic performance
31 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*)

Bard Spells Known (CL 12th;

concentration +17)

4th (4/day)—*freedom of movement, greater invisibility, modify memory* (DC 20), *rainbow pattern* (DC 19)
3rd (5/day)—*charm monster* (DC 19), *confusion* (DC 19), *glibness, lesser geas* (DC 19), *remove curse*
2nd (6/day)—*alter self, calm emotions* (DC 18), *darkness, heroism, suggestion* (DC 18)
1st (7/day)—*charm person* (DC 17), *cure light wounds* (DC 16), *disguise self, hypnotism* (DC 17), *lesser confusion* (DC 17), *unseen servant*
0 (at will)—*dancing lights, daze* (DC 16), *detect magic, light message, prestidigitation*

TACTICS

During Combat The bard casts *greater invisibility*, then *confusion* or *rainbow pattern* to lead enemies astray.

STATISTICS

Str 9, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +9; **CMB** +8; **CMD** 23

Feats Dodge, Mobility, Point-Blank

Shot, Precise Shot, Quick Draw, Skill Focus (Perform [dance]), Spell Focus (enchantment)

Skills Appraise +10, Escape Artist +10,

Knowledge (arcane, geography) +11, Knowledge (history) +12, Knowledge (local) +17, Knowledge (nobility) +16, Perception +13, Perform (dance) +26, Perform (string) +22, Perform (wind) +20, Sense Motive +12, Sleight of Hand +12, Spellcraft +10, Stealth +17

Languages Common, Gnome

SQ bardic knowledge +6, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (dance, string, wind)

Combat Gear potions of mage armor (3); **Other Gear** +1 returning dagger, masterwork whip, *headband of alluring charisma* +2, *ring of protection* +2, masterwork harp, 152 gp

Courtesans specialize in music and other pleasures. They often serve as information brokers and spies.

SIWAR KURASH

Graceful, talented, and beautiful, Siwar provides the best companionship money can buy. Knowledgeable in topics ranging from art to politics, and highly schooled in etiquette, Siwar entertains lords and ladies every night, and her waiting list stretches months long.

Though seemingly compliant with clients, she compels other people through subtle influence, seeding her desires into clients and friends to ensure she is well fed, well clothed, and always entertained.

Though she has a reputation for maintaining clients' discretion, Siwar secretly trades information. Two criminal and political groups protect her and keep her indiscretions secret—and neither one realizes Siwar works for anyone else.

Combat Encounters: Not wishing to mar her beauty with wounds and scars, Siwar stays out of melee combat. Her charm and seemingly innocent nature can get her out of even the trickiest situations.

Roleplaying Suggestions:

Siwar can be an informant in an urban area if PCs convince her to divulge what they need to know. She is attracted to influence, and tries to get close to the strongest fighter or most powerful wizard in a group of PCs. Siwar could instead find herself in conflict with PCs if they threaten her influence on local powers.



TRIBAL LEADER	CR 12
HUMAN BARD 13	XP 19,200
Medium humanoid (human)	LE

Init +2; **Senses** see *invisibility*; **Perception** +10

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +2 Dex, +1 dodge, +2 shield)

hp 78 (13d8+16)

Fort +5, **Ref** +10, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +2 spear +14/+9 (1d8+5/19-20/x3)

Ranged +2 spear +14/+9 (1d8+4/19-20/x3)

Special Attacks bardic performance 32 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*)

Bard Spells Known (CL 13th; concentration +17)

5th (1/day)—*mass suggestion* (DC 19), *nightmare* (DC 19)

4th (4/day)—*cure critical wounds* (DC 18), *hallucinatory terrain* (DC 18), *speak with plants*, *summon monster IV*

3rd (5/day)—*fear* (DC 17), *haste* (DC 17), *see invisibility*, *slow* (DC 17), *speak with animals*

2nd (6/day)—*cat's grace*, *invisibility*, *rage*, *silence* (DC 16), *tongues*

1st (6/day)—*charm person* (DC 15), *comprehend languages*, *expeditious retreat*, *grease*, *hideous laughter* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*dancing lights*, *flare* (DC 14), *ghost sound* (DC 14), *light*, *mage hand*, *message*

TACTICS

Before Combat The bard casts *expeditious retreat* and *see invisibility*.

During Combat The bard uses *hallucinatory terrain* to

befuddle and confuse enemies. To aid her

side, she casts *summon monster IV*.

She targets casters with *silence* and

other combatants with *slow*,

using her *wand of magic missiles* to aid in dealing

damage.

STATISTICS

Str 14, **Dex** 14, **Con** 12, **Int** 10,

Wis 10, **Cha** 19

Base Atk +9; **CMB** +11;

CMD 24

Feats Combat

Reflexes, Dodge,

Improved Critical (spear), Persuasive, Point-Blank Shot, Power Attack, Vital Strike, Weapon Focus (spear)

Skills Bluff +16, Diplomacy +6, Intimidate +6, Knowledge (arcane, dungeoneering, religion) +10, Knowledge (geography, nature) +15, Perception +10, Perform (dance, oratory, percussion) +20, Sense Motive +10, Spellcraft +10, Stealth +14, Use Magic Device +15

Languages Common

SQ bardic knowledge +6, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (oratory, percussion, dance)

Combat Gear scrolls of *bull's strength* (2), scroll of *fog cloud*, scroll of *web*, wand of *magic missile* (CL 5th, 50 charges); **Other Gear** +3 studded leather, +1 buckler, +2 spear, headband of *alluring Charisma* +2, 8 gp

Tribal leaders use their abilities rather than brute strength to guide their tribes to victory.

ESAYE POLBELE

Using magnetism and skill at deception, Esaye wrested control of her tribe from the previous chieftain, and now leads her brainwashed people to what she considers glory.

Sowing lies about the former leader, Esaye introduced dissent among the elders and strongest warriors, making sure her predictions came true while the chief's plans fell flat or resulted in ruin. After one too many bad omens and failures, the tribe dragged away the previous chieftain and sacrificed him.

Esaye now controls her people totally, and they lavish her with gifts and adoration. The tribe wages war against their neighbors, and those who refuse to assimilate into the growing clan face total destruction. Many abandoned villages, burned and reeking of rot, now dot the surrounding lands.

Combat Encounters: Esaye travels with a retinue of warriors, and supports them with her spellcasting. Those under her command lay down their lives for their chieftain.

Roleplaying Suggestions: To keep in the good graces of the rest of the tribe, Esaye hires adventurers for missions the others find too distasteful or taboo.



TUNNEL DRUMMER	CR 13
DWARF BARD 14	XP 25,600
Medium humanoid (dwarf)	LN

Init +1; **Senses** Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +1 Dex, +1 dodge, +1 natural)
hp 100 (14d8+34)

Fort +6, **Ref** +10, **Will** +9; +2 vs. poison, spells, and spell-like abilities, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 *thundering heavy mace* +14/+9 (1d8+3)

Ranged +1 *heavy crossbow* +12 (1d10+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, bardic performance 35 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*)

Bard Spells Known (CL 14th; concentration +19)

5th (2/day)—*greater dispel magic*, *mind fog* (DC 20), *song of discord* (DC 20)

4th (4/day)—*dimension door*, *greater invisibility*, *hold monster* (DC 19), *shout* (DC 19)

3rd (5/day)—*blink*, *confusion* (DC 18), *gaseous form*, *haste* (DC 18), *see invisibility*

2nd (6/day)—*alter self*, *glitterdust* (DC 17), *shatter*, *sound burst* (DC 17), *summon swarm*

1st (6/day)—*alarm*, *expeditious retreat*, *feather fall*, *grease*, *hideous laughter* (DC 16), *magic mouth*

0 (at will)—*detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *light*, *mending*, *prestidigitation*

TACTICS

Before Combat The bard drinks a *potion of eagle's splendor*.

During Combat The bard uses *mind fog* and dirge of doom.

Base Statistics Without *eagle's splendor*, the bard's statistics are **Bard Spells Known** reduce spell DCs by 2; **Cha** 16;

Skills Diplomacy +12, Perform (comedy, oratory) +16, Perform (percussion) +20, Perform (string) +12, Use Magic Device +14.

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +10; **CMB** +12; **CMD** 24 (28 vs. bull rush or trip)

Feats Cleave, Dazzling Display, Dodge, Point-Blank Shot, Power Attack, Rapid Reload, Weapon Focus (heavy mace)

Skills Acrobatics +9 (+5 when jumping), Diplomacy +14, Knowledge (dungeoneering) +13, Knowledge (engineering, history) +12, Knowledge (geography, nobility, religion) +11, Perception +13 (+15 to notice unusual stonework), Perform (comedy, oratory) +18, Perform (percussion) +22, Perform (string) +14, Spellcraft +8, Stealth +10, Use Magic Device +16

Languages Common, Dwarven

SQ bardic knowledge +7, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (comedy, dance, oratory, percussion)

Combat Gear *potion of eagle's splendor*, *wand of cure moderate wounds* (50 charges); **Other Gear** +2 chain shirt, +1 heavy

crossbow with 20 bolts, +1 *thundering heavy mace*, *amulet of natural armor* +1, *lyre of building*, drum, 88 gp

Tunnel drummers keep time for acts of work and war carried out in deep warrens and mine tunnels.

TAKINA BERZAN

Takina's drum and bold voice echo through tunnels to frighten and demoralize opposing forces, and push his companions to fight with greater strength. As the battle rages, he wades into the fray with his mace named *Rupture*.

Takina strums his *lyre of building* to protect fortresses against magic or build new defenses for his clan.

Combat Encounters: Takina provides inspiration and healing to dwarven warbands and adventuring parties.

Roleplaying Suggestions: Takina is cheerful among dwarves, but stern to those he doesn't yet trust.



LION TAMER

GNOME BARD 15

CR 14

Small humanoid (gnome)

CN

Init +3; **Senses** low-light vision; **Perception** +15

DEFENSE

AC 23, touch 16, flat-footed 20 (+6 armor, +2 deflection, +3 Dex, +1 natural, +1 size)

hp 86 (15d8+15)

Fort +6, **Ref** +13, **Will** +10; +2 vs. illusions, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 shock whip +17/+12/+7 (1d2+1 nonlethal plus 1d6 electricity)

Space 5 ft.; **Reach** 5 ft. (10 ft. with whip)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, bardic performance 38 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +5, inspire courage +3, inspire greatness, inspire heroics, soothing performance, *suggestion*)

Gnome Spell-Like Abilities (CL 4th; concentration +8)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Bard Spells Known (CL 15th; concentration +21)

5th (4/day)—*greater heroism*, *mass suggestion* (DC 21), *mislead*, *summon monster V*

4th (5/day)—*cure critical wounds* (DC 20), *dominate person* (DC 20), *greater invisibility*, *summon monster IV*

3rd (6/day)—*charm monster* (DC 19), *glibness*, *haste* (DC 19), *speak with animals*, *summon monster III*

2nd (7/day)—*animal trance* (DC 18), *cat's grace*, *mirror image*, *pyrotechnics* (DC 18), *rage*, *summon monster II*

1st (7/day)—*animate rope*, *charm person* (DC 17), *disguise self*, *hideous laughter* (DC 17), *summon monster I*,

ventriloquism (DC 18)

0 (at will)—*dancing lights*, *daze* (DC 16), *flare* (DC 16), *mage hand*, *mending*, *prestidigitation*

TACTICS

During Combat The bard casts *greater invisibility* on himself, and sends forth summoned creatures and trained lions.

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 13,

Wis 10, **Cha** 22

Base Atk +1; **CMB** +13 (+17 disarm or trip); **CMD** 25 (27 vs. disarm or trip)

Feats Agile Maneuvers, Combat

Expertise, Greater Disarm, Greater Trip, Improved Disarm, Improved Trip, Weapon Finesse, Weapon Focus (whip)

Skills Knowledge (arcana) +13, Knowledge (local, nature) +15, Perception +15, Perform (comedy, dance, oratory, wind) +24, Profession (showman) +4, Stealth +24, Use Magic Device +18

Languages Common, Gnome, Sylvan

SQ bardic knowledge +7, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (comedy, dance, oratory, wind), weapon familiarity

Combat Gear potion of invisibility, scroll of bull's strength, scroll of cat's grace, wand of cure moderate wounds (50 charges); **Other Gear** +2 chain shirt, +1 shock whip, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +4, ring of protection +2, trained lion, 349 gp

These bards tame and control wild animals.

YIMNI ZUSHERGAL

This ringmaster attends parties to find targets for members of his circus to rob.

Combat Encounters: Yimni brings his lion and circus folk as backup.

Roleplaying Suggestions: Yimni asks acrobats and magicians to join his circus.



SPELLSWORD	CR 15
ELF BARD 16	XP 51,200
Medium humanoid (elf)	N

Init +3; **Senses** low-light vision; **Perception** +15

DEFENSE

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)

hp 91 (16d8+16)

Fort +6, **Ref** +13, **Will** +10; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee +2 elven curve blade +18/+13/+8 (1d10+6/15-20)

Special Attacks bardic performance 39 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +5, inspire courage +3, inspire greatness, inspire heroics, soothing performance, *suggestion*)

Bard Spells Known (CL 16th; concentration +21)

6th (1/day)—*greater shout* (DC 21), *project image* (DC 21)

5th (4/day)—*greater dispel magic*, *mind fog* (DC 20), *mirage arcana* (DC 20), *shadow evocation* (DC 20)

4th (5/day)—*dimension door*, *dominate person* (DC 19), *freedom of movement*, *greater invisibility*, *shadow conjuration* (DC 19)

3rd (6/day)—*charm monster* (DC 18), *dispel magic*, *haste* (DC 18), *scrying* (DC 18), *slow* (DC 18)

2nd (6/day)—*alter self*, *glitterdust* (DC 17), *mirror image*, *pyrotechnics* (DC 17), *silence* (DC 17), *suggestion* (DC 17)

1st (7/day)—*charm person* (DC 16), *expeditious retreat*, *grease*, *hideous laughter* (DC 16), *silent image* (DC 16), *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *light*, *mage hand*, *read magic*, *resistance*

TACTICS

During Combat The bard attacks with his *wand of fireball* and *shadow evocation* spells from a distance, then casts either *greater invisibility* or *mirror image* on himself before entering melee. He augments himself and allies with *haste* and his bardic performance abilities. He then makes melee attacks, stopping to cast spells when necessary.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +12; **CMB** +15 (+17 sunder); **CMD** 28 (30 vs. sunder)

Feats Arcane Strike, Bleeding Critical, Cleave, Critical Focus, Improved Critical (elven curve blade), Improved Sunder, Power Attack, Weapon Focus (elven curve blade)

Skills Knowledge (arcana, dungeoneering, local, nature, planes, religion) +12, Perception +15, Perform (dance, oratory) +24, Perform (string, wind) +22, Spellcraft +13 (+15 to identify magic item properties), Stealth +24, Use Magic Device +18

Languages Common, Elven

SQ bardic knowledge +8, elven magic, jack-of-all-trades (use any skill, all skills are class skills), lore master 2/day, versatile performance (dance, oratory, string, wind), weapon familiarity

Combat Gear scroll of teleport, wand of cure moderate wounds (50 charges), wand of fireball (50 charges); **Other Gear** +2 shadow elven chain, +2 elven curve blade, belt of giant strength +4, headband of alluring charisma +2, 345 gp

Spellswords make dangerous music with a mixture of swordplay and spellcasting.

PALOS KENDROSI

Trained exclusively at a prestigious elven academy, Palos learned a dual regimen of swordplay and magic. He trained for decades before venturing away from the alabaster spires and towering pines of his homeland.

To Palos, every adventure and every battle is a puzzle to solve with a combination of wit, might, and magic.

Nearing his 200th year, he feels he is finally coming into his own.

Combat Encounters: Palos enters into a battle with the discipline and curiosity that befit a scholar,

learning from each thrust, parry, and spell cast—and teaching a lesson to those who dare stand against him. He often surrounds himself with other adventurers; sometimes it's because he believes in their goals, and other times just for the chance to learn new tactics in battle.

Roleplaying Suggestions: Sometimes seeming aloof and distant, Palos is often on the lookout for new adventures and groups he can learn from. Other times, he might pursue a mission for a master or a cause.



NOTORIOUS FOIL

HALFLING BARD 17

CR 16

Small humanoid (halfling)

XP 76,800

CE

Init +3; Senses Perception +14

DEFENSE

AC 25, touch 18, flat-footed 20 (+7 armor, +2 deflection, +4 Dex, +1 dodge, +1 size)

hp 114 (17d8+34)

Fort +10, Ref +18, Will +12; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee +2 keen rapier +21/+16/+11 (1d4+4/15-20)

Ranged +1 seeking sling +20/+15/+10 (1d3+1)

Special Attacks bardic performance 43 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +5, inspire courage +4, inspire greatness, inspire heroics, soothing performance, *suggestion*)

Bard Spells Known (CL 17th; concentration +24)

6th (3/day)—*animate objects, irresistible dance* (DC 23), *project image* (DC 23)

5th (5/day)—*greater dispel magic, mislead, shadow evocation* (DC 22), *song of discord* (DC 22)

4th (5/day)—*cure critical wounds* (DC 21), *dimension door, dominate person* (DC 21), *freedom of movement, locate creature*

3rd (7/day)—*charm monster* (DC 20), *confusion* (DC 20), *displacement, haste* (DC 20), *scrying* (DC 20), *see invisibility*

2nd (7/day)—*cat's grace, detect thoughts* (DC 19), *glitterdust* (DC 19), *invisibility, mirror image, silence* (DC 19)

1st (7/day)—*charm person* (DC 18), *comprehend languages, disguise self, grease, hideous laughter* (DC 18), *silent image* (DC 18)

0 (at will)—*detect magic, flare* (DC 17), *light, message, prestidigitation, resistance*

TACTICS

Before Combat The bard casts *cat's grace* and uses her *scroll of bull's strength*.

During Combat The bard uses spells like *song of discord*, then dominates or charms those who resist.

CE

Base Statistics Without *bull's strength* and *cat's grace*, the bard's statistics are Init +3; AC 24, touch 17; Melee +2 keen rapier +19/+14/+9 (1d4+2/15-20); Ranged +1 seeking sling +18/+13/+8 (1d3+1); Str 10, Dex 16; CMB +11; CMD 27; Skills Acrobatics +4 (+0 when jumping), Climb +1, Stealth +26.

STATISTICS

Str 14, Dex 20, Con 14, Int 10, Wis 8, Cha 24

Base Atk +12; CMB +13; CMD 31

Feats Arcane Strike, Deadly Aim, Dodge, Mobility, Point-Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (rapier, sling)

Skills Acrobatics +6 (+2 when jumping), Climb +3, Knowledge (arcane, dungeoneering, history, local, nature, nobility, planes) +12, Perception +14, Perform (act, oratory) +27, Perform (dance, sing) +22, Spellcraft +18, Stealth +28, Use Magic Device +22

Languages Common, Halfling

SQ bardic knowledge +8, jack-of-all-trades (use any skill, all skills are class skills), lore master 3/day, versatile performance (act, dance, comedy, oratory)

Combat Gear scrolls of *bestow curse* (2), scroll of *bull's strength*, wand of magic missile (CL 9th, 50 charges); **Other Gear** +3 glamered chain shirt, +2 keen rapier, +1 seeking sling with 20 bullets, cloak of resistance +2, headband of alluring charisma +4, ring of protection +2, 130 gp

Whimsical and mischievous, these bards have cruel streaks.

MILANET RUTTEPP1

Milanet's fun begins when another's ends. She ruins lives by spreading gossip and lies about rivals to damage their reputations. By being outwardly friendly, she keeps targets from knowing they're on her list until they hear these tall tales.

A celebrity, Milanet performs in plays and poetry events.

Combat Encounters:

Milanet keeps foes off guard while her allies wreak devastation. When alone, she creates chaos and slips away so she'll live to fight again.

Roleplaying Suggestions: In person, Milanet is always charming and entertaining, but keeps mentally sizing up those she interacts with for details and stories she can twist into nasty rumors.



RIVAL EXPLORER	CR 17
HALF-ORC BARD 18	XP 102,400
Medium humanoid (human, orc)	NE

Init +6; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 24, touch 17, flat-footed 19 (+7 armor, +2 deflection, +4 Dex, +1 dodge)
hp 102 (18d8+18)

Fort +8, **Ref** +18, **Will** +11; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities

orc ferocity

OFFENSE

Speed 30 ft.

Melee +2 sword of life stealing +19/+14/+9 (1d8+5/17-20)

Special Attacks bardic performance 43 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +5, inspire courage +4, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, *suggestion*)

Bard Spells Known (CL 18th; concentration +23)

6th (3/day)—*animate objects*, *find the path*, *greater shout* (DC 21), *sympathetic vibration*

5th (5/day)—*greater dispel magic*, *greater heroism*, *shadow evocation* (DC 20), *shadow walk* (DC 20)

4th (6/day)—*break enchantment* (DC 19), *cure critical wounds* (DC 19), *freedom of movement*, *shout* (DC 19)

3rd (6/day)—*charm monster* (DC 18), *gaseous form*, *haste* (DC 18), *phantom steed*, *remove curse*, *see invisibility*

2nd (6/day)—*alter self*, *cat's grace*, *glitterdust* (DC 17), *silence* (DC 17), *suggestion* (DC 17), *tongues*

1st (7/day)—*alarm*, *animate rope*, *detect secret doors*, *expeditious retreat*, *grease*, *undetectable alignment*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *mending*, *message*, *read magic*

TACTICS

Before Combat The bard casts *cat's grace* and *freedom of movement*.

During Combat The bard casts *haste* on herself, and makes hit-and-run attacks.

Base Statistics Without *cat's grace*, the bard's statistics are **Init** +4; **Dex** 18;

Skills Disable Device +18, Escape Artist +18, Stealth +20.

STATISTICS

Str 16, **Dex** 22, **Con** 12, **Int**

13, **Wis** 9, **Cha** 20

Base Atk +13; **CMB** +16;

CMD 33

Feats Acrobatic Steps, Critical Focus, Dodge, Improved Critical (longsword), Mobility, Nimble Moves, Spring Attack, Staggering Critical, Weapon Focus (longsword)

Skills Acrobatics +12 (+16 when jumping), Bluff +10, Climb +10, Diplomacy +10, Disable Device +20, Escape Artist +18, Intimidate +7, Knowledge (arcane, dungeoneering, geography, history, local, nature, planes, religion) +14, Perception +20, Perform (dance) +20, Perform (oratory) +13, Perform (sing) +18, Perform (string) +25, Spellcraft +15, Stealth +22, Use Magic Device +20

Languages Common, Draconic, Orc

SQ bardic knowledge +9, jack-of-all-trades (use any skill, all skills are class skills), lore master 3/day, orc blood, versatile performance (act, dance, oratory, string, wind), weapon familiarity

Combat Gear scrolls of fireball (2), scroll of lesser restoration, scrolls of lightning bolt (2), scroll of remove curse, wand of cure moderate wounds (50 charges); **Other Gear**, +3 chain shirt, +2 sword of life stealing, belt of physical perfection +2, cloak of resistance +1, goggles of minute seeing, hat of disguise, headband of alluring charisma +4, necklace of adaptation, ring of protection +2, masterwork lute, masterwork thieves' tools, 10 gp

Rival explorers compete against other adventurers, going after the same rewards.

RHORTIA MOOLDON

Since she was a teenager, Rhortia has traveled with dozens of adventuring groups. She signs up with whoever promises the most excitement or the most lucrative reward.

Rhortia spies on adventurers while they prepare in town so she can beat them to a good haul.

Rhortia learned throat singing while on a lengthy campaign, and uses that talent to augment her bardic performances and fill her opponents with unease.

Combat Encounters: Rhortia sits back and observes the flow of battle (while bolstering her allies), then enters the fray with a perfectly timed attack.

Roleplaying Suggestions: She uses her *hat of disguise* to appear harmless, taking the guise of a fawning youth or inquisitive old person to gain information.



MASTER SPY

HUMAN BARD 19

CR 18

Medium humanoid (human)

LE

Init +7; **Senses** Perception +13

DEFENSE

AC 24, touch 17, flat-footed 20 (+7 armor, +3 deflection, +3 Dex, +1 dodge)

hp 137 (19d8+48)

Fort +13, **Ref** +17, **Will** +14; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities *misdirection*

OFFENSE

Speed 30 ft.

Melee +2 rapier +20/+15/+10 (1d6+2/18-20)

Ranged +2 dagger +19/+14 (1d4+2/19-20)

Special Attacks bardic performance 47 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +6, inspire courage +4, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, *suggestion*)

Bard Spells Known (CL 19th; concentration +26)

6th (5/day)—*geas/quest*, *greater scrying* (DC 23), *project image* (DC 23), *summon monster VI* (invisible stalker)

5th (6/day)—*dream*, *false vision*, *mislead*, *shadow walk* (DC 22), *song of discord* (DC 24)

4th (6/day)—*dimension door*, *dominate person* (DC 23), *freedom of movement*, *modify memory* (DC 23), *zone of silence*

3rd (7/day)—*blink*, *clairaudience/clairvoyance*, *dispel magic*, *haste* (DC 20), *illusory script* (DC 20), see *invisibility*

2nd (7/day)—*alter self*, *detect thoughts* (DC 19), *mirror image*, *misdirection*, *suggestion* (DC 21), *tongues*

1st (7/day)—*alarm*, *charm person* (DC 20), *expeditious retreat*, *feather fall*, *obscure object*, *unseen servant*

0 (at will)—*detect magic*, *ghost sound* (DC 17), *light*, *lullaby* (DC 19), *mage hand*, *open/close*

TACTICS

Before Combat The bard keeps *misdirection* in place at all times.

During Combat The bard opens combat by using a *scroll of disintegrate*.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 14, **Wis** 10, **Cha** 24

Base Atk +14; **CMB** +14; **CMD** 31

Feats Dodge, Great Fortitude, Greater Spell Focus (enchantment), Improved Initiative, Quicken Spell, Silent Spell, Skill Focus (Perform [act]), Spell Focus (enchantment), Still Spell, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +20, Diplomacy +26, Disable Device +24, Escape Artist +15, Knowledge (arcane, history, nature, nobility, planes) +15, Knowledge (local) +26, Perception +13, Perform (act) +35, Perform (dance, oratory) +25, Sense Motive +6, Spellcraft +20, Stealth +24, Use Magic Device +25

Languages Auran, Common, Draconic

SQ bardic knowledge +9, jack-of-all-trades (use any skill, all skills are class skills, take 10 on any skill), lore master 3/day, versatile performance (act, oratory, dance, string, percussion)

Combat Gear *scrolls of disintegrate* (3), *scroll of heal*, *scroll of restoration*, *scrolls of teleport* (2), **Other**

Gear +3 chain shirt, +2 daggers (2), +2 rapier, belt of physical perfection +2, cloak of resistance +3, headband of alluring charisma +4, ring of invisibility, ring of protection +3, 276 gp

A master spy lingers in the shadows or at parties, where he can easily misdirect people.

MARLIT TELAMIN

Trained in the greatest academies of the world and raised by one of the most ruthless crime families, this diplomat works for five different countries and interests. He weaves complex plots, while always leaving clues that point to someone other than himself. If one crime family knew Marlit (in one of his numerous aliases) was also working for a rival nation, they would hunt him down and behead him for treason.

Combat Encounters: Marlit assassinates undefended targets, and fights to survive when caught.

Roleplaying Suggestions: With his athletic build and knowledge of strategy, Marlit masquerades as a military man.



DOOMSAYER	CR 19
HUMAN BARD 20	XP 204,800
Medium humanoid (human)	NE

Init +2; **Senses** Perception +17

DEFENSE

AC 22, touch 14, flat-footed 20 (+8 armor, +2 deflection, +2 Dex)

hp 133 (20d8+40)

Fort +12, **Ref** +18, **Will** +15; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +2 *unhol* adamantine

scythe +21/+16/+11
(2d4+6/19-20/x4)

Special Attacks

bardic performance 50 rounds/day (swift action; countersong, deadly performance, dirge of doom, distraction, fascinate, frightening tune, inspire competence +6, inspire courage +4, inspire greatness, inspire heroics, *mass suggestion*, soothing performance, *suggestion*)

Bard Spells Known

(CL 20th; concentration +28)

6th (6/day)—*analyze dweomer*, *greater scrying* (DC 24), *programmed image* (DC 26), *project image* (DC 26), *summon monster VI*

5th (6/day)—*greater dispel magic*, *false vision*, *nightmare* (DC 25), *shadow walk* (DC 23), *song of discord* (DC 25)

4th (7/day)—*dominate person* (DC 24), *greater invisibility*, *hallucinatory terrain* (DC 24), *hold monster* (DC 24), *rainbow pattern* (DC 24), *shout* (DC 22)

3rd (7/day)—*crushing despair* (DC 23), *cure serious wounds* (DC 21), *fear* (DC 21), *major image* (DC 23), *phantom steed*, see *invisibility*

2nd (7/day)—*darkness*, *invisibility*, *mirror image*, *rage*, *shatter*, *silence* (DC 20)

1st (7/day)—*alarm*, *charm person* (DC 21), *disguise self*, *feather fall*, *hideous laughter* (DC 21), *magic mouth*

0 (at will)—*detect magic*, *flare* (DC 18), *mage hand*, *message*, *open/close*, *read magic*

TACTICS

During Combat The bard fights with her scythe in melee, and uses her *wand of enervation*.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 8, **Cha** 26

Base Atk +15; **CMB** +18 (+22 trip); **CMD** 32 (34 vs. trip)

Feats Combat Expertise, Greater Spell Focus (enchantment, illusion), Greater Trip, Improved Critical (scythe), Improved Trip, Martial Weapon Proficiency, Quicken Spell, Spell Focus (enchantment, illusion), Weapon Focus (scythe)

Skills Escape Artist +19, Fly +14, Heal +12, Knowledge (arcana) +21, Knowledge (dungeoneering) +18, Knowledge (engineering, geography) +15, Knowledge (history, local) +17, Knowledge (nature, nobility) +16, Knowledge (planes) +20, Knowledge (religion) +26, Perception +17, Perform (dance) +20, Perform (oratory) +21, Perform (string) +31, Spellcraft +19, Stealth +24, Use Magic Device +26

Languages Abyssal, Common

SQ bardic knowledge +10, jack-of-all-trades (use any skill, all skills are class skills, take 10 on any skill), lore master 3/day, versatile performance (dance, keyboard, oratory, string, wind,)

Combat Gear scroll of *bestow curse*, scroll of *heal*, scrolls of *restoration* (2), scroll of *teleport*, *wand of enervation* (50 charges);

Other Gear, +4 chain shirt, +2 *unhol* adamantine scythe, belt of physical perfection +2, boots of striding and springing, cloak of resistance +4, headband of alluring charisma +6, ring of protection +2, 57 gp

Some doomsayers walk in solitude; others form cults to witness the end.

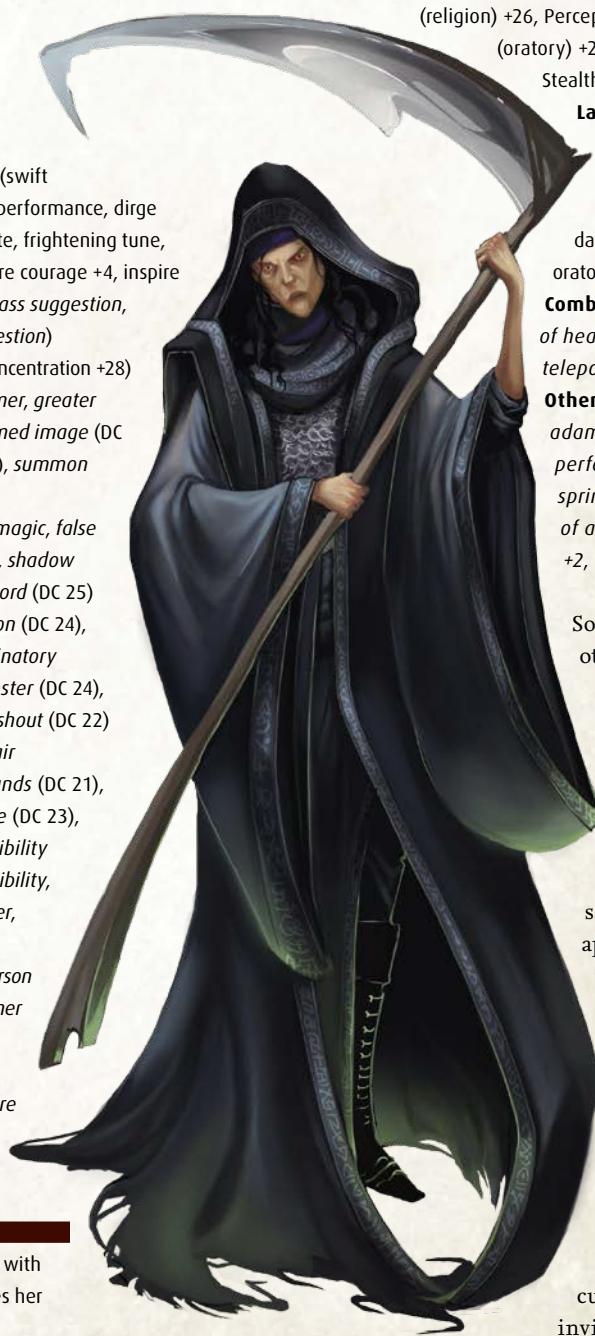
ASHA GARCER

After preaching the end times since her youth, Asha now seeks to hasten the apocalypse. Her cult, hundreds strong, sings the dirges of a dying world. Some say she exploits people's fears of the apocalypse, but others think Asha truly believes her rants. All of her cultists show total dedication. Though they would rather live to see the end of the world, they fight fearlessly to the death for Asha's cause.

Combat Encounters: A host of zealots defends Asha.

Roleplaying Suggestions:

Any meeting to gain the grim cult leader's blessing requires an invitation.



MERCENARY HEALER	CR 1/2
HUMAN CLERIC OF ABADAR 1	XP 200
Medium humanoid (human)	LE

Init +1; **Senses** Perception +2

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee morningstar –1 (1d8–1)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks channel negative energy 6/day (DC 13, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—inspiring word (1 round)

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*cure light wounds*, *longstrider*⁰, *protection from good*

0 (at will)—*detect magic*, *mending*, *read magic*

⁰ Domain spell; **Domains** Nobility, Travel

TACTICS

During Combat The cleric uses channeled energy, tanglefoot bags, and *longstrider* to escape.

STATISTICS

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

Base Atk +0; **CMB** –1; **CMD** 10

Feats Selective Channeling, Weapon Focus (light crossbow)

Skills Appraise +4, Diplomacy +7, Knowledge (religion) +4, Spellcraft +4

Languages Common

SQ aura, +10 base speed from Travel domain, agile feet (5/day)

Combat Gear potion of cure light wounds, tanglefoot bags (2); **Other**

Gear chainmail, light crossbow with 20 bolts, morningstar, silver unholy symbol, 22 gp

Mercenary healers exploit loopholes in laws for their own profit.

ZENED MIRCES

Zened adventures to gain seed money to start a business.

Combat Encounters: Zened works best with several bodyguards or in a low-level adventuring party.

Roleplaying Suggestions: Zened does nothing for free (including healing allies) and often attempts to renegotiate contracts precisely when his “comrades” need him most.

WAR PRIEST	CR 1
DWARF CLERIC OF GORUM 2	XP 400
Medium humanoid (dwarf)	CE

Init +0; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor) (+4 dodge vs. giants)

hp 21 (2d8+9)

Fort +5, **Ref** +0, **Will** +6; +2 vs. poison, spells, and spell-like abilities

OFFENSE

Speed 20 ft.

Melee mwk greatsword with *magic weapon* +4 (2d6+4/19–20)

Ranged light crossbow +1 (1d8/19–20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel negative energy 3/day (DC 11, 1d6), destructive smite (+1, 6/day)

Domain Spell-Like Abilities (CL 2nd; concentration +5)

6/day—touch of chaos

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bane* (DC 14), *magic stone*, *magic weapon*, *true strike*⁰

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *read magic*

⁰ Domain spell; **Domains** Chaos, Destruction

TACTICS

Before Combat The cleric casts *magic weapon*.

During Combat The cleric uses destructive smite as often as possible.

Base Statistics Without *magic weapon*, the cleric's statistics are **Melee** mwk greatsword +4 (2d6+3/19–20).

STATISTICS

Str 15, **Dex** 10, **Con** 15, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 13 (17 vs. bull rush or trip)

Feats Toughness

Skills Knowledge (religion) +5, Perception +4 (+6 to notice unusual stonework)

Languages Common, Dwarven

SQ aura

Combat Gear potions of cure light wounds (2);

Other Gear masterwork scale mail, light crossbow with 20 bolts, masterwork greatsword, wooden unholy symbol, 94 gp

The dwarven war priest serves the god of strength, and uses her divine powers for the glory of war itself.



SCHOLAR PRIEST	CR 2
HUMAN CLERIC OF NETHYS 3	XP 600
Medium humanoid (human)	CN

Init -1; **Senses** Perception +3

DEFENSE

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex)

hp 23 (3d8+6)

Fort +4, **Ref** +0, **Will** +6

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d6+1)

Ranged light crossbow +1 (1d8/19-20)

Special Attacks channel negative energy 7/day (DC 13, 2d6), hand of the acolyte (6/day)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day—blast rune (1d6+1 energy damage, 3 rounds)

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*hold person* (DC 16), *magic mouth*⁰, *spiritual weapon*

1st—*command* (2, DC 15), *erase*⁰, *obscuring mist*

0 (at will)—*detect magic*, *detect poison*, *purify food and drink*, *stabilize*

D Domain spell; **Domains** Magic, Rune

TACTICS

During Combat The cleric uses his *scroll of darkness*, then follows with ranged spells.

STATISTICS

Str 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 16, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 12

Feats Extra Channel, Scribe Scroll, Selective Channeling, Spell Focus (enchantment)

Skills Knowledge (arcana) +7, Perception +6, Sense Motive +9, Spellcraft +7

Languages Common

SQ aura

Combat Gear potion of invisibility, scroll of comprehend languages, scroll of cure moderate wounds, scroll of darkness, scroll of find traps, alchemist's fire (2), everburning torch, smokesticks (2); **Other Gear** masterwork breastplate, light crossbow with 20 bolts, quarterstaff, silver unholy symbol, 537 gp

The scholar priest is a devotee of magical knowledge, securing it from the unworthy at all costs.

SHORELINE CLERIC	CR 3
HALF-ELF CLERIC OF GOZREH 4	XP 800
Medium humanoid (elf, human)	N

Init +2; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 natural)

hp 25 (4d8+4)

Fort +5, **Ref** +3, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee trident +2 (1d8-1)

Ranged shortbow +5 (1d6/x3)

Special Attacks channel positive energy 4/day (DC 13, 2d6), wooden fist (+2, 7 rounds/day)

Domain Spell-Like Abilities (CL 4th; concentration +8)

7/day—storm burst (1d6+2 nonlethal damage)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*barkskin*, *hold person* (2, DC 16), *summon monster II*

1st—*cause fear* (DC 15), *cure light wounds*, *endure elements*, *entangle* (DC 15), *entropic shield*

0 (at will)—*bleed* (2, DC 14), *guidance*, *light*

D Domain spell; **Domains** Plant, Weather

TACTICS

Before Combat The cleric casts *barkskin*.

During Combat The cleric casts *entropic shield*, then uses *hold person*, *entangle*, and *bane* arrows.

Base Statistics Without *barkskin*, her statistics are **AC** 17, touch 12, flat-footed 15.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Deadly Aim, Martial Weapon Proficiency (shortbow), Skill Focus (Stealth)

Skills Heal +8, Knowledge (nature) +2, Knowledge (religion) +5, Perception +9, Sense Motive +8, Stealth +7

Languages Common, Elven

SQ aura, elf blood

Combat Gear +1 human-bane arrows (2), +1 orc-bane arrow, potion of cure moderate wounds;

Other Gear +1 chain shirt, shortbow with 20 arrows, trident, anchor feather token, wooden holy symbol, 256 gp



NOBLE CRUSADER

CR 4

HUMAN CLERIC OF IOMEDAE 5

XP 1,200

Medium humanoid (human)

LN

Init -1; **Senses** Perception +6

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, -1 Dex, +2 shield)

hp 41 (5d8+15)

Fort +7, **Ref** +1, **Will** +7

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+3/19-20)

Special Attacks channel positive energy 6/day (DC 13, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +7)

5/day—touch of law

5/day—battle rage (+2 damage)

Cleric Spells Prepared (CL 5th;

concentration +7)

3rd—*dispel magic*, *magic vestment*⁰,

searing light

2nd—*align weapon* (law only)⁰,

enthall (DC 14), *resist energy*

(DC 14), *sound burst* (DC 14)

1st—*command* (DC 13), *divine favor*,

*magic weapon*⁰, *shield of faith*,

summon monster I

0 (at will)—*guidance*, *light*, *purify*

food and drink, *resistance*

D Domain spell;

Domains

Law, War

TACTICS

Before Combat The cleric casts *magic vestment*.

During Combat The cleric attacks with her longsword, and casts *magic weapon* or *align weapon* as needed. When fighting undead, she channels positive energy. Otherwise, she uses ranged magical attacks only as a last resort.

Base Statistics Without *magic vestment*, the cleric's statistics are **AC** 18, touch 9, flat-footed 18.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 15

Feats Combat Casting, Heavy Armor Proficiency, Improved Shield Bash, Weapon Focus (longsword)

Skills Diplomacy +9, Heal +6, Knowledge (nobility) +6, Knowledge (religion) +5, Perception +6

Languages Common

SQ aura

Combat Gear potion of bull's strength, thunderstone; **Other**

Gear masterwork splint mail, +1 light steel shield, masterwork longsword, *cloak of resistance* +1, silver holy symbol, 271 gp

The noble crusader battles the forces of chaos, usually at the behest of a local monarch.

ORIEDESME EISBRIN

Oriedesme is a crusader for law against the forces of chaos. As a minor noble, she frequently allies with other members of the nobility, who call her "Esme the Peacemaker." She considers it her duty to eliminate dangerous

monsters and even peasant uprisings that threaten to turn bloody. She serves a good and just goddess and refuses to participate in evil acts such as terrorizing villagers, but frowns on acts of anarchy that risk plunging an area into war. She believes nobles are chosen by the gods to rule over others for the benefit of all, even if this means fewer freedoms for commoners. She is painfully honest, and reluctant to work with any noble who shirks responsibilities or abuses power.

Combat Encounters: Esme works well alone or in a leadership role. She might be an ally of a powerful character, using her neutrality to get things done for a good employer or moderating a nearly evil one.

Roleplaying Suggestions: Esme might ask for assistance in dealing with an undead or fiendish



threat beyond her capabilities. She could serve as an important intermediary with the local nobility, especially if the PCs have preexisting conflicts with the nobles. Esme could also be cynically close to losing her faith, giving the PCs the opportunity to save her before she falls from grace.

CAROUSING CHAMPION	CR 5
HALFLING CLERIC OF CAYDEN CAILEAN 6	XP 1,600
Small humanoid (halfling)	CN

Init +1; Senses Perception +5

DEFENSE

AC 19, touch 12, flat-footed 18 (+7 armor, +1 Dex, +1 size)

hp 54 (6d8+24)

Fort +8, Ref +4, Will +9; +2 vs. fear

OFFENSE

Speed 15 ft.

Melee +1 heavy mace +6 (1d6+1)

Ranged light crossbow +7 (1d6/19-20)

Special Attacks channel positive energy 7/day (DC 15, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +9)

6/day—dazing touch, touch of chaos

Cleric Spells Prepared (CL 6th; concentration +9)

3rd—*locate object, searing light, suggestion⁰, summon monster III*2nd—*aid, calm emotions⁰ (DC 15), eagle's splendor, sound burst (DC 15), zone of truth (DC 15)*1st—*bless water, charm person⁰ (DC 14), comprehend languages, detect undead, hide from undead*0 (at will)—*detect magic, detect poison, guidance, virtue*

D Domain spell; Domains Chaos, Charm

TACTICS

During Combat The cleric tries to persuade living, intelligent opponents to stop fighting and discuss a peaceful solution over a drink, using *calm emotions, charm person, or suggestion* if necessary. When fighting undead, he casts *eagle's splendor* to improve his channel energy ability, and uses his potion and scroll if the battle goes poorly.

STATISTICS

Str 11, Dex 12, Con 14, Int 8, Wis 16, Cha 14

Base Atk +4; CMB +3; CMD 14

Feats Extra Channel, Toughness, Turn Undead

Skills Acrobatics +0, Climb -1, Diplomacy +8,

Heal +9, Perception +5

Languages Common, Halfling

SQ aura

Combat Gear potion of haste, scroll

of bull's strength; Other Gear

+1 breastplate, +1 heavy mace, light

crossbow with masterwork bolts (20),

silver holy symbol, 393 gp

The carousing champion serves the god of freedom, bravery, and ale, and uses his significant abilities to bring happiness to common folk and stand up against oppression of all sorts.

EGGAL TORKELSON

Eggal is a friendly, outgoing young halfling, generous with his spirit, spirits, money, and affection—but not particularly bright. Fortunately, Eggal is so likable and headstrong that few ever try to take advantage of him, and those who do discover that his lack of “book learning” hasn’t done anything to dull his innate cunning, and he remembers who has done him wrong every bit as well as he recalls who has done him favors, repaying both with interest. He wants to see the world and enjoy life, and doesn’t particularly care whether people are good or selfish as long they don’t try to hurt him or anyone he cares about—to him, his god’s creed of freedom above all means accepting that some people were born mean-spirited, and are entitled to their pettiness and jealousy as long as they don’t go out of their way to oppress others. For his own part, he’d rather help someone than ignore a request for aid, and has been known to expound at length upon the simple joys of helping others. He avoids killing unless absolutely necessary, even among those more “monstrous” humanoid races, but hates undead with a passion and goes out of his way to destroy such abominations.

Combat Encounters: Though he is hard to influence with magic, clever lies and subtle manipulation can easily turn Eggal against the PCs, and it’s not uncommon for him to come into conflict with the lawful authorities in a region if he feels they are profiting at the expense of the common people. If he sees the PCs as agents of oppression, regardless of their justifications, he’s likely to oppose them—with his mace if necessary. Because of his reluctance to kill, he is useful for an encounter where the PCs should negotiate or surrender instead of fighting.

Roleplaying Suggestions:

Eggal can be a reliable feature of local taverns, even showing up in other cities where the PCs travel. Because he tends to help when asked, he might end up in over his head and need rescuing, or have friends in need of rescue. He can also help out the PCs as an ally against undead, as a backup healer, or as a contact in Cayden Cailean’s church.



VIVISECTIONIST CLERIC	CR 6
HUMAN CLERIC OF ZON-KUTHON 7	XP 2,400
Medium humanoid (human)	LE

Init +0; **Senses** Perception +7

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 56 (7d8+21)

Fort +8, **Ref** +3, **Will** +9

OFFENSE

Speed 20 ft.

Melee mwk spiked chain +7 (2d4+1)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks channel negative energy 5/day (DC 17, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—bleeding touch (3 rounds), touch of darkness (3 rounds)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*poison* (DC 18), *shadow conjuration*⁰ (DC 17)

3rd—*bestow curse* (DC 17), *contagion* (DC 17), *deeper darkness*⁰, *dispel magic*

2nd—*blindness/deafness*⁰ (blindness only, DC 16), *darkness*, *desecrate*, *eagle's splendor*, *silence* (DC 15)

1st—*cause fear*⁰ (2, DC 15), *deathwatch*, *doom* (DC 15), *magic weapon*, *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *light*, *resistance*

D Domain spell; **Domains** Darkness, Death

TACTICS

Before Combat The cleric casts *deathwatch*.

During Combat The cleric casts *magic weapon* and *shield of faith*. If she has minions, she orders them to attack so she can use magic from a distance. She casts *darkness* to hide in and channels negative energy. If forced out of the darkness, she disables targets with *bestow curse*, *blindness*, and *poison*, then uses her spiked chain.

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 16

Feats Blind-Fight, Combat Casting, Command Undead, Heavy Armor Proficiency, Improved Channel, Spell Focus (necromancy)

Skills Heal +9, Knowledge (religion) +6, Perception +7, Spellcraft +5

Languages Common

SQ aura

Combat Gear potion of cure moderate wounds, flask of acid, smokesticks (2); **Other Gear** masterwork full plate, light crossbow with 20 bolts, masterwork spiked chain, *cloak of resistance* +1, unholy water, wooden unholy symbol, onyx gems (worth 350 gp), silver dust for *desecrate* (worth 25 gp), 114 gp

The vivisectionist cleric serves the god of pain and darkness, and can keep victims alive for weeks.

MELISAI HESANI

Melisai is personable despite her arrogance, and considers herself a surgeon and a sculptor. When not adventuring, she works with poorhouse medics, embalmers preparing bodies, and torturers—anyone who gives her the opportunity to experiment. She prefers the company of like-minded adventurers, but if none are available, she animates zombies.

Combat Encounters: Melisai is useful as an enemy leader, member of a rival adventuring party, or servant of an important NPC or villain.

Roleplaying Suggestions: Though evil and disturbing, Melisai is easy to get along with. She is forthright, and has no problem helping the PCs if it achieves her own ends.



WRATH PRIEST	CR 7
HALF-ORC CLERIC OF ROVAGUG 8	XP 3,200
Medium humanoid (human, orc)	CE

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 20, touch 10, flat-footed 20 (+9 armor, +1 natural)

hp 71 (8d8+32)

Fort +8, **Ref** +2, **Will** +8; +2 resistance vs. good

Defensive Abilities orc ferocity; **Immune** fire (96 points)

OFFENSE

Speed 20 ft.

Melee +1 *greataxe* +12/+7 (1d12+9/x3)

Ranged javelin +6/+1 (1d6+6)

Special Attacks channel negative energy 4/day (DC 15, 4d6), destructive aura (+4, 8 rounds/day), destructive smite (+4, 5/day), scythe of evil (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +10)

5/day—touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +10)

4th—*chaos hammer* (DC 16), *divine power*, *unholy blight*⁰ (DC 16)

3rd—*invisibility purge*, *prayer*, *protection from energy* (DC 15), *rage*⁰

2nd—*align weapon*⁰ (evil weapons only), *bull's strength*, *darkness*, *spiritual weapon* (2)

1st—*bane* (DC 13), *divine favor*, *entropic shield*, *protection from good*, *shield of faith*, *true strike*⁰

0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance*

⁰ Domain spell; **Domains** Destruction, Evil

TACTICS

Before Combat The cleric casts *protection from energy* (fire).

During Combat The cleric casts *divine power* and *shield of faith* at the start of combat, then closes to melee distance. If combat starts and he cannot reach any opponents on the first round, he casts *chaos hammer* or *unholy blight*. If fighting creatures he knows are good, he uses his scythe of evil ability on his *greataxe*. If he has allies, he casts *prayer*.

STATISTICS

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

Base Atk +6; **CMB** +10; **CMD** 20

Feats Heavy Armor Proficiency, Power Attack, Toughness, Weapon Focus (*greataxe*)

Skills Intimidate +7, Perception +5, Spellcraft +3

Languages Common, Orc

SQ aura, orc blood, weapon familiarity

Combat Gear potions of cure serious wounds (2), alchemist's fire (2);

Other Gear +1 half-plate, +1 *greataxe*, javelins (5), amulet of natural armor +1, wooden unholy symbol, 184 gp

The wrath priest serves the primordial god of disaster and destruction, striking down innocents and enemies with fire, blade, and hatred. He is a quintessential nihilist, and can not be bought or reasoned with except as it furthers his god's horrific ends.

AZNEK

Aznek is cruel, violent, and destructive—a childhood bully given profane magic and physical might. He loves the screams of his victims, and smashes beautiful things for the fun of it. He likes having strong minions, and encourages them to challenge him for dominance, though none has succeeded. He lets these would-be rivals live, albeit with broken arms or legs as reminders of their failure.

Combat Encounters: Aznek makes a good solo encounter, boss of a group of raiders (especially orcs), or minion of a strong leader or powerful warbeast.

Roleplaying Suggestions: Aznek's nature makes it difficult to interact with him except as his servant.



DEATH PRIEST

HUMAN CLERIC OF URGATHOA 9

CR 8

Medium humanoid (human)

XP 4,800

NE

Init +6; Senses Perception +10

DEFENSE

AC 20, touch 13, flat-footed 18 (+7 armor, +1 deflection, +2 Dex)

hp 89 (9d8+27)

Fort +11, Ref +6, Will +11

OFFENSE

Speed 20 ft.

Melee dagger +5/+0 (1d4-1/19-20)

Ranged light crossbow +8 (1d8/19-20)

Special Attacks channel negative energy 4/day (DC 17, 5d6), hand of the acolyte (7/day)

Domain Spell-Like Abilities (CL 9th; concentration +13)

7/day—bleeding touch (4 rounds)

1/day—dispelling touch

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*slay living*⁰ (2, DC 21)

4th—*death ward*⁰, *freedom of movement*, *poison* (DC 20), *spell immunity*

3rd—*bestow curse* (DC 19), *contagion* (2, DC 19), *dispel magic*⁰, *prayer*

2nd—*bear's endurance*, *darkness*, *death knell*⁰ (DC 18), *delay poison* (DC 16), *desecrate*, *resist energy* (DC 16)

1st—*bane* (DC 15), *cause fear*⁰ (DC 17, 2), *entropic shield*, *obscuring mist*, *protection from good*

0 (at will)—*bleed* (DC 16), *detect poison*, *light virtue*

⁰ Domain spell; **Domains** Death, Magic

TACTICS

Before Combat The cleric casts *bear's endurance*, *delay poison*, and *freedom of movement*.

During Combat The cleric lets allies or undead minions handle the bulk of the fighting, using *bestow curse*, *contagion*, and *slay living* against individual foes or channeling negative energy against groups or to heal herself and her undead allies.

Base Statistics Without *bear's endurance*, the cleric's statistics are **hp** 71, **Fort** +9, **Con** 14.

STATISTICS

Str 8, **Dex** 15, **Con** 18, **Int** 10, **Wis** 19, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 18

Feats Combat Casting, Command Undead, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative,

Spell Focus (necromancy)

Skills Craft (alchemy) +6, Heal +10, Intimidate +7, Knowledge (religion) +12, Perception +10

Languages Common

SQ aura, death's embrace

Gear +1 chainmail, dagger, light crossbow with 20 bolts, *cloak of resistance* +1, *headband of inspired wisdom* +2, *pearl of power* (1st), *ring of protection* +1, bone unholy symbol, unholy water, onyx gems (worth 500 gp), silver dust for *desecrate* (worth 25 gp), 162 gp

A death priest serves the goddess of plague and undeath, and seeks to infect, kill, and animate anyone who stands in her way. She might desire to one day become undead, but remains alive for now so she can carry out tasks in places that would never allow the undead.

RELYK ZAHIM

Relyk obsesses over death and undead, and is in love with her goddess. She longs to become her favored servant and lover, and bestows her strange affections on corpses and undead that remind her of the dark goddess.

Relyk always has a bit of a cold or some other minor sickness, though these never debilitate her or affect her abilities in any way; her symptoms might merely be affectations to ward off the unwary or show her devotion. She helps those who want to become undead do so, and is willing to assist other members of her church. However, she watches for anyone who might pass her in prominence within the church.

Rivals for her god's affection or attention find that Relyk quickly becomes a devious, heartless enemy.

Combat Encounters: Relyk can be used as a solo opponent, but is much more dangerous with undead allies. Because she is healed by negative energy, she can sustain herself and multiple undead with her channel energy ability, and may pretend to be undead to gain an advantage over gullible enemies.

Roleplaying Suggestions: Relyk can be an advocate for a country ruled by undead, the commander of a large tribe of underground ghouls, or a daytime liaison for a cabal of vampires. When she defeats an enemy, she "graciously" offers to raise him as undead.



MOTHER OF BEASTS	CR 9
HUMAN CLERIC OF LAMASHTU 10	XP 6,400
Medium humanoid (human)	CE

Init +3; **Senses** Perception +14

DEFENSE

AC 21, touch 10, flat-footed 21 (+11 armor, +1 deflection, -1 Dex); +1 vs. good opponents

hp 78 (10d8+30)

Fort +10, **Ref** +3, **Will** +12; +2 vs. good opponents

OFFENSE

Speed 20 ft.

Melee +1 falchion +11/+6 (2d4+5/18-20)

Special Attacks aura of madness (DC 19, 10 rounds/day), channel negative energy 4/day (DC 16, 5d6), might of the gods (+10, 10 rounds/day)

Domain Spell-Like Abilities (CL 10th; concentration +14)

7/day—strength surge (+5), vision of madness (+/-5)

Cleric Spells Prepared (CL 10th; concentration +14)

5th—*flame strike* (DC 19), *righteous might*⁰, *summon monster V*

4th—*confusion*⁰ (DC 18), *cure critical wounds*, *summon monster IV* (2), *unholy blight* (DC 18)

3rd—*blindness/deafness*, *magic circle against good*, *magic vestment*⁰, *summon monster III*, *water breathing*

2nd—*bull's strength*⁰, *cure moderate wounds*, *darkness*, *shield other*, *silence* (DC 16), *summon monster II*

1st—*bane* (DC 15), *bless*, *command* (DC 15), *cure light wounds*, *divine favor*, *enlarge person*⁰ (DC 15)

0 (at will)—*create water*, *detect magic*, *light*, *mending*

0 Domain spell; Domains Madness, Strength

TACTICS

Before Combat The cleric casts *magic circle against good* and *magic vestment*.

During Combat The cleric drinks a potion of *invisibility*, then uses *summon monster V* and *summon monster IV* to overwhelm opponents, and attacks with *flame strike*, casting *righteous might* before entering melee.

Base Statistics Without *magic circle against good* and *magic vestment*, the cleric's statistics are **AC** 20, touch 10, flat-footed 20.

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 20

Feats Augment Summoning, Combat Casting, Heavy Armor Proficiency, Improved Initiative, Power Attack, Spell Focus (conjuration)

Skills Handle Animal +11, Heal +8, Knowledge (nature) +1, Knowledge (religion) +6, Perception +14, Spellcraft +8

Languages Common

SQ aura

Combat Gear potions of invisibility (2); **Other Gear** +1 full plate, +1 falchion, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, silver unholy symbol, 110 gp

The mother of beasts serves the goddess of madness and monsters. She looks after horrible creatures and summons extraplanar beings to defend herself and her pets.

EMPIRI CHALEMÈDE

Empiri raises and nurtures hybrid monsters and aberrant mutations. Though she lacks the magic to create these oddities, she values anyone skilled at such things.

Combat Encounters: Empiri is most effective when she has monsters to protect her. Without allies, she uses *summon monster* spells to conjure guardians.

Roleplaying Suggestions: Empiri might ask the PCs to help her catch a predatory beast—though not to destroy it.



FIRE CLERIC

HUMAN CLERIC OF ASMODEUS 11

Medium humanoid (human)

CR 10

XP 9,600

LE

Init +3; **Senses** Perception +11

DEFENSE

AC 20, touch 9, flat-footed 20 (+7 armor, -1 Dex, +1 natural, +3 shield)
hp 75 (11d8+22)

Fort +9, **Ref** +5, **Will** +13

Resist electricity 20, fire 10

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +10/+5 (1d8+1)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks channel negative energy 7/day (DC 19, 6d6), staff of order (5 rounds, 1/day)

Domain Spell-Like Abilities (CL 11th; concentration +16)

8/day—fire bolt (1d6+5 fire), touch of law

Cleric Spells Prepared (CL 11th; concentration +16)

6th—blade barrier (DC 23), fire seeds⁰

5th—fire shield⁰, flame strike (2, DC 22), spell resistance

4th—air walk, cure serious wounds, dismissal (DC 19), freedom of movement, wall of fire⁰

3rd—cure serious wounds, fireball⁰ (DC 20), glyph of warding, invisibility purge, searing light, water walk

2nd—cure moderate wounds, hold person (DC 17), produce flame⁰, resist energy (2, DC 17), silence (DC 17)

1st—bless, burning hands⁰ (DC 18), command (2, DC 16), cure light wounds, endure elements, magic weapon

0 (at will)—bleed (DC 15), detect magic, guidance, virtue

□ Domain spell; Domains

Fire, Law

TACTICS

Before Combat The cleric casts freedom of movement and resist energy (electricity).

During Combat The cleric casts fire shield (warm shield), uses his wand of shield of faith, then attacks with fire spells, switching to blade barrier, channeled energy, and flame strike against fire-resistant opponents.

STATISTICS

Str 13, **Dex** 8, **Con** 12, **Int** 10,

Wis 21, **Cha** 14

Base Atk +8; **CMB** +9; **CMD** 18

Feats Extra Channel, Greater Spell Focus (evocation), Improved Channel, Improved Initiative, Lightning Reflexes, Selective Channeling, Spell Focus (evocation)

Skills Intimidate +7, Knowledge (nobility, religion) +6, Knowledge (planes) +7, Linguistics +5, Perception +11, Sense Motive +13, Spellcraft +8

Languages Common, Ignan, Infernal

SQ aura

Combat Gear necklace of fireballs (type III), potion of delay poison, wand of shield of faith (7 charges); **Other Gear** +1 breastplate, +1 heavy steel shield, masterwork heavy mace, masterwork light crossbow with 20 bolts, amulet of natural armor +1, cloak of resistance +1, headband of inspired wisdom +2, silver unholy symbol, 1,453 gp

The fire cleric serves infernal or elemental powers and uses his magic to purge weakness from the world.

ALEKSION CORIC

Aleksion sees himself as bringing the flame of truth and order to burn away all that is impure and rebellious. Though he serves Hell, he believes fulfilling his task is necessary to preserve human civilization in a world beset by barbarians and demons.



TRICKSTER PRIEST	CR 11
HUMAN CLERIC OF CALISTRIA 12	XP 12,800
Medium humanoid (human)	CN

Init +6; **Senses** Perception +11

DEFENSE

AC 26, touch 13, flat-footed 24 (+9 armor, +1 deflection, +2 Dex, +1 natural, +3 shield)

hp 105 (12d8+24)

Fort +12, **Ref** +9, **Will** +14

OFFENSE

Speed 20 ft.

Melee mwk whip +9/+4 (1d3-1 nonlethal)

Ranged mwk heavy crossbow +12 (1d10/19-20)

Special Attacks channel negative energy 8/day (DC 21, 6d6)

Domain Spell-Like Abilities (CL 12th; concentration +17)

At will—charming smile (12 rounds/day, DC 21), master's illusion (12 rounds/day, DC 21)

8/day—copycat (12 rounds), dazing touch

Cleric Spells Prepared (CL 12th; concentration +17)

6th—geas/quest⁰, greater dispel magic, word of recall

5th—breath of life, charm monster⁰ (DC 22), greater command (DC 22), slay living (DC 20), spell resistance

4th—chaos hammer (DC 19), cure serious wounds, discern lies (DC 19), heroism⁰, poison (DC 19)

3rd—invisibility purge, magic vestment, prayer, protection from energy (DC 18), searing light, suggestion⁰ (DC 20)

2nd—calm emotions (DC 19), delay poison (DC 17), enthrall (DC 19), hold person (2, DC 19), invisibility⁰

1st—charm person⁰ (DC 18), cure light wounds (2), entropic shield, hide from undead, obscuring mist, remove fear

0 (at will)—detect magic, light, mending, purify food and drink

D Domain spell; **Domains** Charm, Trickery

TACTICS

Before Combat The cleric uses his *wand of bear's endurance*, then casts *magic vestment*.

During Combat The cleric uses charm spells, hold spells, and *suggestion* to disable opponents or turn them into allies. He casts *heroism* and *prayer* to bolster companions, and uses his copycat domain power and *spell resistance* to protect himself, channeling negative energy to harm creatures who resist enchantment.



Base Statistics Without *bear's endurance* and *magic vestment*, the cleric's statistics are **AC** 24, touch 13, flat-footed 22; **hp** 81; **Fort** +10; **Con** 12.

STATISTICS

Str 8, **Dex** 15, **Con** 16, **Int** 10, **Wis** 20, **Cha** 16

Base Atk +9; **CMB** +8; **CMD** 21

Feats Extra Channel, Greater Spell Focus (enchantment), Improved Channel, Improved Initiative, Lightning Reflexes, Selective Channeling, Spell Focus (enchantment)

Skills Bluff +11, Diplomacy +17, Heal +14, Intimidate +8, Perception +11, Spellcraft +6

Languages Common

SQ aura

Combat Gear potion of cure moderate wounds, *wand of bear's endurance* (10 charges); **Other Gear** +1 breastplate, +2 light wooden shield, masterwork heavy crossbow with 20 bolts, masterwork whip, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +1, *headband of inspired wisdom*, *ring of protection* +1, silver unholy symbol, 621 gp

The trickster priest serves the goddess of trickery and revenge, using guile and magic to manipulate others.

UNAM CLAREFIELD

Unam is affectionate but fickle, philandering but jealous, and inconsiderate but vengeful. To those in his favor, he plays the part of an excellent and dependable ally, but easily turns on those he feels have insulted or jilted him.

He is more than willing to influence or control his so-called friends, abandoning them in dangerous situations.

Combat Encounters:

With his charm and spells, Unam usually has several followers who are willing to die to prove their affection. He tries to use spells carefully so these “pets” don’t come to any harm by his hand.

Roleplaying Suggestions:

Unam is eager to avenge old slights or help others in their quests for vengeance, especially if there is an attractive PC he can spend time with.

PROFANE GENERAL	CR 12
HUMAN CLERIC OF GORUM 13	XP 19,200
Medium humanoid (human)	CN

Init +0; **Senses** Perception +16

DEFENSE

AC 22, touch 10, flat-footed 22 (+11 armor, +1 natural)

hp 121 (13d8+59)

Fort +13, **Ref** +5, **Will** +12

DR 10/adamantine (150 points)

OFFENSE

Speed 20 ft.

Melee +1 flaming greatsword +16/+11 (2d6+8/17-20 plus 1d6 fire) or mwk dagger +15/+10 (1d4+7/19-20)

Ranged mwk heavy crossbow +10 (1d10/19-20)

Special Attacks channel negative energy 4/day (DC 15, 7d6), might of the gods (+13, 13 rounds/day), weapon master (13 rounds/day)

Domain Spell-Like Abilities (CL 13th; concentration +16)

6/day—battle rage (+6 damage), strength surge (+6)

Cleric Spells Prepared (CL 13th; concentration +16)

7th—*power word blind*⁰, *word of chaos*

6th—*heal*, *mass bull's strength*, *stoneskin*⁰

5th—*breath of life*, *flame strike* (DC 18), *righteous might*⁰, *spell resistance*

4th—*chaos hammer* (DC 17), *dismissal* (DC 17), *divine power*⁰, *restoration*, *spell immunity*

3rd—*cure serious wounds* (2), *invisibility purge*, *magic vestment*⁰, *prayer*, *wind wall*

2nd—*aid*, *bear's endurance*, *delay poison* (DC 15), *hold person* (DC 15), *resist energy* (DC 15), *spiritual weapon*⁰

1st—*bane* (DC 14), *bless*, *cure light wounds* (2), *enlarge person*⁰ (DC 14), *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*

D Domain spell; **Domains** Strength, War

TACTICS

Before Combat The cleric casts *bear's endurance* and *stoneskin*.

During Combat The cleric targets weak-looking opponents first, using spells to blind and damage multiple enemies before attacking with her greatsword.

Base Statistics Without *bear's endurance* and *stoneskin*, the cleric's statistics are **hp** 95,

Fort +11; **DR** none; **Con** 14.

STATISTICS

Str 20, **Dex** 10, **Con** 18, **Int** 12, **Wis** 17, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 24

Feats Cleave, Combat Casting, Extra Channel, Heavy Armor

Proficiency, Improved Critical (greatsword), Power Attack, Vital Strike, Weapon Focus (greatsword)

Skills Diplomacy +7, Heal +11, Intimidate +4, Knowledge (engineering, nobility, planes) +6, Knowledge (history, religion) +9, Knowledge (local) +3, Perception +16, Ride -1, Spellcraft +9

Languages Common

SQ aura

Combat Gear potion of *haste*; **Other Gear** +2 full plate, +1 flaming greatsword, masterwork dagger (2), masterwork heavy crossbow, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2, iron unholy symbol, granite and diamond dust for *stoneskin* (worth 250 gp), 276 gp

The profane general, a powerful cleric of war who leads by example, cleaves through enemies to inspire her allies and followers to greater glory and victory.

BIRN HENGDEL

Birn became a mercenary when her unit was cut off and her home city fell. Over the years, she has gathered many warriors under her banner. She lives only for battle, refusing to become attached to followers she may have to sacrifice.

Combat Encounters: Birn loyally serves whoever pays her, so she might face the PCs while in the employ of any villain.

Roleplaying Suggestions: Because she works for the highest bidder, Birn might just switch sides if given a better offer.



SACRED GUARDIAN	CR 13
GNOME CLERIC OF SHELYN 14	XP 25,600
Small humanoid (gnome)	N

Init +6; **Senses** low-light vision; **Perception** +22

DEFENSE

AC 24, touch 16, flat-footed 21 (+7 armor, +2 deflection, +2 Dex, +1 dodge, +1 natural, +1 size) (+4 dodge vs. giants)

hp 129 (14d8+63)

Fort +16, **Ref** +9, **Will** +18; +2 vs. illusions

Immune fire (120 points)

OFFENSE

Speed 15 ft.

Melee mwk glaive +11/+6 (1d8-1/x3)

Ranged mwk light crossbow +14 (1d6/19-20)

Special Attacks channel positive energy 5/day (DC 19, 7d6), +1 on attack rolls against goblinoid and reptilian humanoids

Domain Spell-Like Abilities (CL 14th; concentration +20)

9/day—bit of luck, resistant touch

Cleric Spells Prepared (CL 14th; concentration +20)

7th—destruction (DC 23), repulsion^D (DC 23), summon monster VII

6th—antilife shell, antimagic field^D, banishment (DC 22), blade barrier (DC 22), greater dispel magic

5th—breath of life, greater command (DC 21), mark of justice, spell resistance^D, wall of stone

4th—air walk, death ward, freedom of movement^D, neutralize poison, order's

wrath (DC 20),

repel vermin

3rd—bestow curse

(DC 19), blindness/

deafness (DC 19), glyph of

warding (2), invisibility purge,

protection from energy^D (DC 19)

2nd—bear's endurance, delay poison

(DC 18), hold person (2, DC 18), remove

paralysis, shield other^D

1st—cause fear (2, DC 17), command (DC 17), divine favor,

entropic shield, sanctuary (DC 17), true strike^D

0 (at will)—create water, detect poison, mending, read magic

D Domain spell; **Domains** Luck, Protection

TACTICS

Before Combat The cleric casts *air walk*, *bear's endurance*, *delay poison*, *freedom of movement*, and *protection from energy* (fire).

During Combat The cleric prefers to paralyze, repel, or disable opponents with *greater command* and barrier spells, but reacts aggressively if his opponents won't surrender or agree to a truce.

Base Statistics Without *bear's endurance*, the cleric's statistics are

hp 101; **Fort** +14; **Con** 14.

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 13, **Wis** 22, **Cha** 10

Base Atk +10; **CMB** +8; **CMD** 23

Feats Combat Casting, Dodge, Extra Channel, Improved Channel,

Improved Initiative, Selective Channeling, Turn Undead

Skills Craft (armor) +3, Craft (jewelry) +6, Diplomacy +9, Heal +15, Knowledge (arcana, history, nobility) +6, Knowledge (local) +3, Knowledge (religion) +10, Perception +22, Sense Motive +12, Spellcraft +8

Languages Common, Gnome, Sylvan

SQ aura, aura of protection (+2 deflection, energy resistance 10, 14 rounds/day), good fortune (2/day)

Combat Gear potions of invisibility (2), *ring of the ram* (10 charges);

Other Gear +1 light fortification breastplate, masterwork glaive, masterwork light crossbow with 20 bolts, *amulet of natural armor* +1, *headband of inspired wisdom* +4, *ring of protection* +2, platinum holy symbol (worth 500 gp), powdered diamond (worth 200 gp), 787 gp

The sacred guardian serves the goddess of beauty and love. He protects a holy site, preferring to deflect and warn rather than harm or destroy.

PINDLE FINBERRY

An aficionado of art, music, and sculpture, Pindle would be content spending his days creating beautiful things for people to wear and use. He knows there is ugliness in the world that would destroy all beauty, so he has sworn to be a shield against these defilers. In his heart, he wants peace and serenity, and hopes that his words and deeds can turn away the forces of destruction. While many might see him as an idealistic hero, the truth is that Pindle values art more than people, and will happily steal or overlook suffering if it's necessary to preserve great art.

Combat Encounters: Pindle is a capable guardian and might agree to guard a place or thing as a favor for an allied church or devotee of beauty—even if this pits him against good-aligned PCs. If the PCs steal a valuable gem, art object, or magic item relevant to his interests (or if he has been led to believe this), he might track them down and insist that they return it, or even take it by force if necessary.

Roleplaying Suggestions: Pindle is knowledgeable about art, gems, famous armors, and similar topics. He'd gladly accompany most PCs to an exotic location of great beauty or in search of a lost art object.



MASTER OF UNDEATH	CR 14
HUMAN CLERIC OF URGATHOA 15	XP 38,400
Medium humanoid (human)	NE

Init +5; **Senses** Perception +20

DEFENSE

AC 22, touch 12, flat-footed 21 (+9 armor, +1 deflection, +1 Dex, +1 natural)

hp 146 (15d8+75)

Fort +14, **Ref** +7, **Will** +17

OFFENSE

Speed 30 ft.

Melee +3 scythe +17/+12/+7 (2d4+6/19-20/x4)

Special Attacks channel negative energy 4/day (DC 18, 8d6), scythe of evil (7 rounds, 2/day)

Domain Spell-Like Abilities (CL 15th; concentration +22)

- 10/day—bleeding touch (7 rounds), touch of evil (7 rounds)
- Cleric Spells Prepared** (CL 15th; concentration +22)
 - 8th—fire storm (DC 26), unholy aura⁰
 - 7th—blasphemy⁰ (DC 25), destruction (DC 24), ethereal jaunt
 - 6th—antilife shell, blade barrier (DC 24), create undead⁰, harm⁰ (DC 23)
 - 5th—dispel good, greater command (DC 22), flame strike (DC 23), insect plague, righteous might, slay living⁰ (DC 22)
 - 4th—divine power, freedom of movement, giant vermin, greater magic weapon, poison (DC 21), unholy blight⁰ (DC 22)
 - 3rd—animate dead⁰, contagion (2, DC 20), deeper darkness, dispel magic, wind wall
 - 2nd—bear's endurance, death knell⁰ (DC 19), desecrate, gentle repose, hold person (DC 19), spiritual weapon
 - 1st—bane (DC 18), cause fear⁰ (DC 18), divine favor, doom (2, DC 18), entropic shield, shield of faith
 - 0 (at will)—bleed (DC 17), light, resistance, virtue

D Domain spell; **Domains** Death, Evil

TACTICS

Before Combat The cleric casts *bear's endurance*, *desecrate*, *freedom of movement*, and *greater magic weapon*.

During Combat The cleric relies on offensive spells, or on channel energy if he has undead allies.

Base Statistics Without *bear's endurance*

and *greater magic weapon*, the cleric's statistics are **hp** 116; **Fort** +12; **Melee** +1 scythe +15/+10/+5 (2d4+4/19-20/x4); **Con** 14.

STATISTICS

Str 15, **Dex** 12, **Con** 18, **Int** 10, **Wis** 24, **Cha** 8

Base Atk +11; **CMB** +13; **CMD** 25

Feats Combat Casting, Command Undead, Critical

Focus, Extra Channel, Improved Channel, Improved Critical (scythe), Improved Initiative, Spell Focus (evocation), Weapon Focus (scythe)

Skills Bluff +5, Intimidate +5, Knowledge (local) +6, Knowledge (religion) +9, Perception +20, Spellcraft +11

Languages Common

SQ aura, death's embrace

Combat Gear potion of invisibility; **Other Gear** +3 mithral breastplate, +1 scythe, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, headband of inspired wisdom +4, ring of protection +1, unholy water, cold iron unholy symbol (worth 500 gp), onyx gems (worth 1,000 gp), silver dust for *desecrate* (worth 25 gp), 2,482 gp

These clerics turn innocents into undead monstrosities.

THAMO HAKASA

Thamo, a living priest, fears that becoming undead would ruin his appetites for food and physical pleasure.



ELEMENTAL PRIEST	CR 15
HALFLING CLERIC OF GOZREH 16	XP 51,200
Small humanoid (halfling)	CN

Init +4; **Senses** Perception +19

DEFENSE

AC 21, touch 12, flat-footed 21 (+7 armor, +1 deflection, +2 natural, +1 size)

hp 155 (16d8+80)

Fort +17, **Ref** +10, **Will** +20; +2 vs. fear

Immune fire (120 points); **Resist** cold 20, electricity 20, fire 30

OFFENSE

Speed 20 ft.

Melee mwk quarterstaff +13/+8/+3 (1d4-1)

Ranged mwk light crossbow +14 (1d6/19-20)

Special Attacks channel negative energy 7/day (DC 20, 8d6)

Domain Spell-Like Abilities (CL 16th; concentration +23)

10/day—icicle (1d6+8 cold damage), lightning arc (1d6+8 electricity)

Cleric Spells Prepared (CL 16th; concentration +23)

8th—*horrid wilting*^o (DC 25), *summon monster VIII* (2)

7th—*elemental body IV*^o (air only), *ethereal jaunt*, *repulsion* (DC 24), *summon monster VII* (2)

6th—*banishment* (DC 23), *chain lightning*^o (DC 23), *heal*, *summon monster VI*, *word of recall*

5th—*breath of life*, *greater command* (DC 22), *ice storm*^o, *plane shift* (DC 23), *spell resistance*, *summon monster V*

4th—*air walk*^o, *chaos hammer* (DC 21), *dismissal* (DC 21), *freedom of movement*, *summon monster IV* (2)

3rd—*dispel magic*, *invisibility purge*, *prayer*, *protection from energy* (DC 20), *remove blindness/deafness*, *water breathing*^o, *wind wall*

2nd—*bear's endurance*, *cure moderate wounds*, *hold person* (DC 19), *resist energy* (DC 19), *shatter*, *spiritual weapon*, *wind wall*^o

1st—*bless*, *command* (2, DC 18), *cure light wounds*, *divine favor*, *obscuring mist*^o, *shield of faith*

0 (at will)—*create water*, *detect magic*, *read magic*, *resistance*
D Domain spell; **Domains** Air, Water

TACTICS

Before Combat The cleric casts *air walk*, *bear's endurance*, *freedom of movement*, *protection from energy* (fire), and *resist energy* (fire).

During Combat The cleric summons air and water elementals and uses Elemental Channel to keep these defenders alive so he can cast attack spells at his opponents.

Base Statistics Without *bear's endurance*, *protection from energy*, and *resist energy*, the cleric's statistics are **hp** 123; **Fort** 15; **Immune** —; **Resist** cold 20, electricity 20; **Con** 14.

STATISTICS

Str 8, **Dex** 10, **Con** 18, **Int** 12, **Wis** 25, **Cha** 15

Base Atk +12; **CMB** +10; **CMD** 21

Feats Augment Summoning, Combat Casting, Elemental Channel (air, water), Extra Channel, Improved Initiative, Lightning Reflexes, Spell Focus (conjuration)

Skills Acrobatics +1 (-3 when jumping), Climb +0, Diplomacy +10, Knowledge (arcana) +9, Knowledge (nature) +6, Knowledge (planes) +14, Linguistics +5, Perception +19, Spellcraft +9, Stealth +5, Swim +3

Languages Aquan, Auran, Common, Halfling

SQ aura

Combat Gear *potions of invisibility* (2); **Other Gear** +1 mithral chainmail, masterwork light crossbow with 20 bolts, masterwork quarterstaff, *amulet of natural armor* +2, *cloak of resistance* +2, *headband of inspired wisdom* +6, *ring of protection* +1, forked metal rods (for plane shift), wooden unholy symbol, 1,564 gp

The elemental priest commands the forces of nature and summons powerful air and water spirits to do his bidding.



HERALD OF ARMAGEDDON	CR 16
HUMAN CLERIC OF ROVAGUG 17	XP 76,800
Medium humanoid (human)	CE

Init +5; **Senses** Perception +5

DEFENSE

AC 26, touch 13, flat-footed 25 (+12 armor, +2 deflection, +1 Dex, +1 natural); +2 deflection vs. good

hp 131 (17d8+51)

Fort +13, **Ref** +7, **Will** +16; +1 vs. good

OFFENSE

Speed 20 ft.

Melee +2 greataxe +18/+13/+8 (1d12+6/19-20/x3)

Special Attacks channel negative energy 6/day (DC 23, 9d6), scythe of evil (8 rounds, 3/day), weapon master (17 rounds/day)

Domain Spell-Like Abilities (CL 17th; concentration +22)

8/day—battle rage (+8 damage), touch of evil (8 rounds)

Cleric Spells Prepared (CL 17th; concentration +22)

9th—power word kill⁰, storm of vengeance

8th—earthquake, fire storm (DC 23), power word stun⁰

7th—blasphemy⁰ (DC 22), destruction (2, DC 22), ethereal jaunt

6th—blade barrier⁰ (DC 21), greater dispel magic, harm (DC 21), heal, mass bull's strength

5th—dispel good, flame strike⁰ (DC 20), righteous might, slay living (2, DC 20), spell resistance

4th—air walk, chaos hammer (DC 19), death ward, divine power⁰, poison (DC 19), unholy blight (DC 19)

3rd—cure serious wounds, deeper darkness, dispel magic, magic circle against good⁰, meld into stone, prayer

2nd—bear's endurance, bull's strength, death knell (DC 17), hold person (2, DC 17), spiritual weapon⁰

1st—bane (DC 16), cause fear (2, DC 16), divine favor, doom (DC 16), entropic shield, true strike⁰

0 (at will)—bleed (DC 15), guidance, read magic, resistance

D Domain spell; **Domains** Evil, War

TACTICS

Before Combat The cleric casts *air walk* and *magic circle against good*.

During Combat Depending on her estimation of her opponents, the cleric might attack with spells or use *divine power* and *righteous might* to improve her melee abilities.

STATISTICS

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

Base Atk +12; **CMB** +15; **CMD** 28

Feats Bleeding Critical, Combat Casting, Critical Focus, Heavy Armor Proficiency, Improved Channel, Improved Critical (greataxe), Improved Initiative, Improved Vital Strike, Vital Strike, Weapon Focus (greataxe)

Skills Knowledge (arcana) +11, Sense Motive +16, Spellcraft +19

Languages Common

SQ aura

Combat Gear potion of invisibility; **Other Gear** +3 light fortification

full plate, +2 greataxe, amulet of natural armor +1, belt of physical perfection +2, boots of speed, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +2, cold iron holy symbol (worth 500 gp), 4,230 gp

The herald of armageddon serves the god of wrath and destruction. She brings misery, ruin, and death.

GAVRAMHA BATZUR

Gavramha was born into the cult of destruction and raised as the “chosen one,” prophesied to break open the world and release her mad god from his prison.



PRIEST OF OBLIVION	CR 18
HUMAN CLERIC OF ZON-KUTHON 19	XP 153,600
Medium humanoid (human)	NE

Init +4; **Senses** Perception +21

DEFENSE

AC 31, touch 14, flat-footed 31 (+13 armor, +4 deflection, +2 natural, +2 shield)

hp 184 (19d8+95)

Fort +16, **Ref** +7, **Will** +18

OFFENSE

Speed 20 ft.

Melee +4 spiked chain +23/+18/+13 (2d4+10/19-20)

Special Attacks channel negative energy 7/day (DC 23, 12d6)

Domain Spell-Like Abilities (CL 19th; concentration +25)

9/day—bleeding touch (9 rounds), touch of darkness (9 rounds)
Cleric Spells Prepared (CL 19th; concentration +25)

9th—*energy drain* (DC 25), *etherealness*, *implosion* (DC 25), *wail of the banshee*⁰ (DC 25)

8th—*antimagic field*, *create greater undead*⁰, *earthquake*, *fire storm* (DC 24)

7th—*blasphemy* (2, DC 23), *ethereal jaunt*, *power word blind*⁰, *repulsion* (DC 23)

6th—*antilife shell*, *blade barrier* (DC 22), *harm* (2, DC 22), *shadow walk*⁰ (DC 22), *word of recall*

5th—*greater command* (DC 21), *insect plague*, *slay living*⁰ (2), *unhallow*, *wall of stone*

4th—*air walk*, *death ward*⁰, *freedom of movement*, *greater magic weapon*, *neutralize poison*, *unholy blight* (DC 20)

3rd—*deeper darkness*⁰ (2), *dispel magic* (2), *invisibility purge*, *magic vestment*

2nd—*darkness*, *death knell*⁰ (DC 18), *desecrate*, *gentle repose*, *hold person* (DC 18), *shield other*, *spiritual weapon*

1st—*bane* (DC 17), *bless*, *cause fear*⁰ (DC 17), *deathwatch*, *doom* (DC 17), *entropic shield*, *obscuring mist*

0 (at will)—*detect magic*, *guidance*, *read magic*, *virtue*

D Domain spell; **Domains** Darkness, Death

TACTICS

Before Combat The cleric casts *air walk*, *freedom of movement*, *greater magic weapon*, and *magic vestment*.

During Combat The cleric uses melee attacks and channeled energy against close opponents. Against ranged opponents, he uses spells to divide, blind, and kill.

Base Statistics Without *greater magic weapon* and *magic vestment*, the cleric's statistics are **AC** 28, touch 14, flat-footed 28; **Melee** +1 spiked chain +20/+15/+10 (2d4+7/19-20).

STATISTICS

Str 18, **Dex** 10, **Con** 18, **Int** 8, **Wis** 22, **Cha** 14

Base Atk +14; **CMB** +18; **CMD** 32

Feats Blind-Fight, Combat Casting, Command Undead, Critical Focus, Extra Channel, Heavy Armor Proficiency, Improved Channel,

Improved Critical (spiked chain), Improved Initiative, Selective Channeling, Vital Strike, Weapon Focus (spiked chain)

Skills Knowledge (local) +4, Knowledge (religion) +12, Perception +21, Sense Motive +17

Languages Common

SQ aura, death's embrace, eyes of darkness (9 rounds/day)

Gear +1 full plate, +1 spiked chain, *javelin of lightning*, *amulet of natural armor* +2, *belt of physical might* +4 (Str, Con), *cloak of resistance* +1, *headband of mental prowess* +2 (Wis, Cha), *phylactery of negative channeling*, *ring of force shield*, *ring of protection* +4, silver unholy symbol, unholy water, materials for *unhallow* (worth 1,000 gp), onyx gems (worth 1,500 gp each), platinum rings for *shield other* (worth 100 gp), silver dust for *desecrate* (worth 25 gp), 3,450 gp

The priest of oblivion wishes to drown all creatures in darkness and despair, then defile their bodies and raise them as undead.



FIRE DIABOLIST	CR 19
HUMAN CLERIC OF ASMODEUS 20	XP 204,800
Medium humanoid (human)	LE

Init +4; **Senses** Perception +20

DEFENSE

AC 37, touch 14, flat-footed 37 (+11 armor, +4 deflection, +4 natural, +8 shield)

hp 153 (20d8+60)

Fort +18, **Ref** +10, **Will** +23

Immune fire

OFFENSE

Speed 30 ft.

Melee *rod of the viper* +18/+13/+8 (1d8+3)

Ranged +1 *heavy crossbow* +16 (1d10+1/19-20)

Special Attacks channel negative energy 6/day (DC 23, 10d6), hand of the acolyte (8/day)

Domain Spell-Like Abilities (CL 20th; concentration +25)

8/day—fire bolt (1d6+10 fire)

4/day—dispelling touch

Cleric Spells Prepared (CL 20th; concentration +25)

9th—*elemental swarm*^D (fire spell only), *energy drain* (DC 24), *gate*, *implosion* (DC 26), *summon monster IX*

8th—*antimagic field*, *fire storm* (DC 25), *incendiary cloud*^D (DC 24), *summon monster VIII*, *unholy aura*

7th—*blasphemy* (DC 24), *ethereal jaunt*, *greater restoration*, *spell turning*^D, *summon monster VII*

6th—*antimagic field*^D, *blade barrier* (2, DC 23), *heal* (2)

5th—*break enchantment*, *dispel good*, *flame strike* (DC 22), *greater command* (DC 20), *insect plague*, *spell resistance*^D

4th—*cure critical wounds*, *dimensional anchor*, *dismissal* (DC 19), *freedom of movement*, *unholy blight* (DC 21), *wall of fire*^D

3rd—*bestow curse* (DC 18), *fireball*^D (DC 20), *magic vestment* (2), *protection from energy* (2, DC 18)

2nd—*align weapon*, *delay poison*, *hold person* (DC 17), *lesser restoration*, *produce flame*^D, *spiritual weapon*

1st—*bless*, *burning hands*^D (DC 18), *command* (3, DC 16), *doom* (DC 16), *sanctuary* (DC 16)

0 (at will)—*create water*, *detect magic*, *guidance*, *mending*

D Domain spell; **Domains** Fire, Magic

TACTICS

Before Combat The cleric casts *delay poison*, *freedom of movement*, *magic vestment* (armor and shield), and *spell turning*.

During Combat The cleric first conjures devils to defend him.

Base Statistics Without *magic vestment* the cleric's statistics are **AC** 29, touch 14, flat-footed 29.

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 13, **Wis** 21, **Cha** 16

Base Atk +15; **CMB** +16; **CMD** 30

Feats Alignment Channel (evil), Augment Summoning, Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Improved Iron Will, Iron Will, Shield Focus, Spell Focus (conjunction), Spell Focus (evocation), Spell Penetration

Skills Bluff +13, Diplomacy +16, Intimidate +13, Knowledge (arcana) +9, Knowledge (religion) +14, Perception +20, Sense Motive +18, Spellcraft +14

Languages Common, Infernal

SQ aura

Combat Gear potion of displacement, potion of fly, potion of haste;

Other Gear +1 mithral breastplate, +1 heavy steel shield, +1 heavy crossbow with 20 bolts, *rod of the viper*, *amulet of natural armor* +4, *bag of holding* (type II), *belt of physical might* +2 (Con, Dex), *cloak of resistance* +4, *headband of inspired wisdom* +4, *ring of counterspells*, *ring of protection* +4, silver unholy symbol, material components for *gate* (worth 10,000 gp), 3,855 gp

The fire diabolist serves the lord of Hell. He uses flame and infernal creatures to subjugate all to his will.



INITIATE OF FLAME

CR 1/2

DWARF DRUID 1

XP 200

Medium humanoid (dwarf)

LN

Init +0; **Senses** Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 15 (1d8+7)

Fort +5, **Ref** +0, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee spear +2 (1d8+3/x3)

Ranged sling +0 (1d4+2)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Domain Spell-Like Abilities (CL 1st; concentration +3)

5/day—*fire bolt*

Druid Spells Prepared (CL 1st; concentration +3)

1st—*burning hands*⁰ (DC 13), *endure elements*, *faerie fire*

0 (at will)—*detect poison*, *flare* (DC 12), *stabilize*

⁰ Domain spell; **Domain** Fire

TACTICS

Before Combat The druid casts *endure elements* each day.

During Combat The druid casts *faerie fire*, then drops a smokestick at his feet, letting foes come to him, and possibly sets his spear against a charge. He then fights with his spear or casts *burning hands*.

STATISTICS

Str 15, **Dex** 10, **Con** 16, **Int** 12, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

Feats Toughness

Skills Climb +4, Handle Animal +2, Knowledge (geography) +5, Knowledge (nature) +3, Perception +6 (+8 to notice unusual stonework), Survival +8

Languages Common, Druidic,

Dwarven, Giant

SQ nature bond (Fire domain), nature sense, wild empathy -1

Combat Gear alchemist's fire (2), smokesticks (2); **Other Gear**

masterwork hide armor, sling with 20 bullets, spear, climber's kit, healer's kit, holly and mistletoe, spell component pouch, 8 gp

These hostile guardians of volcanic mountain regions have tempers to match their fiery environs, and tolerate no intruders.

SAIL MASTER

CR 1

HUMAN DRUID 2

XP 400

Medium humanoid (human)

NE

Init +1; **Senses** Perception +5

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 armor, +1 Dex, +1 dodge, +3 shield)

hp 18 (2d8+6)

Fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk club +5 (1d6+3)

Ranged shortspear +2 (1d6+3)

Domain Spell-Like Abilities (CL 2nd; concentration +3)

4/day—*storm burst*

Druid Spells Prepared (CL 2nd; concentration +3)

1st—*cure light wounds*, *jump*, *obscuring mist*⁰, *shillelagh*

0 (at will)—*flare* (DC 11), *know direction*, *light*, *stabilize*

⁰ Domain spell; **Domain** Weather

TACTICS

During Combat The druid casts *obscuring mist* at the start of combat and *shillelagh* before moving into melee range.

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8,

Wis 12, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Dodge, Shield Focus

Skills Handle Animal +5, Heal +5, Knowledge (geography) +3, Knowledge (nature) +1, Perception +5, Profession (sailor) +5, Survival +7, Swim +5

Languages Common, Druidic

SQ nature bond (Weather domain), nature sense, wild empathy +2, woodland stride

Combat Gear scrolls of *cure light wounds* (2), scroll of *entangle* (2), alchemist's fire (4); **Other Gear**

masterwork leather armor, heavy wooden shield, masterwork club, shortspear, grappling hook, healer's kit, hemp rope (50 ft.), holly and mistletoe, spell component pouch, amber necklace (worth 25 gp), 45 gp

Mastery of the wind and weather is a boon on any ship, and many northern druids thus serve as captains, navigators, and battle support.



SYLVAN PROTECTOR

CR 2

GNOME DRUID 3

XP 600

Small humanoid (gnome)

CN

Init +2; **Senses** low-light vision; Perception +8**DEFENSE**

AC 18, touch 13, flat-footed 16 (+3 armor, +2 Dex, +2 shield, +1 size)

hp 24 (3d8+7)

Fort +5, **Ref** +3, **Will** +5; +2 vs. illusions**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants)**OFFENSE****Speed** 20 ft.**Melee** sickle +1 (1d4-2)**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids**Domain Spell-Like Abilities** (CL 3rd; concentration +5)5/day—*lightning arc***Gnome Spell-Like Abilities** (CL 3rd; concentration +5)1/day—*dancing lights, ghost sound, prestidigitation, speak with animals***Druid Spells Prepared** (CL 3rd; concentration +5)2nd—*flaming sphere* (DC 14), *summon swarm, wind wall*⁰1st—*cure light wounds* (2), *obscuring mist*⁰, *speak with animals*0 (at will)—*flare* (DC 12), *light, stabilize, virtue***D** Domain spell; **Domain Air****TACTICS****During Combat** The druid casts *spider climb* and hides, then casts *obscuring mist*.**STATISTICS**

Str 6, Dex 14, Con 15, Int 10,

Wis 15, Cha 14

Base Atk +2; **CMB** -1; **CMD** 11**Feats** Augment Summoning, Spell Focus (conjuration)**Skills** Handle Animal +7, Heal +6, Knowledge (nature) +6, Perception +8, Spellcraft +6, Stealth +8, Survival +10**Languages** Common, Druidic, Gnome**SQ** nature bond (Air domain), nature sense, wild empathy +5, woodland stride, trackless step**Combat Gear** scrolls of *cure light wounds* (3), scroll of *spider climb*, tanglefoot bags (2);**Other Gear** +1 leather armor, masterwork heavy wooden shield, sickle, holly and mistletoe, spell component pouch, 95 gp**SAVAGE PLANT SAGE**

CR 3

HALF-ORC DRUID 4

XP 800

Medium humanoid (human, orc)

CN

Init +1; **Senses** darkvision 60 ft.; Perception +6**DEFENSE**

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 natural)

hp 32 (4d8+11)

Fort +6, **Ref** +2, **Will** +5; +4 vs. fey and plant-targeted effects**Defensive Abilities** orc ferocity**OFFENSE****Speed** 20 ft.**Melee** mwk club +9 (1d6+4)**Ranged** spear +4 (1d8+4/x3)**Special Attacks** wild shape 1/day**Domain Spell-Like Abilities** (CL 4th; concentration +5)

4/day—wooden fist

Druid Spells Prepared (CL 4th; conc. +5)2nd—*barkskin*⁰, *bull's strength*,*summon swarm*1st—*entangle*⁰ (2, DC 12),*faerie fire, shillelagh* (2)0 (at will)—*create water, know direction, light, stabilize***D** Domain spell; **Domain Plant****TACTICS****Before Combat** The druid casts *barkskin* on himself.**During Combat** The druid casts *entangle* or *summon swarm*.**Base Statistic** Without *barkskin*, the druid's statistics are AC 18, touch 11, flat-footed 17.**STATISTICS**

Str 18, Dex 12, Con 14, Int 8,

Wis 13, Cha 10

Base Atk +3; **CMB** +7; **CMD** 18**Feats** Natural Spell, Weapon Focus (club)**Skills** Heal +7, Intimidate +2, Knowledge (nature) +8, Perception +6, Survival +10**Languages** Common, Druidic, Orc**SQ** nature bond (Plant domain), nature sense, orc blood, trackless step, weapon familiarity, wild empathy +4, woodland stride**Combat Gear** potion of *cure moderate wounds*; **Other Gear** +1 dragonhide breastplate, masterwork club, spears (4), holly and mistletoe, 93 gp

CAVERN DEFENDER

CR 4

HALF-ELF DRUID 5

XP 1,200

Medium humanoid (elf, human)

N

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 20, touch 13, flat-footed 17 (+5 armor, +2 Dex, +1 dodge, +2 shield)

hp 31 (5d8+5)

Fort +6, **Ref** +6, **Will** +9; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

OFFENSE

Speed 20 ft.

Melee quarterstaff +2 (1d6-1) or sickle +2 (1d6-1)

Ranged mwk sling +6 (1d4-1)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 5th; concentration +9) 7/day—acid dart

Druid Spells Prepared (CL 5th; concentration +9)

3rd—spike growth (2, DC 17), stone shape⁰

2nd—barkskin, bear's endurance, soften earth and stone⁰, summon swarm

1st—cure light wounds, magic stone⁰, obscuring mist, shillelagh, speak with animals

0 (at will)—create water, guidance, know direction, light

D Domain spell; **Domain** Earth

TACTICS

Before Combat The druid casts *spike growth* twice per day to protect her position, using *stone shape* if necessary to limit any viable approaches to her.

During Combat The druid wild shapes into a small flying animal at the first opportunity to escape melee. On subsequent rounds, she casts *soften earth and stone* and *spike growth* to distort the terrain beneath her enemies. She intersperses these spells with *speak with animals* and summoning spells to call flying creatures to harass those enemies. Once her spells are exhausted, she uses *acid dart*.

STATISTICS

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

Base Atk +3; CMB +2; CMD 15

Feats Dodge, Lightning Reflexes, Natural Spell, Skill Focus (Survival)

Skills Climb +1, Fly +4, Handle Animal +6, Heal +10, Knowledge

(dungeoneering) +6, Knowledge (nature) +11, Perception +11, Spellcraft +7, Survival +15

Languages Common, Druidic, Elven, Undercommon

SQ elf blood, nature bond (Earth domain), nature sense, trackless step, wild empathy +5, woodland stride

Combat Gear *wand of cure light wounds* (50 charges), alchemist's fire (3); **Other Gear** +1 hide armor, heavy wooden shield, masterwork sling with 20 bullets, quarterstaff, sickle, *cloak of resistance* +1, backpack, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch, 91 gp



Though most druids tend and protect the wild lands that lie under the open sky, others stalk the tunnels that lie beneath the earth, serving as wardens, protectors, and tenders of vermin and fungi.

ZIRUL

Zirul is the solemn protector of a large cave system that is rife with bats and vermin of all kind. Having been abandoned here at a young age, she sees the cave as her home, and will not allow anyone to access it. She dresses in dark, splotched clothing to better blend in with the cavern walls, and has lost some of her humanity as a result of living so far from civilization for so long.

Combat Encounters: Zirul's combat axiom is that a good defense lays the groundwork for a devastating offense. She always makes sure to enter combat from a position of defensive strength.

Roleplaying Suggestions:

Zirul has nearly lost her ability to feel empathy for other humanoids. She constantly mutters to herself and to the rats that swarm around her, ignoring other people's perturbed reactions to her odd behavior.

EVASIVE SLIP

CR 5

HALFLING DRUID 6

XP 1,600

Small humanoid (halfling)

NE

Init +4; **Senses** Perception +9**DEFENSE**AC 22, touch 15, flat-footed 18 (+5 armor, +4 Dex, +2 shield, +1 size)
hp 40 (6d8+10)**Fort** +7, **Ref** +7, **Will** +8; +2 vs. fear, +4 vs. fey and plant-targeted effects**Resist** electricity 10**OFFENSE****Speed** 15 ft.**Melee** mwk sickle +6 (1d4)**Ranged** mwk sling +10 (1d3)**Special Attacks** wild shape 2/day**Domain Spell-Like Abilities** (CL 6th; concentration +8)5/day—*lightning arc***Druid Spells Prepared** (CL 6th; concentration +8)3rd—*gaseous form*⁰, extended *summon nature's ally II* (2)2nd—*barkskin*, extended *summon nature's ally I*, *summon swarm*, *wind wall*⁰1st—*endure elements*, *faerie fire*, *magic fang*, *obscuring mist*⁰, *speak with animals*0 (at will)—*detect poison*, *know direction*, *light*, *purify food and drink***D** Domain spell; **Domain** Air**TACTICS****Before Combat** The druid casts *endure elements* at the start of each day. Before a fight he drinks his potion of *invisibility*.**During Combat** Once invisible, the druid moves awayfrom his enemies. He spends the next few rounds casting *speak with animals* and his extended *summon nature's ally* spells, followed by *magic fang* and *barkskin*, cast from his wands on the summoned creatures. If the summoned creatures take damage, he heals them with his *wand of cure moderate wounds*. If his *invisibility* is compromised, he wild shapes into an eagle to keep out of reach.**STATISTICS**Str 10, Dex 18, Con 13, Int 10,
Wis 14, Cha 10**Base Atk** +4; **CMB** +3; **CMD** 17**Feats** Augment Summoning, Extend Spell, Spell Focus (conjuration)**Skills** Acrobatics +4 (+0 when jumping), Bluff +2, Heal +6,

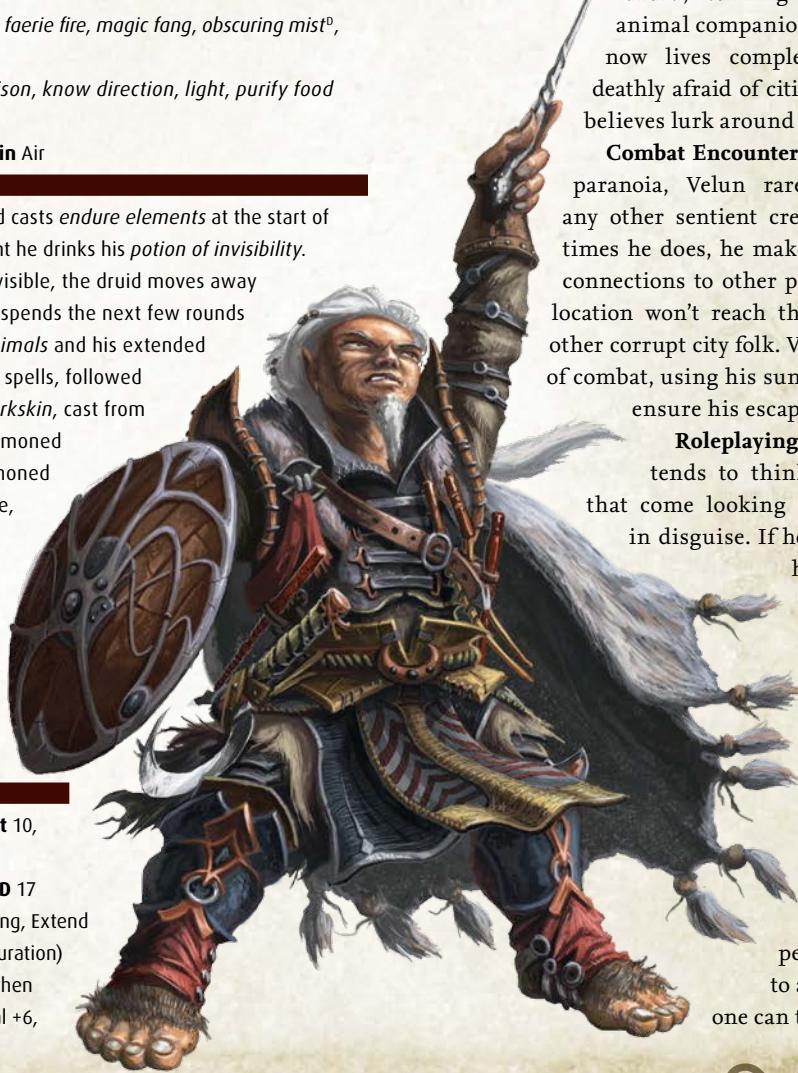
Knowledge (nature) +6, Perception +9, Sense Motive +4, Spellcraft +7, Stealth +12, Survival +13, Swim +3

Languages Common, Druidic, Halfling**SQ** nature bond (Air domain), nature sense, trackless step, wild empathy +6, woodland stride**Combat Gear** potion of invisibility, scroll of longstrider, wand of barkskin (8 charges), wand of cure moderate wounds (15 charges), wand of magic fang (8 charges); **Other Gear** +1 hide armor, darkwood masterwork heavy wooden shield, masterwork sickle, masterwork sling with 20 bullets, antitoxin, holly and mistletoe, spell component pouch, 52 gp

Evasive as the wind, these skittish druids tend to stay away from others, using their formidable powers to escape even the most hazardous situations.

VELUN THE SLIP

Once a slave, Velun escaped bondage with the help of a druid, who went on to train him. Once he felt he had learned all he could, he killed the druid, turning the mentor's wolf animal companion into a cloak. Velun now lives completely off the land, deathly afraid of cities and the slavers he believes lurk around every corner.

Combat Encounters: Given his extreme paranoia, Velun rarely teams up with any other sentient creatures, and the few times he does, he makes sure they have few connections to other people so word of his location won't reach the ears of slavers or other corrupt city folk. Velun tries to stay out of combat, using his summoned creatures to ensure his escape.**Roleplaying Suggestions:** Velun tends to think that all creatures that come looking for him are slavers in disguise. If he sees them coming, he sneaks away if he can. If they do manage to talk to him, he tells them almost nothing, as he believes that seeming useful or friendly makes him an even more appealing target for slavers. After he's encountered new people, Velun relocates to a new campsite so no one can track him down.

ISLAND DEFENDER

CR 6

ELF DRUID 7

XP 2,400

Medium humanoid (elf)

LN

Init +6; **Senses** low-light vision; Perception +15

DEFENSE

AC 24, touch 14, flat-footed 22 (+7 armor, +2 deflection, +2 Dex, +3 shield)

hp 47 (7d8+12)

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Immune sleep; **Resist** cold 10

OFFENSE

Speed 20 ft.

Melee mwk shortspear +6 (1d6) or club +5 (1d6)

Ranged mwk shortspear +8 (1d6)

Special Attacks wild shape 2/day

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—*icicle*

Druid Spells Prepared (CL 7th; concentration +10)

4th—*control water*⁰, *ice storm*

3rd—*cure moderate wounds*, *daylight*, *sleet storm*, *water breathing*⁰

2nd—*animal messenger*, *barkskin*, *bear's endurance*, *fog cloud*⁰, *resist energy*

1st—*cure light wounds*, *endure elements*, *magic fang*, *obscuring mist*⁰, *shillelagh*, *speak with animals*

0 (at will)—*light*, *mending*, *purify food and drink*, *read magic*

D Domain spell; **Domain** Water

TACTICS

Before Combat The druid drinks her *potion of shield of faith*.

During Combat The druid prefers to be in or near a body of water to take advantage of her abilities. She opens with her *ice storm* or *fog cloud* spells in order to slow down her opponents. Afterward, she wild shapes into either a dire bear or a giant octopus (depending on the terrain), and alternates rounds of attacks with spells such as *bear's endurance* and *barkskin*.

Base Statistics Without *shield of faith*, the druid's statistics are

AC 22, touch 12, flat-footed 20; **CMD** 17.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 15, **Wis** 16, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 19

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Natural Spell

Skills Fly +4, Handle Animal +5, Heal +11, Knowledge (history) +4, Knowledge (nature) +14, Linguistics +3, Perception +15, Spellcraft +11 (+13 to identify magic item properties), Survival +14, Swim +5

Languages Common, Aquan, Draconic, Druidic, Elven, Sylvan

SQ elven magic, nature bond (Water domain), nature sense, trackless step, weapon familiarity, wild empathy +6, woodland stride

Combat Gear dust of dryness, *potion of haste*, *potion of shield of faith*, *wand of cure moderate wounds* (8 charges), thunderstone (2);

Other Gear +1 dragonhide breastplate, +1 darkwood heavy wooden shield, club, masterwork shortspear, feather token (fan), antitoxin, fishing net, holly and mistletoe, silk rope (50 ft.), spell component pouch, gold torc (worth 100 gp), 43 gp

Some druids seek the peace and tranquility that only a small island can offer and are willing to lay down their life to protect their sanctuary.

TASSEIRA SPRAYSPIRIT

Tasseira is one of the grim elven defenders of a far-off island that contains an ancient evil. She sees all non-elves as trespassing on her domain, and attacks them on sight. She has a very close connection to the sea, spending much of her day wild shaped into an aquatic creature. She wears an ornate wooden mask to hide her features, and loose-fitting clothes of green and blue.



SEA CAPTAIN	CR 7
HALFLING DRUID 8	XP 3,200
Small humanoid (halfling)	NE

Init +7; **Senses** Perception +15

DEFENSE

AC 26, touch 14, flat-footed 23 (+7 armor, +3 Dex, +3 natural, +2 shield, +1 size)

hp 61 (8d8+22)

Fort +9, **Ref** +7, **Will** +12; +2 vs. fear, +4 vs. fey and plant-targeted effects

OFFENSE

Speed 15 ft.

Melee mwk scimitar +11/+6 (1d4+3/18-20)

Ranged mwk sling +11/+6 (1d3+3)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 8th; concentration +12)

8/day—*lightning lord*

7/day—*storm burst*

Druid Spells Prepared (CL 8th; concentration +12)

4th—*control water*, *flame strike* (DC 18), *freedom of movement*, *sleet storm*^D

3rd—*call lightning*^D (DC 17), *greater magic fang*, *protection from energy*, *quench*, *wind wall*

2nd—*barkskin*, *bull's strength*, *fog cloud*^D, *gust of wind* (DC 16), *warp wood*

1st—*cure light wounds* (4), *endure elements*, *obscuring mist*

0 (at will)—*create water*, *detect magic*, *flare* (DC 14), *light*

^D Domain spell; **Domain** Weather

TACTICS

Before Combat The druid casts *barkskin* and *bull's strength*.

During Combat The druid is well aware of his physical

shortcomings, and wild shapes into a Medium air

elemental the first chance he gets to escape

melee combat. Once at a safe altitude,

he casts *wind wall* and *freedom*

of movement. If still threatened,

he casts offensive spells such

as *flame strike* or *sleet storm*,

or uses his Weather domain

spell-like abilities. If targeted

by spellcasters, he casts

fog cloud to obscure

vision. If forced into

melee, he casts *greater*

magic fang before wild

shaping into a Huge

animal (preferably a

triceratops or an orca).

Base Statistics Without *barkskin*

and *bull's strength*, the druid's statistics

are **AC** 23, touch 14, flat-footed 20;

Melee mwk scimitar +11/+6

(1d4+1/18-20); **Ranged**

mwk sling +11/+6 (1d3+1); **Str** 12; **CMB** +6; **CMD** 19; **Skills** Climb +6, Swim +3.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +6; **CMB** +8; **CMD** 21

Feats Improved Initiative, Natural Spell, Toughness, Weapon Finesse

Skills Acrobatics +1 (-3 when jumping), Climb +8, Fly +6, Handle

Animal +5, Heal +11, Knowledge (nature) +10, Perception +15, Spellcraft +7, Survival +13, Swim +5

Languages Common, Druidic, Goblin, Halfling

SQ nature bond (Weather domain), nature sense, trackless step, wild empathy +8, woodland stride

Combat Gear scroll of owl's wisdom, alchemist's fire (3),

thunderstone; **Other Gear** +1 dragonhide breastplate, masterwork heavy wooden shield, masterwork scimitar, masterwork sling with 20 bullets, cloak of resistance +1, headband of inspired wisdom +2, grappling hook, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch, 22 gp

With their ability to control and harness the powers of winds and storms, a number of druids become sea captains, using their abilities sometimes for trade and other times for piracy.

EDAL

Edal is the captain of the *Unlucky Halfling*, a pirate vessel that harasses busy sea-lanes. The ship is named in honor of Edal himself, who had the misfortune of losing an eye and four fingers to a voracious reefclaw during his youth. He is a thrill-seeker, willing to sail seas that most other captains avoid. He feels at home in the middle of a huge storm.

Combat Encounters: Edal is most often found on his ship, along with his crew. When his crew is diminished, he sails in to a port, where he leads press gangs to round up new crew members.

Roleplaying Suggestions: A thrill-seeker by nature, Edal is quick to tell a bawdy joke, accept a dare, or even start a tavern brawl so that he can prove his mettle.



MUD SHAMAN	CR 8
HUMAN DRUID 9	XP 4,800
Medium humanoid (human)	CN

Init +0; **Senses** Perception +13

DEFENSE

AC 22, touch 10, flat-footed 22 (+7 armor, +3 natural, +2 shield)

hp 69 (9d8+25)

Fort +8, **Ref** +5, **Will** +11; +4 vs. fey and plant-targeted effects

Immune poison; **Resist** acid 10

OFFENSE

Speed 20 ft.

Melee mwk club +10/+5 (1d6+3)

Ranged mwk shortspear +7/+2 (1d6+3)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +14)

8/day—acid dart

Druid Spells Prepared (CL 9th; concentration +14)

5th—*animal growth* (DC 20), *stoneskin*, *wall of stone*^D

4th—*dispel magic*, *freedom of movement*, *giant vermin*, *spike stones*^D (DC 19)

3rd—*greater magic fang* (3), *spike growth* (DC 18), *stone shape*^D

2nd—*barkskin* (2), *bull's strength* (2), *fog cloud*, *soften earth* and *stone*^D

1st—*cure light wounds* (2), *faerie fire* (2), *magic stone*^D, *shillelagh*, *speak with animals*

0 (at will)—*create water*, *guidance*, *know direction*, *light*

D Domain spell; **Domain** Earth

TACTICS

Before Combat The druid casts *barkskin* and *bull's strength*.

During Combat The druid casts *wall of stone* between his opponents to separate them. On the following rounds, he spontaneously casts summoning spells, bolstering summoned creatures with *greater magic fang*. He eventually wild shapes into a stegosaurus to enter melee.

Base Statistics Without *barkskin* and *bull's strength*,

the druid's statistics are

AC 19, touch 10, flat-footed 19;

Melee mwk club +8/+3

(1d6+1); **Ranged** mwk

shortspear +7/+2 (1d6+1);

Str 13; **CMB** +7; **CMD** 17; **Skills** Swim +4.

STATISTICS

Str 17, **Dex** 10, **Con** 14, **Int** 8, **Wis** 20, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 19

Feats Augment Summoning, Lightning Reflexes, Lunge, Power Attack, Spell Focus (conjuration), Vital Strike

Skills Craft (woodworking) +6, Fly +4, Handle Animal +6, Knowledge (geography) +5, Knowledge (nature) +9, Perception +13, Spellcraft +4, Survival +18, Swim +6

Languages Common

SQ nature bond (Earth domain), nature sense, trackless step, wild empathy +10, woodland stride

Combat Gear potion of cure serious wounds, scroll of lesser restoration, scroll of protection from energy, scroll of wall of fire; **Other Gear** +1 dragonhide breastplate, masterwork heavy wooden shield, masterwork club, masterwork shortspears (3), headband of inspired wisdom +2, holly and mistletoe, spell component pouch, 60 gp

Stalking through boiling and sometimes acidic mud pits, these druids have caustic personalities and abilities.

KIRO

Kiro, the mud shaman of a remote tribe, sees outsiders as a threat to his culture and people. He acquired a green dragonhide breastplate years ago from a trader, but keeps it hidden under cloaks and wraps, ashamed that he had to buy it rather than earn it through combat.

Combat Encounters: Kiro uses mud pits as traps to entangle his enemies.

Roleplaying Suggestions: A stubborn xenophobe, Kiro does not like speaking with those who are not of his tribe.



WATER MERCHANT	CR 9
GNOME DRUID 10	XP 6,400
Small humanoid (gnome)	NE

Init +7; **Senses** low-light vision; **Perception** +13

DEFENSE

AC 28, touch 15, flat-footed 25 (+7 armor, +1 deflection, +3 Dex, +3 natural, +3 shield, +1 size)

hp 88 (10d8+40)

Fort +10, **Ref** +9, **Will** +12; +2 vs. illusions, +4 vs. fey and plant-targeted effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** poison; **Resist** cold 10

OFFENSE

Speed 15 ft.

Melee +1 scimitar +7/+2 (1d4-1/18-20)

Ranged dart +11/+6 (1d3-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 4/day

Domain Spell-Like Abilities (CL 10th; concentration +14) 7/day—icicle

Gnome Spell-Like Abilities (CL 10th; concentration +11)

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

Druid Spells Prepared (CL 10th; concentration +14)

5th—call lightning storm (DC 19), ice storm⁰, wall of thorns

4th—control water⁰, dispel magic, flame strike (2, DC 18), freedom of movement

3rd—call lightning (DC 17), cure moderate wounds, greater magic fang (2), water breathing⁰

2nd—barkskin (2), cat's grace, fog cloud⁰, lesser restoration, resist energy

1st—cure light wounds (2), endure elements, faerie fire, obscuring mist⁰, speak with animals

0 (at will)—create water, detect poison, light, purify food and drink

D Domain spell; **Domain** Water

TACTICS

Before Combat The druid casts barkskin and cat's grace. She casts endure elements every morning.

During Combat The druid keeps her distance from opponents. She casts freedom of movement, then wild shapes into an air elemental to fly away. Once she feels she has the tactical advantage, she relies on summon spells and ranged abilities to avoid melee.

Base Statistics Without barkskin and cat's grace, the druid's statistics are **Init** +5; **AC** 23, touch 13, flat-footed 22; **Ref** +7; **Ranged** dart +9/+4 (1d3-2); **Dex** 12; **CMD** 16; **Skills** Fly +5.

STATISTICS

Str 6, **Dex** 16, **Con** 15, **Int** 15, **Wis** 18, **Cha** 12

Base Atk +7; **CMB** +4; **CMD** 18

Feats Improved Initiative, Lightning Reflexes, Natural Spell, Skill Focus (Bluff), Toughness

Skills Bluff +10, Diplomacy +5, Fly +7, Handle Animal +10, Knowledge (geography) +9, Knowledge (nature) +11, Linguistics +4,

Perception +13, Profession (merchant) +15, Sense Motive +10, Spellcraft +12, Survival +17

Languages Abyssal, Common, Draconic, Druidic, Elf, Gnome, Sylvan
SQ nature bond (Water domain), nature sense, trackless step, wild empathy +11, woodland stride

Combat Gear feather token (whip), scroll of longstrider; **Other Gear** +1 dragonhide breastplate, +1 heavy wooden shield, +1 scimitar, darts (5), cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, holly and mistletoe, ink vial, inkpens (2), paper (5 sheets), scroll case, spell component pouch, waterskin, 33 gp

Typically found in arid regions, these druids use magic to supply others with water for a price.

SASRUKUTENEK

Sasrukutenek sells water at a trade stop on the overland route between two desert cities. She overcharges for this commodity, but since it's so scarce, her customers have very little choice.



MISTRESS OF HIGH PLACES

HALF-ELF DRUID 11

Medium humanoid (elf, human)

CR 10

XP 9,600

CN

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 23, touch 13, flat-footed 21
(+7 armor, +1 deflection, +1 Dex, +1 dodge, +3 shield)

hp 84 (11d8+31)

Fort +10, **Ref** +5, **Will** +13; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Immune poison; **Resist** electricity 10

OFFENSE

Speed 20 ft.

Melee +1 sickle +10/+5 (1d6+2)

Ranged mwk shortspear +10/+5 (1d6+1)

Special Attacks wild shape 4/day

Domain Spell-Like Abilities (CL 11th; concentration +16)
8/day—lightning arc

Druid Spells Prepared (CL 11th; concentration +16)

6th—chain lightning⁰ (DC 22), greater dispel magic
5th—call lightning storm (DC 21), control winds⁰ (DC 20), cure critical wounds, wall of fire (DC 21)
4th—air walk⁰, cure serious wounds, freedom of movement, ice storm (DC 20), scrying (DC 19)
3rd—gaseous form⁰, greater magic fang (2), protection from energy (2), sleet storm
2nd—animal messenger, barkskin (3), fog cloud, wind wall⁰
1st—cure light wounds (2), endure elements, faerie fire (2), obscuring mist⁰, speak with animals
0 (at will)—flare (DC 16), light, mending, stabilize

D Domain spell; **Domain** Air

TACTICS

Before Combat The druid casts *ironwood* on her breastplate every 11 days, *liveoak* on an oak three times per month, and *endure elements* every morning.

During Combat The druid orders her treant guardian into combat, wild shapes into a Large earth elemental, and uses earth glide to flee underground where she casts beneficial spells on herself. Once prepared, she moves above ground and opens with *chain lightning*.

STATISTICS

Str 12, **Dex** 13, **Con** 15, **Int** 8, **Wis** 20,

Cha 10

Base Atk +8; **CMB** +9; **CMD** 22

Feats Dodge, Improved Initiative, Mobility, Natural Spell, Skill Focus (Survival), Spell Focus (evocation), Vital Strike

Skills Fly +6, Handle Animal +6, Heal +9, Knowledge (nature) +9, Knowledge (planes) +3, Linguistics +2, Perception +14, Perform (dance) +2, Spellcraft +5, Survival +18

Languages Aquan, Auran, Common, Druidic, Elven, Ignan

SQ elf blood, nature bond (Air domain), nature sense, trackless step, wild empathy +11, woodland stride

Combat Gear potion of haste, wand of cure moderate wounds (6 charges); **Other Gear** +1 ironwood breastplate, +1 darkwood heavy wooden shield, +1 sickle, masterwork shortspears (3), bag of holding (type I), cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, holly and mistletoe, spell component pouch, 289 gp

These guardians of mountain peaks traffic with air and ice elementals, summoning forth the spirits of the mountain storms in order to protect their sacred places.

YALA OF THE HIGH PLACES

Yala lives on a mountaintop far to the north. Abandoned by her parents at a young age because of the inconvenience her mixed heritage caused both their families, she was raised by a tribe of yetis, who quickly began venerating her when her druidic powers developed. Never feeling entirely comfortable with her role or the society of the great creatures, she now lives a solitary existence tending a remote shrine dedicated to winter and the mountains themselves.

Her enchanted shield was a gift from a courting yeti chief, but she ultimately rejected his advances.

Combat Encounters: Whenever possible, Yala faces enemies near a precipice, using her air magic to throw her foes from the heights and dash them against the rocks below—a blood offering to the ancient mountains.

Roleplaying Suggestions: A cold and aloof woman, Yala prefers the company of animals and summoned elementals to that of humanoids. She is obsessed with protecting the purity of her mountain home, but what “angers the stones” is often hard for others to predict.



CASTAWAY	CR 11
HALF-ORC DRUID 12	XP 12,800
Medium humanoid (human, orc)	LN

Init +3; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 21, touch 15, flat-footed 17 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +3 shield)

hp 79 (12d8+22)

Fort +11, **Ref** +9, **Will** +14; +4 vs. fey and plant-targeted effects

Defensive Abilities orc ferocity; **Immune** poison

OFFENSE

Speed 30 ft.

Melee +1 scimitar +12/+7 (1d6+3/18-20) or
mwk club +12/+7 (1d6+2)

Ranged dart +12/+7 (1d4+2)

Special Attacks wild shape 5/day

Domain Spell-Like Abilities (CL 12th; concentration +16)

12/day—lightning lord

7/day—storm burst

Druid Spells Prepared (CL 12th; concentration +16)

6th—control winds^D (DC 20), greater dispel magic, repel wood

5th—call lightning storm (DC 19), cure critical wounds, ice storm^D, tree stride

4th—cure serious wounds, dispel magic, flame strike (DC 18), freedom of movement, sleet storm^D

3rd—call lightning^D (DC 17), cure moderate wounds, greater magic fang (3), protection from energy (DC 17)

2nd—barkskin (2), bear's endurance, bull's strength, cat's grace, fog cloud^D

1st—endure elements, entangle (DC 15), faerie fire, obscuring mist^D, shillelagh, speak with animals

0 (at will)—detect magic, guidance, stabilize, virtue
D Domain spell; **Domain** Weather

TACTICS

Before Combat The druid casts *liveoak* every 12 days and *endure elements* every morning.

During Combat The druid commands his treant to protect him while he wild shapes into a Huge air elemental and casts *freedom of movement*, *barkskin*, and *greater magic fang*. He then spontaneously uses *summon nature's ally VI* to summon a dire tiger, upon which he casts *animal growth*, *barkskin*, *greater magic fang*, and *cat's grace*.

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +9; **CMB** +11; **CMD** 26

Feats Augment Summoning, Combat Casting, Combat

Reflexes, Dodge, Power Attack, Spell Focus (conjuration)

Skills Climb +8, Fly +9, Handle Animal +5, Heal +11, Intimidate +1, Knowledge (nature) +13, Linguistics +3, Perception +17, Sense Motive +9, Survival +15, Swim +7

SQ nature bond (Weather domain), nature sense, orc blood, trackless step, weapon familiarity, wild empathy +11, woodland stride

Combat Gear potion of haste, scroll of plant growth; **Other Gear**

+1 light fortification leather armor, +1 darkwood heavy steel shield, +1 scimitar, darts (5), masterwork club, brooch of shielding, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +1, healer's kit, holly and mistletoe, spell component pouch, 273 gp

By way of a shipwreck or magical transportation, some druids find themselves alone on far-flung islands.

PASSAGO

Passago lives on a lonely tropical island and considers himself its master. He and his daughter were teleported there years ago by a jealous wizard, and quickly came to love it. When wild shaping, he prefers to take on the forms of the animals of his island.

Combat Encounters: Passago loves both his adopted island home and his daughter. If either is threatened, he quickly comes to their defense. He would lay down his life to defend either one of them.

Roleplaying Suggestions: Stubborn and proud, Passago believes he is the master of his island, and as such does not need to explain himself or his actions to anyone.



FEY FRIEND

GNOME DRUID 13

CR 12

Small humanoid (gnome)

CN

Init +2; **Senses** low-light vision; **Perception** +20

DEFENSE

AC 24, touch 15, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +3 shield, +1 size)

hp 96 (13d8+34)

Fort +12, **Ref** +8, **Will** +15; +2 vs. illusions, +4 vs. fey and plant-targeted effects

Defensive Abilities 25% chance to negate critical hits and sneak attacks, defensive training (+4 dodge bonus to AC vs. giants);

Immune poison; **Resist** cold 20

OFFENSE

Speed 15 ft.

Melee +1 sickle +13/+8 (1d4)

Ranged mwk sling +13/+8 (1d3-1)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 5/day

Domain Spell-Like Abilities (CL 13th; concentration +18) 8/day—icicle

Druid Spells Prepared (CL 13th; concentration +18)

7th—creeping doom (DC 23), elemental body IV⁰ (water only)

6th—antilife shell, cone of cold⁰ (2, DC 21)

5th—call lightning storm (DC 20), cure critical wounds (2), ice storm⁰, stoneskin

4th—cure serious wounds, control weather⁰, dispel magic, flame strike (DC 19), freedom of movement, spike stones (DC 19)

3rd—greater magic fang, protection from energy, quench, sleet storm, speak with plants, water breathing⁰

2nd—barkskin (2), cat's grace (2), fog cloud⁰, spider climb

1st—cure light wounds, endure elements, faerie fire, longstrider, obscuring mist⁰, pass without trace, speak with animals

0 (at will)—flare (DC 15), guidance, light, stabilize

D Domain spell; **Domain** Water

TACTICS

Before Combat The druid casts *liveoak* every 13 days, and *endure elements* each morning.

During Combat The druid casts *stoneskin* on her treant and orders it into combat. She wild shapes into a bat and casts *cat's grace* and *barkskin* on herself. She then casts *cure* spells or spontaneous *summon nature's ally* as necessary. If entering melee, she casts *protection from energy* and *greater magic fang*, then wild shapes into a treant herself.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 13, **Wis** 20, **Cha** 10

Base Atk +9; **CMB** +7; **CMD** 21

Feats Augment Summoning, Combat Casting, Combat Expertise, Dodge, Natural Spell, Spell Focus (conjuration), Weapon Finesse

Skills Craft (woodworking) +11, Handle Animal +6, Heal +12, Knowledge (geography) +7, Knowledge (nature) +14, Linguistics +6, Perception +20, Ride +7, Spellcraft +14, Survival +22, Swim +4

Languages Aquan, Auran, Common, Druidic, Giant, Gnome, Ignan, Sylvan, Terran

SQ a thousand faces, nature bond (Water domain), nature sense, trackless step, wild empathy +13, woodland stride

Combat Gear potion of cure serious wounds, potion of invisibility, scroll of heal; **Other Gear** +2 glamered hide armor, +1 light fortification darkwood heavy wooden shield, +1 sickle, masterwork sling with 20 bullets, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +1, holly and mistletoe, spell component pouch, 42 gp

These druids see themselves not as protectors of the forest, but as part of it, like the fey they associate with.

PAI SPIRITWIND

An inhabitant of a fey-infested forest, Pai fiercely advocates for the fey and their causes. After many run-ins with destructive humans, she considers all non-fey creatures (excluding gnomes) to be trespassers and attacks them on sight.



FURY OF FLAME	CR 13
HUMAN DRUID 14	XP 25,600
Medium humanoid (human)	NE

Init +1; **Senses** Perception +15

DEFENSE

AC 28, touch 13, flat-footed 27 (+7 armor, +2 deflection, +1 Dex, +5 natural, +3 shield)

hp 120 (14d8+54)

Fort +13, **Ref** +7, **Will** +15; +4 vs. fey and plant-targeted effects

Immune poison; **Resist** fire 20

OFFENSE

Speed 20 ft.

Melee +1 club +16/+11 (1d6+6)

Ranged mwk shortspear +12/+7 (1d6+5)

Special Attacks wild shape 6/day

Domain Spell-Like Abilities (CL 14th; concentration +18)

7/day—fire bolt

Druid Spells Prepared (CL 14th; concentration +18)

7th—elemental body IV⁰ (fire only), fire storm (2, DC 23)

6th—fire seeds⁰, empowered flame strike (2, DC 20), wall of stone

5th—fire shield⁰, empowered fireball (2, DC 19), wall of fire

4th—air walk, cure serious wounds, dispel magic, freedom of movement, ice storm (DC 20), wall of fire⁰

3rd—dominate animal (DC 17), fireball⁰

(2, DC 19), greater magic fang (2), spike growth (DC 17)

2nd—barkskin (3), bull's strength, cat's grace, produce flame⁰

1st—burning hands⁰

(2, DC 17), cure light wounds, faerie fire, shillelagh, speak with animals

0 (at will)—

create water, flare (DC 16), light, stabilize

D Domain spell; **Domain** Fire

TACTICS

Before Combat The druid casts barkskin. He also casts ironwood on his breastplate twice per month, and endure elements every morning.

During Combat The druid wild shapes into a Huge fire elemental when casting offensive spells, and wild shapes into a Huge earth elemental when entering melee. He opens with spells such as fire storm and empowered fireball. Before entering melee, he casts cat's grace, freedom of movement, and greater magic fang on himself.

Base Statistics Without barkskin, the druid's statistics are **AC** 23, touch 13, flat-footed 22.

STATISTICS

Str 20, **Dex** 12, **Con** 15, **Int** 10, **Wis** 18, **Cha** 8

Base Atk +10; **CMB** +15; **CMD** 28

Feats Combat Casting, Empower Spell, Greater Spell Focus (evocation), Natural Spell, Power Attack, Spell Focus (evocation), Toughness, Vital Strike

Skills Climb +8, Fly +5, Handle Animal +6, Heal +12, Knowledge (geography) +7, Knowledge (nature) +11, Perception +15, Perform (oratory) +5, Ride +7, Spellcraft +11, Survival +23, Swim +9

Languages Common

SQ a thousand faces, nature bond (Fire domain), nature sense, trackless step, wild empathy +13, woodland stride

Combat Gear potion of cure serious wounds, potion of haste;

Other Gear +1 ironwood breastplate, +1 darkwood heavy wooden shield, +1 club, masterwork shortspear, belt of physical might +2 (Str, Con), cloak of resistance +2, handy haversack, headband of inspired wisdom +2, ring of protection +2, bedroll, healer's kit, holly and mistletoe, silk rope (50 ft.), spell component pouch, 27 gp

Controlling the power of fire and earth, these druids are natural wrath incarnate.

KARUTH FIRESOUL

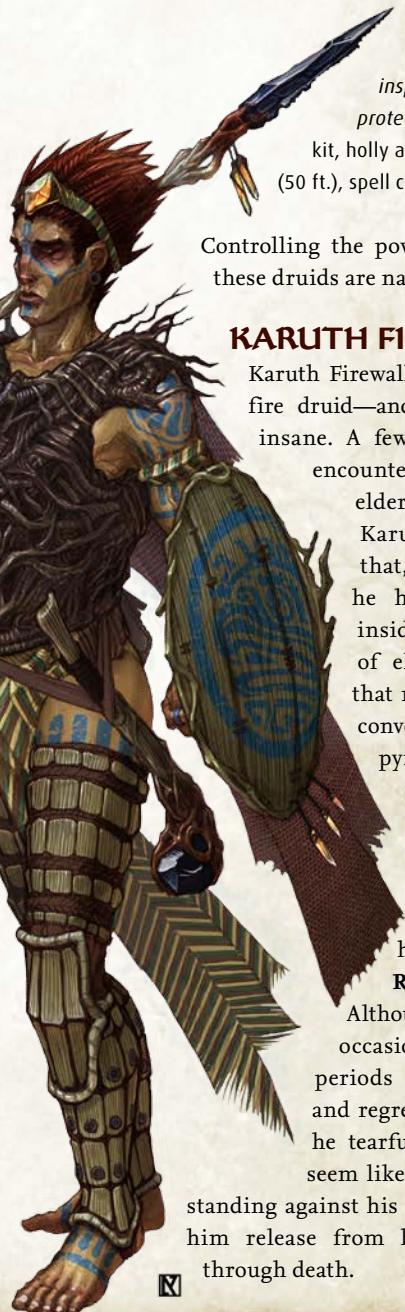
Karuth Firewalker is a truly inspired fire druid—and he is quite possibly insane. A few years ago, a fateful encounter with a prophetic elder fire elemental gave Karuth the impression that, unlike other humans, he has no soul. Rather, inside him rages a core of elemental fire—a fire that must be released, thus conveniently justifying his pyromaniac urges.

Combat Encounters:

Karuth attacks with no warning, laughing maniacally as he burns alive any whom he encounters.

Roleplaying Suggestions:

Although Karuth is evil, he occasionally suffers from periods of strange lucidity and regret. During these times he tearfully asking those who seem like they have a chance of standing against his fearful might to grant him release from his evil compulsions through death.



CREEPING DEATH

CR 14

ELF DRUID 15

XP 38,400

Medium humanoid (elf)

NE

Init +7; **Senses** low-light vision; **Perception** +18

DEFENSE

AC 31, touch 16, flat-footed 27 (+7 armor, +2 deflection, +3 Dex, +1 dodge, +5 natural, +3 shield)

hp 96 (15d8+25)

Fort +12, **Ref** +10, **Will** +16; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Defensive Abilities 25% chance to negate critical hits and sneak attacks; **Immune** poison, sleep; **DR** 10/adamantine (150 points)

OFFENSE

Speed 30 ft.

Melee +1 cold iron scythe +13/+8/+3 (2d4+2/x4)

Special Attacks wild shape 6/day

Domain Spell-Like Abilities (CL 15th; concentration +20)

8/day—wooden fist

Druid Spells Prepared (CL 15th; concentration +20)

8th—control plants^D (DC 23), word of recall

7th—animate plants^D, creeping doom (DC 22), true seeing

6th—antilife shell, mass cure light wounds, repel wood^D, wall of stone

5th—baleful polymorph (DC 20), insect plague, stoneskin, transmute rock to mud, tree stride, wall of thorns^D

4th—air walk, command plants^D (DC 19), cure serious wounds, freedom of movement, rusting grasp, scrying (DC 19)

3rd—daylight, greater magic fang (2), plant growth^D, protection from energy (2, DC 18)

2nd—barkskin^D (3), bear's endurance, lesser restoration, longstrider

1st—cure light wounds (2), entangle^D (DC 16), faerie fire (2), obscuring mist, speak with animals

0 (at will)—detect magic, light, mending, read magic

D Domain spell; **Domain** Plant

TACTICS

Before Combat The druid casts stoneskin, barkskin, and longstrider and drinks her potion of haste.

During Combat The druid locks down opponents with entangle, wall of stone, and transmute rock to mud, while casting creeping doom and animate plants from a distance.

Base Statistics Without stoneskin, barkskin, and longstrider, the druid's statistics are **AC** 27, touch 16, flat-footed 23; **DR** none; **Speed** 20 ft.

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 12, **Wis** 20, **Cha** 8

Base Atk +11; **CMB** +12; **CMD** 28

Feats Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Natural Spell, Power Attack, Spell Penetration

Skills Climb +5, Fly +7, Handle Animal +9, Heal +13, Knowledge (geography) +10, Knowledge (nature) +14, Knowledge (planes) +9, Perception +18, Ride +6, Spellcraft +14 (+16 to identify magic item properties), Survival +19, Swim +5

Languages Abyssal, Common, Druidic, Elven

SQ a thousand faces, bramble armor (1d6+7, 15 rounds/day), elven magic, nature bond (Plant domain), nature sense, timeless body, trackless step, weapon familiarity, wild empathy +14, woodland stride

Combat Gear potion of cure serious wounds, potion of haste, scroll of heal; **Other Gear** +1 dragonhide breastplate, +1 light fortification heavy wooden shield, +1 cold iron scythe, amulet of natural armor +1, cloak of resistance +2, headband of inspired wisdom +4, pearl of power (1st), ring of protection +2, holly and mistletoe, spell component pouch, 652 gp

Creeping death druids see terrain as the ultimate weapon against those who would despoil their homes.

GENYIELT GRAYCLOAK

This stalker of bogs and moors works tirelessly to end the encroachment of civilization on her desolate home.



TAIGA STALKER	CR 15
HUMAN DRUID 16	XP 51,200
Medium humanoid (human)	LN

Init +2; **Senses** Perception +21

DEFENSE

AC 26, touch 13, flat-footed 25 (+10 armor, +2 deflection, +1 Dex, +3 shield)

hp 119 (16d8+44)

Fort +14, **Ref** +9, **Will** +18; +4 vs. fey and plant-targeted effects

Immune poison; **Resist** cold 20

OFFENSE

Speed 20 ft.

Melee +1 scimitar +15/+10/+5 (1d6+3/18-20)

Ranged +1 sling +15/+10/+5 (1d4+3)

Special Attacks wild shape 7/day

Domain Spell-Like Abilities (CL 16th; concentration +22)

9/day—icicle

Druid Spells Prepared (CL 16th; concentration +22)

8th—empowered *cone of cold* (2, DC 22), *horrid wilting*⁰ (DC 24)

7th—*elemental body IV*⁰ (water only), *fire storm* (DC 23), *heal*, *true seeing*

6th—*antilife shell*, *cone of cold*⁰ (DC 22), empowered *flame strike* (DC 20), *greater dispel magic*, *wall of stone*

5th—*animal growth* (2, DC 21), *cure critical wounds*, *death ward*, *ice storm*⁰, *stoneskin*

4th—*air walk*, *control weather*⁰, *dispel magic*, *flame strike* (DC 20), *freedom of movement*, *spike stones* (DC 20)

3rd—*daylight*, *greater magic fang* (3), *protection from energy*, *water breathing*⁰

2nd—*barkskin* (3), *bear's endurance*, *bull's strength*, *cat's grace*, *fog cloud*⁰

1st—*cure light wounds* (3), *faerie fire*, *longstrider*, *obscuring mist*⁰, *speak with animals*

0 (at will)—*create water*, *detect magic*, *light*, *mending*

□ Domain spell; **Domain** Water

TACTICS

Before Combat Twice per month, the druid casts *ironwood* on her armor and also casts *liveoak*.

During Combat The druid casts empowered *cone of cold*, then begins spontaneously summoning creatures and casting *animal growth*, *stoneskin*, and *greater magic fang* on them. While they are fighting, she casts spells to heal them and enhance her abilities. When entering melee, she casts *true seeing*, *death ward*, *freedom of movement*, and *barkskin* on herself, and drinks her *potions of haste* and *displacement* before wild shaping into a Huge water elemental.

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 22, **Cha** 8

Base Atk +12; **CMB** +14; **CMD** 28

Feats, Augment Summoning, Combat Casting, Empower Spell, Heavy Armor Proficiency, Improved Vital Strike, Natural Spell, Power Attack, Spell Focus (conjuration), Vital Strike

Skills Craft (woodworking) +11, Fly +8, Handle Animal +9, Heal +14, Knowledge (geography) +9, Knowledge (nature) +15, Perception +21, Ride +3, Spellcraft +17, Survival +22

Languages Common

SQ a thousand faces, nature bond (Water domain), nature sense, timeless body, trackless step, wild empathy +15, woodland stride

Combat Gear potion of haste, potion of displacement, scroll of word of recall, wand of cure serious wounds (10 charges); **Other**

Gear +1 wild ironwood full plate, +1 darkwood heavy wooden shield, +1 scimitar, +1 sling with 10 bullets, cloak of resistance +2, headband of inspired wisdom +4, ring of protection +2, cold weather outfit, healer's kit, holly and mistletoe, masterwork woodcarving tools, spell component pouch, 110 gp

These hardy druids patrol and protect the icy reaches of northern forests, and command spells and abilities equally as cold and unforgiving.



HATEFUL SCOURGE

CR 16

HALF-ELF DRUID 17

XP 76,800

Medium humanoid (elf, human)

NE

Init +1; **Senses** low-light vision; Perception +25

DEFENSE

AC 28, touch 14, flat-footed 27 (+10 armor, +2 deflection, +1 Dex, +1 insight, +4 shield)

hp 158 (17d8+78)

Fort +16, **Ref** +9, **Will** +20; +2 vs. enchantments, +4 vs. fey and plant-targeted effects

Immune poison

OFFENSE

Speed 20 ft.

Melee +1 club +15/+10/+5 (1d6+3)

Ranged mwk shortspear +14/+9/+4 (1d6+2)

Special Attacks wild shape 7/day

Domain Spell-Like Abilities (CL 17th; concentration +24)

17/day—lightning lord

10/day—storm burst

Druid Spells Prepared (CL 17th; concentration +24)

9th—empowered fire storm (DC 24), storm of vengeance^D (DC 26)

8th—earthquake, whirlwind^D (DC 25), word of recall

7th—control weather^D, creeping doom (DC 24), fire storm (DC 24), heal, true seeing

6th—antilife shell, control winds^D (DC 23), empowered flame strike (2, DC 21), greater dispel magic, wall of stone

5th—baleful polymorph (DC 22), call lightning storm (DC 22), cure critical wounds (2), ice storm^D, insect plague

4th—control water, dispel magic, flame strike (2, DC 21), freedom of movement, sleet storm^D

3rd—call lightning^D (DC 20), dominate animal (DC 20), greater magic fang (3), protection from energy (2)

2nd—barkskin (3), bull's strength (2), cat's grace, fog cloud^D

1st—entangle (2, DC 18), faerie fire (2), obscuring mist^D, shillelagh, speak with animals

0 (at will)—flare (DC 17), light, purify food and drink, resistance

D Domain spell; **Domain** Weather

TACTICS

Before Combat The druid casts shambler once per week, and liveoak and ironwood every 17 days.

During Combat The druid sends her shambling mounds and treant to fight while she casts storm of vengeance. If physically threatened, the druid casts antilife shell, followed by empowered fire storm.

STATISTICS

Str 14, **Dex** 12, **Con** 16, **Int** 8, **Wis** 24, **Cha** 10

Base Atk +12; **CMB** +14 (+16 sunder); **CMD** 28 (30 vs. sunder)

Feats Combat Casting, Empower Spell, Heavy Armor Proficiency, Improved Sunder, Improved Vital Strike, Natural Spell, Power Attack, Skill Focus (Survival), Toughness, Vital Strike

Skills Fly +3, Handle Animal +6, Knowledge (geography) +8, Knowledge (nature) +12, Linguistics +3, Perception +25, Perform (sing) +4, Ride +2, Spellcraft +8, Survival +21, Swim +3

Languages Aquan, Auran, Common, Druidic, Elven, Ignan, Terran
SQ a thousand faces, elf blood, nature bond (Weather domain), nature sense, timeless body, trackless step, wild empathy +17, woodland stride

Combat Gear potions of haste (2); **Other Gear** +1 ironwood wild full plate, +2 darkwood heavy wooden shield, +1 club, masterwork shortspears (3), belt of mighty constitution +2, cloak of resistance +3, druid's vestments, dusty rose prism ioun stone, eyes of the eagle, headband of inspired wisdom +4, ring of protection +2, holly and mistletoe, spell component pouch, waterskin, 134 gp

These powerful druids see civilization as a pestilence.

PATEBA BLACKMIND

As feral as a wild cat, Pateba defends her forest without pity or remorse. Those who intrude are things to hunt and destroy.



DARK NATURE PRIEST	CR 17
HALFLING DRUID 18	XP 102,400
Small humanoid (halfling)	NE

Init +3; **Senses** Perception +24

DEFENSE

AC 28, touch 19, flat-footed 24 (+4 armor, +3 deflection, +3 Dex, +1 dodge, +1 insight, +5 shield, +1 size)

hp 156 (18d8+72)

Fort +18, **Ref** +13, **Will** +20; +2 vs. fear, +4 vs. fey and plant-targeted effects

Immune poison

OFFENSE

Speed 20 ft.

Melee +1 quarterstaff +15/+10/+5 (1d4)

Ranged +1 sling +18/+13/+8 (1d3)

Special Attacks wild shape 8/day

Domain Spell-Like Abilities (CL 18th; concentration +23)

8/day—wooden fist

Druid Spells Prepared (CL 18th; concentration +23)

9th—*mass cure critical wounds, shambler*⁰

8th—*control plants* (DC 23)⁰, *whirlwind* (2, DC 23), *word of recall*

7th—*animate plants*⁰, *fire storm* (DC 22), *heal, true seeing*

6th—*empowered flame strike* (2, DC 19), *greater dispel magic, mass cat's grace, repel wood*⁰

5th—*animal growth* (DC 20), *baleful polymorph* (DC 20), *control winds* (DC 20), *stoneskin* (2), *wall of thorns*⁰

4th—*command plants*⁰ (DC 19), *cure serious wounds, flame strike* (2, DC 19), *freedom of movement, spike stones* (DC 19)

3rd—*dominate animal* (DC 18), *greater magic fang* (2), *plant growth*⁰, *protection from energy* (2)

2nd—*barkskin* (3), *fog cloud, hold animal* (DC 17), *spider climb*

1st—*cure light wounds, entangle*⁰ (DC 16), *faerie fire* (2), *obscuring mist, shillelagh, speak with animals*

0 (at will)—*know direction, light, read magic, stabilize*

D Domain spell; **Domain** Plant

TACTICS

Before Combat The druid casts *liveoak* and *shambler* on a regular basis, and always has a retinue of 1d4+2 advanced shambling mounds and a treant with her.

During Combat The druid detests trespassers. She begins combat by sending her shambling mounds and treant into melee and summoning a storm giant. She then summons a tyrannosaurus and casts *animal growth* on it, and spends the next few rounds buffing her summoned creatures with *barkskin*, *mass cat's grace*, and *greater magic fang*. She then casts offensive spells and drinks her potion of *haste* before wild shaping into a Huge elemental and moving into melee.

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 12, **Wis** 20, **Cha** 10

Base Atk +13; **CMB** +11; **CMD** 29

Feats Augment Summoning, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Natural Spell, Spell Focus (conjuration), Vital Strike, Weapon Focus (quarterstaff)

Skills Acrobatics +4 (+0 when jumping), Climb +8, Fly +12, Handle Animal +6, Heal +13, Knowledge (geography) +14, Knowledge (nature) +16, Linguistics +5, Perception +24, Ride +9, Spellcraft +19, Survival +19, Swim +7

Languages Aquan, Auran, Common, Druidic, Halfling, Ignan, Sylvan, Terran

SQ a thousand faces, bramble armor (1d6+9, 18 rounds/day), nature bond (Plant domain), nature sense, timeless body, trackless step, wild empathy +18, woodland stride

Combat Gear potions of cure serious wounds (2), potion of *haste*, *wand of ice storm* (3 charges); **Other Gear** +2 leather armor, +3 heavy wild darkwood wooden shield, +1 quarterstaff, +1 sling with 20 bullets, *cloak of resistance* +3, *dusty rose prism ioun stone, headband of inspired wisdom* +4, *ring of protection* +3, backpack, everburning torch, holly and mistletoe, silk rope (50 ft.), spell component pouch, 96 gp

These dark nature priests do not nurture their home, but rather spread disease, filth, and hate throughout humanoid communities on behalf of an enraged and exploited landscape.



RAGE FLAME	CR 18
HALF-ORC DRUID 19	XP 153,600
Medium humanoid (human, orc)	CN

Init +6; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 28, touch 16, flat-footed 26 (+8 armor, +3 deflection, +2 Dex, +1 insight, +4 shield)

hp 161 (19d8+72)

Fort +16, **Ref** +11, **Will** +22; +4 vs. fey and plant-targeted effects

Defensive Abilities orc ferocity; **Immune** poison; **Resist** fire 20

OFFENSE

Speed 20 ft.

Melee +1 club +17/+12/+7 (1d6+3)

Ranged +1 sling +17/+12/+7 (1d4+3)

Special Attacks wild shape 8/day

Domain Spell-Like Abilities (CL 19th; concentration +27)

11/day—fire bolt

Druid Spells Prepared (CL 19th; concentration +27)

9th—*elemental swarm*^D (fire spell only), empowered *fire storm* (3, DC 27)

8th—*quickened cure serious wounds*, *incendiary cloud*^D (DC 26), *reverse gravity*, *sunburst* (DC 28), *word of recall*

7th—*quickened cure moderate wounds*, *fire storm* (2, DC 27), *elemental body IV*^D (fire only), *heal*, *true seeing*

6th—*fire seeds*^D, empowered *flame strike* (3, DC 24), *greater dispel magic*, *mass cat's grace*

5th—*cure critical wounds* (2), *fire shield*^D, *stoneskin*, *wall of fire* (2)

4th—*dispel magic* (2), *flame strike* (2, DC 24), *freedom of movement*, *ice storm* (DC 24), *wall of fire*^D

3rd—*fireball*^D (5, DC 23), *greater magic fang*, *protection from energy* (DC 21)

2nd—*barkskin* (2), *bull's strength* (2), *hold animal* (DC 20), *produce flame*^D, *lesser restoration*

1st—*burning hands*^D (2, DC 21), *cure light wounds*, *endure elements*, *faerie fire* (2), *shillelagh*

0 (at will)—*create water*, *flare* (DC 20), *guidance*, *resistance*

D Domain spell; **Domain** Fire

TACTICS

Before Combat The druid casts *shambler* once per week and casts *ironwood* on his armor every 19 days.

During Combat The druid sends shambling mounds into combat, casts *mass cat's grace*, wild shapes into a Huge fire elemental, and moves in to flank.

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 26, **Cha** 8

Base Atk +14; **CMB** +16; **CMD** 32

Feats Blind-Fight, Combat Casting, Empower Spell, Greater Spell Focus (evocation), Improved Initiative, Natural Spell, Power Attack, Quicken Spell, Spell Focus (evocation), Toughness

Skills Climb +6, Fly +6, Handle Animal +5, Intimidate +1, Knowledge (geography) +7, Knowledge (nature) +13

Knowledge (planes) +4, Linguistics +5, Perception +23, Ride +6, Sense Motive +16, Spellcraft +15, Survival +21, Swim +6

Languages Auran, Common, Draconic, Druidic, Giant, Ignan, Orc, Terran

SQ a thousand faces, nature bond (Fire domain), nature sense, orc blood, timeless body, trackless step, weapon familiarity, wild empathy +18, woodland stride

Combat Gear potions of cure serious wounds (2), potion of haste, scroll of mass cure serious wounds; **Other Gear**, +2 wild ironwood breastplate, +2 animated darkwood heavy wooden shield, +1 club, +1 sling with 10 bullets, belt of mighty constitution +2, cloak of resistance +3, dusty rose prism ioun stone, headband of inspired wisdom +6, ring of protection +3, holly and mistletoe, spell component pouch, silver crown (worth 200 gp), 63 gp

These druids dwell in the most explosive spots in the world.



EARTHFATHER	CR 19
DWARF DRUID 20	XP 204,800
Medium humanoid (dwarf)	NE

Init +1; **Senses** Perception +22

DEFENSE

AC 33, touch 16, flat-footed 31 (+12 armor, +3 deflection, +1 Dex, +1 dodge, +1 insight, +5 shield)

hp 150 (20d8+57)

Fort +17, **Ref** +10, **Will** +22; +2 vs. poison, spells, and spell-like abilities; +4 vs. fey and plant-targeted effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion; **Immune** acid, poison

OFFENSE

Speed 20 ft.

Melee +1 ghost touch quarterstaff +19/+14/+9 (1d6+5)

Ranged +1 light hammer +17/+12/+7 (1d4+4)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, wild shape at will

Domain Spell-Like Abilities (CL 20th; concentration +27)
10/day—acid dart

Druid Spells Prepared (CL 20th; concentration +27)

9th—quickened *cure critical wounds* (2), *elemental swarm*⁰ (earth spell only), empowered *fire storm* (DC 24), *storm of vengeance* (DC 27)

8th—*earthquake*⁰, *finger of death* (DC 25), *repel metal or stone*, *reverse gravity*, *word of recall*

7th—*changestaff*, *creeping doom* (DC 25), *elemental body IV*⁰ (earth only), *heal*, *mass cure moderate wounds*, *true seeing*

6th—*antilife shell*, empowered *flame strike* (DC 21), *greater dispel magic* (2), *stoneskin*⁰

5th—*animal growth* (2, DC 22), *death ward*, quickened *obscuring mist*, *wall of stone*⁰, *wall of thorns*

4th—*air walk*, *dispel magic*, *flame strike* (DC 21), *freedom of movement* (2), *spike stones*⁰ (DC 21)

3rd—*cure moderate wounds*, *dominate animal* (DC 20), *greater magic fang* (3), *stone shape*⁰, *wind wall*

2nd—*barkskin* (3), *bear's endurance*, *bull's strength*, *cat's grace*, *soften earth and stone*⁰

1st—*cure light wounds* (2), *faerie fire* (2), *magic stone*⁰, *obscuring mist*, *speak with animals*

0 (at will)—*create water*, *guidance*, *mending*, *stabilize*

D Domain spell; **Domain** Earth

TACTICS

Before Combat The druid casts *shambler* to create 1d4+2 advanced shambling mounds.

During Combat The druid deploys shambling mounds, wild shapes into a Huge earth elemental, and casts spells on himself. If interrupted, he earth glides and casts *storm of vengeance*.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 24, **Cha** 6

Base Atk +15; **CMB** +18; **CMD** 34 (38 vs. bull rush or trip)

Feats Augment Summoning, Combat Casting, Dodge, Empower Spell, Heavy Armor Proficiency, Natural Spell, Power Attack, Quicken Spell, Spell Focus (conjuration), Vital Strike

Skills Fly +3, Handle Animal +3, Knowledge (engineering) +4,

Knowledge (nature) +15, Knowledge (planes) +8, Linguistics +4, Perception +22 (+24 to notice unusual stonework), Perform (percussion) +4, Ride +3, Spellcraft +21, Survival +19, Swim +5

Languages Aquan, Auran, Common, Druidic, Dwarven, Ignan, Terran

SQ a thousand faces, nature bond (Earth domain), nature sense, timeless body, trackless step, wild empathy +18, woodland stride

Gear +3 *wild ironwood full plate*, +3 *animated darkwood heavy wooden shield*, +1 *ghost touch quarterstaff*, +1 *light hammer*,

boots of speed, *cloak of resistance* +3, *dusty rose prism ioun stone*,

headband of inspired wisdom +4, *ring of evasion*, *ring of protection*

+3, *holly and mistletoe*, spell component pouch, 487 gp

Providers of ancient wisdom, these rare and powerful dwarven druids are venerated by their people.



SUPERSTITIOUS MERCENARY	CR 1/2
HUMAN FIGHTER 1	XP 200
Medium humanoid (human)	N

Init +2; **Senses** Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)

hp 14 (1d10+4)

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

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+3/19-20) or cold iron dagger +4 (1d4+3/19-20)

Ranged heavy crossbow +3 (1d10/19-20)

TACTICS

During Combat The fighter fires his crossbow, then readies his sword and shield. He saves his alchemist's fire for foes he can't harm or can't hit with his sword.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Iron Will, Power Attack, Toughness

Skills Heal +2, Perception +2, Survival +5

Languages Common

Combat Gear potion of

cure light wounds, alchemist's fire, holy water, oil (2), healer's kit (2 uses remaining); **Other**

Gear breastplate, heavy wooden shield, cold iron dagger, heavy crossbow with 20 bolts, longsword, bedroll, tindertwigs (2), whetstone, wooden holy symbol, 3 gp

Some mercenaries believe their survival has less to do with skill and more to do with their ability to gain the gods' favor.

CORWYN KLAS

When between jobs, Corwyn faithfully maintains his clothes, armor, and weapons, but once hired, he stops keeping up his appearance and grows more disheveled as the days pass.

Corwyn fears the supernatural, and keeps a holy symbol with him at all times. He blows his wages on worthless talismans sold with promises to work against fiends and spirits.



DARING BRAVO	CR 1
GNOme FIGHTER 2	XP 400
Small humanoid (gnome)	CN

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +1 shield, +1 size)

hp 21 (2d10+6)

Fort +5, **Ref** +2, **Will** +0; +2 vs. illusions, +1 vs. fear

Defensive Abilities bravery +1, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk rapier +6 (1d4+1/18-20) or dagger +5 (1d3+1/18-20)

Ranged composite longbow +5 (1d6+1/x3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

TACTICS

During Combat The fighter shifts to maintain an advantageous position. If facing a similarly mobile foe, she resorts to her tanglefoot bag.

STATISTICS

Str 12, **Dex** 15, **Con** 14,

Int 13, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Dodge, Mobility, Weapon Finesse

Skills Acrobatics +3 (-1 when jumping), Intimidate +4, Knowledge (nobility) +2, Perception +2, Stealth +7

Languages Common, Gnome, Halfling, Sylvan

Combat Gear tanglefoot bag;

Other Gear studded leather, masterwork buckler, composite longbow with 20 arrows, dagger, masterwork rapier, wineskin, 16 gp

These small, quick warriors are also clever and brave. They know when to strike fast and hard—and when to run.

TALA HANKELTHORN

Tala considers her size more an asset than a liability. She knows most enemies underestimate her skills, and takes full advantage.

TRAITOROUS BRIGAND	CR 2
HALF-ORC FIGHTER 3	XP 600
Medium humanoid (human, orc)	NE

Init +5; **Senses** darkvision 60 ft.; Perception –1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor)

hp 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +7 (1d12+4/x3) or sap +6 (1d6+3 nonlethal)

Ranged javelin +4 (1d6+3)

TACTICS

During Combat The fighter opens with an Intimidate check to demoralize the nearest enemy, then wades in with his axe using Cleave when possible.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Climb +5, Intimidate +9, Survival +3, Swim +5

Languages Common, Orc

SQ armor training 1, orc blood, weapon familiarity

Combat Gear potion of bull's

strength, potion of cure moderate wounds, potion of enlarge person (CL 3rd); **Other**

Gear masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, gold necklace (worth 100 gp), 124 gp

Brigands are hard as nails and always look out for themselves first.

RORN THE BLACK

Rorn has made a good living as a bandit, but the same can't be said for his allies. Sometimes he runs out on them when their luck turns bad, sometimes he's the only survivor, and sometimes he cuts down his own allies to claim all the loot.

MURDEROUS HALFLING	CR 3
HALFLING FIGHTER 4	XP 800
Small humanoid (halfling)	CE

Init +4; **Senses** Perception +6

DEFENSE

AC 20, touch 15, flat-footed 16 (+5 armor, +4 Dex, +1 size)

hp 30 (4d10+4)

Fort +6, **Ref** +6, **Will** +2; +3 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk dagger +9 (1d3+3/19–20), mwk dagger +9 (1d3+2/19–20)

Ranged dagger +10 (1d3+3/19–20)

TACTICS

During Combat The fighter hurls daggers until her foes close with her. In melee, she fights defensively (and gains a +3 dodge bonus from her ranks in Acrobatics). She keeps her *feather token* in reserve for dangerous spellcasters or when battle turns against her.

STATISTICS

Str 12, **Dex** 18, **Con** 12, **Int** 13, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 18

Feats Deadly Aim, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger)

Skills Acrobatics +10 (+6 when jumping), Bluff +4, Climb +3, Perception +6, Sleight of Hand +5, Stealth +11

Languages Common, Goblin, Halfling

SQ armor training 1

Combat Gear

feather token (whip), flask of acid; **Other**

Gear +1 chain shirt, daggers (6), masterwork daggers (2), 24 gp

Small, sly, and seemingly innocuous, evil halflings make perfect murderers.

LISANNE JELANSIL

At first, Lisanne saved her murderous attentions for those who slighted her in some small fashion. Now, she revels in death for death's sake rather than for vengeance only. Her reputation has grown with her crimes, and she increasingly plies her skills for pay as well as pleasure.



CAUTIOUS ARCHER

CR 4

ELF FIGHTER 5

XP 1,200

Medium humanoid (elf)

CN

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)

hp 47 (5d10+15)

Fort +7, Ref +6, Will +1; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk elven curve blade +8 (1d10+3/18-20)

Ranged mwk composite longbow +10/+10 (1d8+5/x3)

Special Attacks weapon training (bows +1)

TACTICS

Before Combat The fighter drinks his *potion of bear's endurance* and finds a prime location for an ambush.

During Combat The fighter keeps his distance and fights at range, sending his dog to harry foes that approach.

Base Statistics Without *bear's endurance*, the fighter's statistics are hp 37; Fort +5; Con +10.

STATISTICS

Str 14, Dex 18, Con 14, Int 15, Wis 8, Cha 10

Base Atk +5; CMB +7; CMD 21

Feats Deadly Aim, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Climb +5, Craft (bows) +8, Handle Animal +8, Perception +6, Stealth +6, Survival +3, Swim +5

Languages Common, Elven, Gnome, Orc

SQ armor training 1, elven magic, weapon familiarity

Combat Gear +1 arrows (5), *potion of bear's endurance*, *potion of cure moderate wound*, alchemical silver arrows (5), cold iron arrows (5); **Other Gear** masterwork breastplate, masterwork composite longbow (+2 Str) with 35 arrows, masterwork elven curve blade, *cloak of resistance* +1, masterwork artisan's tools, riding dog, 67 gp

Cautious archers are adept at hit-and-run tactics and ambushes.

DANATHEL YESSILLION

Danathel prefers to fight from afar. He counts on brutes to hold the line while he picks and chooses targets from a safe perch up in a tree.



ADVENTURING BLACKSMITH

CR 5

HALF-ELF FIGHTER 6

XP 1,600

Medium humanoid (elf, human)

LN

Init -1; **Senses** low-light vision; Perception +3

DEFENSE

AC 20, touch 9, flat-footed 20 (+9 armor, -1 Dex, +2 shield)

hp 61 (6d10+24)

Fort +8, Ref +1, Will +3; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2; **Immune** sleep

OFFENSE

Speed 20 ft.

Melee +1 warhammer +12/+7 (1d8+7/x3)

Ranged warhammer +8 (1d8+6/x3)

Special Attacks weapon training (hammers +1)

TACTICS

During Combat The fighter stands and deals mighty blows until her foes drop or she dies on her feet.

STATISTICS

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

Base Atk +6; CMB +9; CMD 18

Feats Diehard, Endurance, Master Craftsman, Skill Focus (Craft [weapons]), Throw Anything, Vital Strike, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Appraise +7, Craft (armor) +10, Craft (weapons) +17, Perception +3

Languages Common, Dwarven, Elven

SQ armor training 1, elf blood

Combat Gear *potion of cure moderate wounds*, *potion of endure elements* (2); **Other Gear**

masterwork full plate, masterwork heavy steel shield, +1 warhammer, warhammers (2), masterwork artisan's tools, waterskin, 43 gp

Smiths who craft weapons may also be skilled in their use.

VIKA BELISKAR

Apprenticed to a blacksmith in her youth, Vika quit the trade to take up a new life as an adventurer. After a cache of tomes taught her how to mix magic with the forging of steel, she found herself drawn back to her old calling.

SPELL HUNTER	CR 6
DWARF FIGHTER 7	XP 2,400
Medium humanoid (dwarf)	LE

Init +2; **Senses** Perception +5

DEFENSE

AC 22, touch 12, flat-footed 20 (+10 armor, +2 Dex)

hp 64 (7d10+21)

Fort +9, **Ref** +5, **Will** +5; +2 vs. poison, spells, and spell-like abilities; +2 vs. fear

Defensive Abilities bravery +2, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk cold iron dwarven waraxe +14/+9 (1d10+9/x3)

Ranged mwk throwing axe +11 (1d6+5) or mwk light crossbow +10 (1d8/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, weapon training (axes +1)

TACTICS

Before Combat The fighter drinks her *potion of bull's strength*.

During Combat When fighting with a group, the fighter uses bull rush to grant attacks of opportunity to her allies. She uses the combination of Step Up and Disruptive to interrupt spellcasting.

Base Statistics Without *bull's strength*, the fighter's statistics are

Melee mwk cold iron dwarven waraxe +12/+7 (1d10+6/x3);

Ranged mwk throwing axe +11 (1d6+3); **Str** 15; **CMB** +9 (+13 bull rush); **CMD** 21 (27 vs. bull rush, 25 vs. trip); **Skills** Climb +8.

STATISTICS

Str 19, Dex 14, Con 16, Int 10, Wis 14, Cha 6

Base Atk +7; **CMB** +12 (+16 bull rush); **CMD** 23 (29 vs. bull rush, 27 vs. trip)

Feats Blind-Fight, Disruptive, Greater Bull Rush, Improved Bull Rush, Power Attack, Step Up, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Skills Climb +10, Intimidate +8, Perception +5 (+7 to notice unusual stonework), Survival +10

Languages Common, Dwarven

SQ armor training 2

Combat Gear oil of magic weapon (2), potion of aid, potion of bull's strength, potions of cure moderate wounds (2);

Other Gear +1 full plate, masterwork cold iron dwarven waraxe, masterwork light crossbow with 20 bolts, masterwork throwing axe, cloak of resistance +1, 46 gp

Spell hunters specialize in locking down and then murdering enemy spellcasters.



FASTIDIOUS SHARPSHOOTER	CR 7
GNOME FIGHTER 8	XP 3,200
Small humanoid (gnome)	NE

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 23, touch 17, flat-footed 20 (+6 armor, +3 deflection, +3 Dex, +1 size)

hp 76 (8d10+28)

Fort +9, **Ref** +5, **Will** +4; +2 vs. illusions, +2 vs. fear

Defensive Abilities bravery +2, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 25 ft.

Melee mwk glaive +10/+5 (1d8/x3) or short sword +9/+4 (1d4/19-20)

Ranged mwk light crossbow +13/+13/+8 (1d6+3/17-20) or mwk light crossbow with +1 frost bolts +13/+13/+8 (1d6+4+1d6 cold/17-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, weapon training (crossbows +1)

Gnome Spell-Like Abilities (CL 8th; concentration +9)

1/day—dancing lights, ghost sound (DC 11), prestidigitation, speak with animals

TACTICS

Before Combat The fighter drinks her *potion of shield of faith*.

During Combat The fighter drinks her *potion of haste* and launches full attacks with screaming bolts.

Base Statistics Without *shield of faith*, the fighter's statistics are AC 20, touch 14, flat-footed 17; **CMD** 20.

STATISTICS

Str 10, Dex 16, Con 16, Int 8, Wis 14, Cha 12

Base Atk +8; **CMB** +7; **CMD** 23

Feats Deadly Aim, Fleet, Improved Critical (light crossbow), Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow), Weapon Specialization (light crossbow)

Skills Perception +10, Profession (soldier) +8, Sense Motive +7

Languages Common, Gnome, Sylvan

SQ armor training 2

Combat Gear +1 frost bolts (8), potion of haste, potion of shield of faith (CL 7th), screaming bolts (2); **Other Gear**

mithral breastplate, masterwork glaive, masterwork light crossbow with 40 bolts, short sword, sunrods (2), 27 gp

HALFLING SLINGER	CR 8
HALFLING FIGHTER 9	XP 4,800
Small humanoid (halfling)	N

Init +5; **Senses** Perception +5

DEFENSE

AC 22, touch 16, flat-footed 17 (+6 armor, +5 Dex, +1 size)

hp 72 (9d10+18)

Fort +11, **Ref** +11, **Will** +9; +4 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 20 ft.

Melee +1 halfling sling staff +18/+13 (1d4+9/19-20) or short sword +14/+9 (1d4+4/19-20)

Ranged +1 halfling sling staff +22 (1d6+8/19-20/x3)

Special Attacks weapon training (thrown +2, light blades +1)

TACTICS

Before Combat The fighter drinks his *potions of bull's strength* and *heroism*.

During Combat If fighting elves, the fighter stays back from the fight, wielding his sling staff until he's out of *elf-bane* bullets. Otherwise, he rides into the fray, bashing foes and hurling bullets with his sling staff while using Deadly Aim and Vital Strike.

Base Statistics Without *bull's strength* and *heroism*, the fighter's statistics are **Senses** Perception +3; **Fort** +9, **Ref** +9, **Will** +7; **Melee** +1 halfling sling staff +14/+9 (1d4+6/19-20) or short sword +12/+7 (1d4+2/19-20); **Ranged** +1 halfling sling staff +20 (1d6+6/19-20/x3); **Str** 12; **CMB** +9; **CMD** 24; **Skills** Acrobatics +5 (+1 when jumping), Climb +1, Perception +3, Ride +15, Survival +13.

STATISTICS

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

Base Atk +9; **CMB** +13; **CMD** 26

Feats Deadly Aim, Greater Weapon Focus (halfling sling staff), Improved Critical (halfling sling staff), Iron Will, Mounted Combat, Point-Blank Shot, Precise Shot, Vital Strike, Weapon Focus (halfling sling staff), Weapon Specialization (halfling sling staff)

Skills Acrobatics +7 (+3 when jumping), Climb +5, Perception +5, Ride +17, Survival +15

Languages Common, Halfling

SQ armor training 2

Combat Gear +1 *elf-bane* bullets (5), *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *potion of invisibility*; **Other Gear** breastplate, +1 halfling sling staff with 20 bullets, short sword, *belt of incredible dexterity* +2, *brooch of shielding* (35 points of damage remaining), bit and bridle, masterwork studded leather barding, military saddle, riding dog, saddlebags, 161 gp

Halfling slingers often patrol the areas surrounding halfling settlements. Sometimes they hire themselves out as scouts and skirmishers.

TOMIN BLANDERBASS

The wanderer's life suits Tomin just fine. He roams from town to town looking for mercenary work, and is more than happy to take gold from anyone who offers. Tomin doesn't really care about right or wrong, just about getting paid. He's as likely to guard a caravan as to rob one. He draws the line at hurting those who won't fight back, believing that's what separates him from a petty thug.

When he first started adventuring, Tomin and his companions ran afoul of a band of elves on the hunt for bandits. The elves ran down and slew Tomin's companions one by one, then left him tied up and dangling from a tree as a warning for others. That humiliation still burns in Tomin's belly, and he fears and detests elves to this day.

Combat Encounters: Tomin targets enemy elves first, and often refuses to treat with allies who have elves within their midst.

Roleplaying Suggestions: Tomin is not shy when looking for work—or when he wants to pick a fight with an elf.



GRIFFON RIDER

CR 9

ELF FIGHTER 10

XP 6,400

Medium humanoid (elf)

LN

Init +2; **Senses** low-light vision; Perception +15

DEFENSE

AC 22, touch 12, flat-footed 20 (+7 armor, +2 Dex, +3 shield)

hp 94 (10d10+35)

Fort +11, Ref +7, Will +6; +2 vs. enchantments, +3 vs. fear

Defensive Abilities bravery +3; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk lance +18/+13 (1d8+4/x3) or flail +14/+9 (1d8+2)**Ranged** mwk composite longbow +16/+11 (1d8+3/x3)Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)**Special Attacks** weapon training (spears +2, bows +1)

TACTICS

Before Combat Well in advance of battle, the fighter activates her *bronze griffon* and saddles and armors it. Before the fighting starts, she mounts her griffon, takes to the air, and quaffs her *potion of heroism*.

During Combat The fighter flies above the battlefield taking passes with her lance, never flying lower than 10 feet above the ground. If outmatched in melee, she retreats to higher altitude and uses her bow. A griffon rider loves to unseat other mounted combatants, particularly if they're flying. She keeps a plentiful supply of alchemist's fire in case any flammable targets present themselves.

Base Statistics Without *heroism*, the fighter's statistics are **Senses** Perception +13; **Fort** +9, **Ref** +5, **Will** +4; **Melee** mwk lance +16/+11 (1d8+4/x3) or flail +12/+7 (1d8+2); **Ranged** mwk composite longbow +14/+9 (1d8+3/x3); **CMB** +12; **Skills** Handle Animal +8, Perception +13, Ride +17.

STATISTICS

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

Base Atk +10; CMB +14; CMD 24

Feats Combat Reflexes, Improved Bull Rush, Mounted Combat, Power Attack, Ride-By Attack, Shield Focus, Skill Focus (Ride), Spirited Charge, Toughness, Unseat, Weapon Focus (lance)

Skills Handle Animal +10, Perception +15, Ride +19**Languages** Common, Elven**SQ** armor training 2, elven magic, weapon familiarity**Combat Gear** potions of cure light wounds (2),

potion of heroism, alchemist's fire (5); **Other Gear** masterwork banded mail, masterwork heavy steel shield, masterwork lance, masterwork composite longbow (Str +2) with 20 arrows, *figurine of wondrous power* (bronze griffon), bit and bridle, exotic military saddle, masterwork studded leather barding, 47 gp

Griffon riders patrol the skies around remote elven enclaves. Rare individuals serve powerful spellcasters or serve as mercenary shock troops.

JALYNEL MASATHAL

Always something of an outcast among other elves, Jalynel felt closer to her loyal griffon mount than to any of her fellow elven knights. When her mount perished in battle against a flock of perytons, Jalynel was devastated. Once she recovered from her own wounds, she deserted her unit and indentured herself to a powerful wizard. In exchange, he crafted for her a bronze figurine in the very image of her beloved griffon. Twice per week, she can place it on the ground and bring it life. Jalynel believes her companion's soul dwells within the figurine's cold bronze. She rests easy knowing a lethal wound now only turns her mount back to bronze, to be brought to life again another day.

Jalynel spends most of her time following orders from her wizard master. During her rare breaks from his service, she hires out as a scout and aerial cavalry. On occasion, she throws in with adventuring bands in hopes of finding good treasure that will appeal to her wizard master and allow her to pay off her debt quickly.

Combat Encounters: Jalynel is usually found protecting the domain of her wizard master, or amid a group of adventurers seeking magical treasure. She avoids traveling into dungeons or caverns if possible, preferring to be in open spaces where she can activate her *figurine of wondrous power* and fight from the air.

Roleplaying Suggestions: Jalynel approaches adventurers to form a group to go after valuable treasures, particularly those with magical substances or items she can return to her master.



SCHEMING FENCER

HUMAN FIGHTER 11

Medium humanoid (human)

CR 10

XP 9,600

CE

Init +6; **Senses** Perception +0

DEFENSE

AC 25, touch 16, flat-footed 19 (+7 armor, +6 Dex, +2 natural)

hp 98 (11d10+33)

Fort +10, **Ref** +10, **Will** +6; +3 vs. fear

Defensive Abilities bravery +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee +1 rapier +19/+14/+9 (1d6+8/15-20), mwk dagger +18/+13 (1d4+5/19-20)

Ranged dagger +19 (1d4+5/19-20) or

mwk composite longbow +19/+14/+9 (1d8+2/x3)

Special Attacks weapon training (light blades +2, bows +1)

TACTICS

Before Combat The fighter drinks her *potions of bull's strength*, *cat's grace*, and *barkskin*. If she's planning betrayal, a scheming fencer doesn't down her potions until just before her treachery.

During Combat The fighter uses Combat Expertise, hoping to wear her foes down. Every few rounds, she makes a disarm attempt with one of her attacks. She likes to gain a height advantage using her *slippers of spider climbing*.

Base Statistics Without *bull's strength*, *cat's grace*, and *barkskin*, the fighter's statistics are **Init** +4; **AC** 21, touch 14, flat-footed 17; **Ref** +8; **Melee** +1 rapier +17/+12/+7 (1d6+6/15-20), mwk dagger +16/+11 (1d4+3/19-20); **Ranged** dagger +17 (1d4+3/19-20) or mwk composite longbow +17/+12/+7 (1d8+2/x3); **Str** 12, **Dex** 19; **CMB** +12 (+14 disarm); **CMD** 26 (28 vs. disarm); **Skills** Acrobatics +15, Climb +13.

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +14 (+16 disarm); **CMD** 30 (+32 vs. disarm)

Feats Combat Expertise, Critical Focus, Double Slice, Improved Critical (rapier), Improved Disarm, Improved Two-Weapon Fighting, Iron Will, Sickening Critical, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Bluff +10, Climb +15, Knowledge (local) +5, Perform (sing) +5, Sense Motive +9

Languages Common, Elven

SQ armor training 3

Combat Gear potion of *barkskin*, potion of *bull's strength*, potion of *cat's grace*, potions of *cure*

moderate wounds (2), potions of protection from good (CL 2nd) (2), *silversheen*; **Other Gear** +1 breastplate, +1 rapier, daggers (3), masterwork composite longbow (+1 Str) with 20 arrows, masterwork dagger, *belt of incredible dexterity* +2, *cloak of resistance* +1, *slippers of spider climbing*, 121 gp

Cosmopolitan patrons hire scheming fencers as either bodyguards or enforcers. Groups of these warriors can also serve as soldiers, guards, and protectors.

ERALIN LISINAR

Sadistic and manipulative, Eralin prefers a long, drawn out battle over a clean and efficient kill. She deals death in nicks and cuts and twists of her blades. Never one for a fair fight, she deliberately seeks out opponents who can't match her skill.



SHIELDBREAKER	CR 11
DWARF FIGHTER 12	XP 12,800
Medium humanoid (dwarf)	LN

Init +3; **Senses** Perception +12

DEFENSE

AC 24, touch 14, flat-footed 20 (+10 armor, +3 Dex, +1 dodge)

hp 134 (12d10+64)

Fort +14, **Ref** +8, **Will** +7; +2 vs. poison, spells, and spell-like abilities; +3 vs. fear

Defensive Abilities bravery +3, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 30 ft.

Melee +1 adamantine guisarme +21/+16/+11 (2d4+9/x3) or masterwork spiked gauntlet +17/+12/+7 (1d4+5)

Ranged javelin +15 (1d6+6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, weapon training (polearms +2, thrown +1)

TACTICS

Before Combat The fighter drinks his *potions of bear's endurance* and *cat's grace*, plus his *potion of enlarge person* if he has time.

During Combat The fighter gets many foes within reach, then makes a Whirlwind Attack to hit them all, using Lunge if he can get a few more. He tries to sunder shields to get a free attack with Greater Sunder.

Base Statistics Without *bear's endurance* and *cat's grace*, the fighter's statistics are **Init** +0; **AC** 22, touch 12, flat-footed 20; **hp** 110; **Fort** +12, **Ref** +6; **Ranged** javelin +13 (1d6+5); **Dex** 13, **Con** 16; **CMB** +16 (+20 sunder); **CMD** 28 (32 vs. bull rush, sunder, or trip); **Skills** Acrobatics +0 (+5 when jumping).

STATISTICS

Str 19, **Dex** 17, **Con** 20, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +12; **CMB** +16 (+20 sunder); **CMD** 30 (34 vs. bull rush, sunder, or trip)

Feats Combat Expertise, Combat Reflexes, Dodge, Greater Sunder, Greater Weapon Focus (guisarme), Improved Sunder, Iron Will, Lunge, Mobility, Power Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme), Whirlwind Attack

Skills Acrobatics +2 (+7 when jumping), Intimidate +14, Knowledge (dungeoneering) +15, Perception +12 (+14 to notice unusual stonework), Survival +11

Languages Common, Dwarven, Terran

SQ armor training 3

Combat Gear *potion of bear's endurance*, *potion of cat's grace*, *potion of cure serious wounds*, *potions of enlarge person* (2, CL 5th), *potion of shield of faith* (CL 7th); **Other Gear** +1 full plate, +1 adamantine guisarme, javelins (6), masterwork spiked

gauntlet, *belt of giant strength* +2, *boots of striding and springing*, *cloak of resistance* +1, portable ram, whetstone, 69 gp

These warriors serve as shock troops, wading through enemy forces and sundering their weapons and armor.

ROGAR TALCAST

At a young age, Rogar left his clan to seek his fortune in the world. Quite tall for a dwarf, he found that in the wider world he missed the respect other dwarves gave him for his size. He befriended an alchemist who supplies him with *enlarge person* potions, and adapted his fighting style to match. Rogar prefers military duty when he can find it, especially if he can be in a small, elite squad. He's not picky about causes, but prefers to be well-supported by spellcasters. He offers quarter to defeated foes, insisting there's no shame in being beaten by a dwarf.

Combat Encounters: Rogar leads a group of warriors and spellcasters, attacking the enemies of his employer.

Roleplaying Suggestions: When low on *potions of enlarge person*, Rogar seeks out spellcasters willing to brew such potions in great number for a reduced price.



BRUTAL WARLORD

HALF-ORC FIGHTER 13

CR 12

Medium humanoid (human, orc)

XP 19,200

LE

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 27, touch 12, flat-footed 25 (+10 armor, +2 Dex, +5 shield)

hp 141 (13d10+65)

Fort +15, **Ref** +9, **Will** +8; +3 vs. fear

Defensive Abilities bravery +3, orc ferocity

OFFENSE

Speed 30 ft.

Melee +1 vicious flail +20/+15/+10 (1d8+10/19-20 plus 2d6), *lion's shield* +23 (1d4+6 plus bull rush attempt) or +1 vicious flail +24/+19/+14 (1d8+10/19-20 plus 2d6)

Ranged mwk throwing axe +19 (1d6+5)

Special Attacks *lion's shield* bite (free action, 3/day, +13/+8/+3, 2d6 damage), weapon training (heavy flails +3, close +2, thrown +1)

TACTICS

Before Combat The fighter drinks her *potions of bear's endurance* and *heroism*.

During Combat Using the free bull rush from her shield bash attack, the fighter pushes her foes around the battlefield, forcing them back until they're pressed against an obstacle, then bull rushes again to knock them prone. She saves her shield's bite attack for prone enemies and other easy targets.

Base Statistics Without *bear's endurance* and *heroism*, the fighter's statistics are **Senses**

Perception -1; **hp** 115; **Fort** +11, **Ref** +7,

Will +6; **Melee** +1 vicious flail

+18/+13/+8 (1d8+10/19-20 plus 2d6),

lion's shield +21 (1d4+6 plus bull rush attempt) or +1 vicious flail +22/+17/+2 (1d8+10/19-20 plus 2d6); **Ranged** mwk throwing axe +17 (1d6+5); **Con** 14;

CMB +17; **Skills** Intimidate +19, Sense Motive +12.

STATISTICS

Str 18, **Dex** 15, **Con** 18, **Int** 10,

Wis 8, **Cha** 12

Base Atk +13; **CMB** +19; **CMD** 29

Feats Critical Focus, Disruptive, Improved Critical (flail), Improved Shield Bash, Iron Will, Shield Focus, Shield Master, Shield Slam, Spellbreaker, Staggering Critical, Step Up, Two-Weapon Fighting, Weapon Focus (flail), Weapon Specialization (flail)

Skills Intimidate +21, Sense Motive +14

Languages Common, Orc

SQ armor training 3, orc blood, weapon familiarity

Combat Gear *potion of bear's endurance*,

*potion of cure moderate wounds, potion of heroism; Other Gear +1 full plate, *lion's shield*, +1 vicious flail, masterwork throwing axe, throwing axes (2), *belt of giant strength* +2, *cloak of resistance* +1, 198 gp*

Serving as a leader to orcs, half-orcs, or other barbaric forces, the brutal warlord uses her martial control to shape the battlefield.

LIVIA COLDHEART

Livia was born and raised in human society. Mocked and tormented for her bestial appearance, she grew to resent her human blood and the intolerant society it represented. As an adult, she met her first orcs only to find they too saw her as sullied by her half-breed heritage. But there was a difference: When she kicked in humans' teeth, they called her a monster. When she bashed in orcs' skulls, the rest cheered her on.

Livia roams the outskirts of orc lands, melding small tribes into her larger band through raw force and primal magnetism. She handpicks her lieutenants from the most disciplined orcs, and has slowly

transformed her horde from a disorganized rabble into a semblance of an disciplined army. She dreams that, in time, she will rule an empire of orcs and half-orcs.



ARCANE PRETENDER	CR 13
HALFLING FIGHTER 14	XP 25,600
Small humanoid (halfling)	CN

Init +6; **Senses** Perception +3

DEFENSE

AC 22, touch 14, flat-footed 19 (+7 armor, +2 Dex, +1 dodge, +1 natural, +1 size)

hp 123 (14d10+42)

Fort +16, **Ref** +13, **Will** +10; +6 vs. fear

Defensive Abilities bravery +4; **DR** 2/—

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee +1 bastard sword +26/+21/+16 (1d8+10/19-20)

Special Attacks weapon training (heavy blades +3, light blades +2, thrown +1)

TACTICS

Before Combat The fighter uses her *scrolls of bear's endurance*, *bull's strength*, *fly*, and *heroism*.

During Combat The fighter uses *scorching ray* and *lightning bolt* to soften up targets, then moves in with her bastard sword, using her first attack to disarm. If facing a spellcaster, she uses a *scroll of silence*. If she disarms a particularly powerful weapon, she spends a round picking it up and stuffing it in her *handy haversack*.

Base Statistics Without *bear's endurance*, *bull's strength*, and *heroism*, the fighter's statistics are **Senses** Perception +1; **hp** 95; **Fort** +12, **Ref** +11, **Will** +8; **Speed** 20 ft.; **Melee** +1 bastard sword +22/+17/+12 (1d8+8/19-20); **Str** 15, **Con** 10; **CMB** +15 (+19 disarm); **CMD** 28 (+30 vs. disarm); **Skills** Acrobatics +18 (+14 when jumping), Bluff +17, Climb +4, Fly +6, Knowledge (arcana) +14, Perception +1, Spellcraft +16, Use Magic Device +23.

STATISTICS

Str 19, **Dex** 14, **Con** 14, **Int** 14, **Wis** 8, **Cha** 16

Base Atk +14; **CMB** +19 (+23 disarm); **CMD** 32 (+34 vs. disarm)

Feats Combat Expertise, Dodge, Exotic Weapon Proficiency (bastard sword), Greater Disarm, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Penetrating Strike, Skill Focus (Use Magic Device), Strike Back, Toughness, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Acrobatics +20 (+16 when jumping), Bluff +19, Climb +8, Fly +12, Knowledge (arcana) +16, Perception +3, Spellcraft +18, Use Magic Device +25

Languages Common, Elven, Goblin, Halfling

SQ armor training 3

Combat Gear potion of cure moderate wounds, *scrolls of bear's endurance* (2), *scrolls of bull's strength* (2), *scroll of cure serious wounds* (arcane, CL 7th), *scroll of dimension door*, *scroll of fly* (CL 8th), *scroll of heroism*, *scroll of silence* (CL 6th), *wand of lightning bolts* (CL 10th, 5 charges), *wand of scorching ray* (CL 11th, 18 charges), *wand of shield* (CL 3rd, 12 charges), *wand of shield of faith* (CL 6th, 11 charges); **Other Gear** +1 adamantine breastplate, +1 bastard sword, amulet of natural armor +1, cloak of resistance +2, *handy haversack*, 370 gp

Mixing martial prowess with magic support, arcane pretenders typically serve as guards for powerful casters. Other arcane pretenders become adventurers, sellswords, or explorers.

FLENTA CASALINA

Flenta always wanted to be a wizard. She studied, memorized, and practiced, but still can't cast spells. She has, however, discovered a knack for manipulating magic items. Flenta passes herself off as a fighter with sorcerous skills, pretending to be casting spells rather than activating magic items (a ruse that rarely fools those with knowledge of spellcasting). If confronted, she insists that she gets the job done regardless of her methods. Deep down, Flenta still hopes to someday unlock the magical potential she's sure she possesses, whatever it takes.

Combat Encounters: Flenta often attacks groups with arcane spellcasters just to see what magic they have.

Roleplaying Suggestions: Always searching for new magic secrets she can understand (or fake), Flenta strikes up conversations about magic, magic items, and their use with anyone who seems likely to know about such things.



PIRATE KING

HALF-ELF FIGHTER 15

Medium humanoid (elf, human)

CR 14

XP 38,400

CE

Init +5; **Senses** low-light vision; **Perception** +2

DEFENSE

AC 25, touch 15, flat-footed 20 (+7 armor, +5 Dex, +3 natural)

hp 150 (15d10+63)

Fort +15, **Ref** +15, **Will** +10; +2 vs. enchantments, +4 vs. fear

Defensive Abilities 25% chance to negate critical hits and sneak attacks, bravery +4, no need to breathe; **Immune** harmful gases and vapors, sleep

OFFENSE

Speed 30 ft.

Melee +1 human-bane scimitar +22/+17/+12 (1d6+10/18-20), mwk handaxe +20/+15 (1d6+6/x3)

Ranged dagger +21/+16/+11 (1d4+5/19-20)

Special Attacks weapon training (heavy blades +3, axes +2, light blades +1)

TACTICS

Before Combat The fighter drinks his *potions of barkskin* and *bear's endurance*.

During Combat The fighter cows his foes with *Dazzling Display*.

He goes after shaken enemies first, especially humans. He uses his first attack each round for a trip attempt. If hard pressed, the fighter uses *Combat Expertise* to improve his Armor Class and positions himself for a leaping escape into the nearest body of water. He likes to take out healers and support first.

Base Statistics Without *barkskin* and *bear's endurance*, the fighter's statistics are **AC** 22, touch 15, flat-footed 17; **hp** 120; **Fort** +13; **Con** 12.

STATISTICS

Str 18, **Dex** 20, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +19 (+23 trip); **CMD** 34 (36 vs. trip)

Feats Combat Expertise, *Dazzling Display*, Double Slice, Greater Trip, Improved Trip, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Penetrating Strike, Quick Draw, Shatter Defenses, Skill Focus (Intimidate), Toughness, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics +20, Climb +11, Intimidate +23, Perception +2, Profession (sailor) +6, Stealth +12, Survival +8, Swim +15

Languages Common, Elven, Halfling

SQ armor training 4, elf blood

Combat Gear feather token (anchor) (3), feather token (bird), feather token (fan) (2), feather token (swan boat), potion of barkskin (CL 9th), potion of bear's endurance, potion of cure serious wounds, potion of shield of faith (CL 12th); **Other Gear** +1 light fortification breastplate, +1 human-bane scimitar, daggers (8), masterwork handaxe, *belt of physical might* +2 (Str, Dex), *cloak of resistance* +3, *necklace of adaptation*, gold earring worth 50 gp, 413 gp

Serving as the captains of pirate ships or the commandants of pirate fleets, pirate kings command those pressed into their service with ruthless efficiency.

DALITHAN OF THE BLACK HAND

No dashing swashbuckler, Dalithan might best be described as a dastard in search of a crime. He leads his fleet on pirate raids by land and sea; hires his ships out for mercenary contracts; and dabbles in assassination, extortion, ransom, and smuggling as well. The warrants that authorities and victims try to put out for his death go unsigned thanks to a few well-placed bribes. Though he's widely regarded as a cold-hearted villain, his crewmates know the captain has a peculiar fondness for seals, often ordering meat—such as prisoners—chopped up and thrown overboard for them.



DWARVEN ARBALESTER	CR 15
DWARF FIGHTER 16	XP 51,200
Medium humanoid (dwarf)	NE

Init +5; **Senses** Perception +20

DEFENSE

AC 29, touch 16, flat-footed 24 (+9 armor, +1 deflection, +5 Dex, +4 natural)

hp 172 (16d10+80)

Fort +19, **Ref** +15, **Will** +12; +2 vs. poison, spells, and spell-like abilities; +4 vs. fear

Defensive Abilities bravery +4, defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk dwarven waraxe +23/+18/+13/+8 (1d10+5/x3) or mwk warhammer +22/+17/+12/+7 (1d8+3/x3)

Ranged +3 *unholy heavy crossbow* +31 (1d10+11/17-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, weapon training (crossbows +3, axes +2, hammers +1)

TACTICS

Before Combat The fighter applies *oil of greater magic weapon* to his heavy crossbow, then drinks *potions of barkskin* and *heroism*.

During Combat For as long as he can, the fighter stays mounted and takes shots from long range. He takes most shots with magical ammunition, tailoring the bolt to the foe. He uses Greater Vital Strike unless he has trouble hitting, in which case he switches to Pinpoint Targeting. He nearly always uses Deadly Aim.

Base Statistics Without *greater magic weapon*, *barkskin*, and *heroism*, the fighter's statistics are **Senses** Perception +18; **AC** 25, flat-footed 20; **Fort** +17, **Ref** +13, **Will** +10; **Melee** mwk dwarven waraxe +21/+16/+11/+6 (1d10+5/x3) or mwk warhammer +20/+15/+10/+5 (1d8+3/x3); **Ranged** +1 *unholy heavy crossbow* +27 (1d10+8/17-20); **CMB** +18; **Skills** Perception +18 (+20 to notice unusual stonework), Ride +23.

STATISTICS

Str 14, **Dex** 20, **Con** 18, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +16; **CMB** +20; **CMD** 34 (38 vs. bull rush or trip)

Feats Blinding Critical, Critical Focus, Deadly Aim, Greater Vital Strike, Greater Weapon Focus (heavy crossbow), Greater Weapon Specialization (heavy crossbow), Improved Critical (heavy crossbow), Improved Precise Shot, Improved Vital Strike, Mounted Combat, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Vital Strike, Weapon Focus (heavy crossbow), Weapon Specialization (heavy crossbow)

Skills Perception +20 (+22 to notice unusual stonework), Ride +25

Languages Common, Dwarven

SQ armor training 4

Combat Gear +1 *axiomatic bolts* (5), +1 *human-bane bolts* (5), +1 *merciful bolts* (5), *oil of greater magic weapon* (CL 12th), *potion of barkskin* (CL 9th), *potion of cure serious*

wounds, *potion of heroism*, adamantine bolts (15), cold iron bolts (10), silver bolts (10); **Other Gear** +2 banded mail, +1 *unholy heavy crossbow* with 50 bolts, masterwork dwarven waraxe, masterwork warhammer, *belt of physical might* +2 (Dex, Con), *cloak of resistance* +3, *efficient quiver*, *eyes of the eagle*, *ring of protection* +1, manacles (4), silk rope (100 ft.), bit and bridle, heavy horse (combat trained), manacles (4), masterwork chain shirt barding, military saddle, saddlebags, 118 gp

Dwarven arbalesters are usually employed by slavers and warlords to either incapacitate or kill at a distance.

STIGR HARROWSTARE

Exiled from the stronghold of his ancestors for slave trafficking with duergar, Stigr took his slaying to human lands instead. He fancies himself the deadliest shot with a crossbow ever born, and considers a battle decided by melee a personal failure. Stigr keeps losing horses in battle, and plans to trade sacrificial victims to the church of Asmodeus in exchange for a Nessian warhound.



ELVEN RECLUSE

CR 16

ELF FIGHTER 17

XP 76,800

Medium humanoid (elf)

N

Init +5; **Senses** low-light vision; **Perception** +3

DEFENSE

AC 35, touch 18, flat-footed 28 (+11 armor, +1 deflection, +5 Dex, +2 dodge, +5 natural, +1 shield)

hp 149 (17d10+51)

Fort +14, **Ref** +14, **Will** +11; +2 vs. enchantments, +4 vs. fear

Defensive Abilities bravery +4; **Immune** bleed (hit points only), sleep; **Resist** cold 10, fire 10

OFFENSE

Speed 60 ft.

Melee mwk quarterstaff +26/+26/+21/+16/+11 (1d6+11), mwk quarterstaff +26/+21/+16 (1d6+9) or

longspear +23/+23/+18/+13/+8 (1d8+6/x3) or

kukri +22/+22/+17/+12/+7 (1d4+4/18-20)

Ranged +1 seeking composite longbow +26/+26/+26/+21/+16/+11 (1d8+9/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks weapon training (double +4, bows +3, spears +2, light blades +1)

TACTICS

Before Combat The fighter drinks her *potion of barkskin* and both *potions of resist energy*. She then activates her *boots of speed*.

During Combat The fighter chooses her weapon based on the weaknesses of her foes. She engages slower foes with her bow and keeps her distance. Against lightly armored enemies or spellcasters, she fights with a *shillelagh*-enhanced quarterstaff.

Base Statistics Without *barkskin*, *resist energy*, and *haste* from her *boots of speed*, the fighter's statistics are **AC** 29, touch 17, flat-footed 23; **Resist** —; **Ref** +13; **Speed** 30 ft.; **Melee** mwk quarterstaff +25/+20/+15/+10 (1d6+11), mwk quarterstaff +25/+20/+15 (1d6+9) or longspear +22/+17/+12/+7 (1d8+6/x3) or kukri +21/+16/+11/+6 (1d4+4/18-20); **Ranged** +1 seeking composite longbow +25/+25/+20/+15/+10 (1d8+9/x3); **CMB** +20.

STATISTICS

Str 17, **Dex** 20, **Con** 12, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +17; **CMB** +21; **CMD** 38

Feats Combat Expertise, Dodge, Greater Two-Weapon Fighting, Greater Weapon Focus (quarterstaff), Greater Weapon Specialization (quarterstaff), Improved Two-Weapon Fighting, Iron Will, Lunge, Point-Blank Shot, Power Attack, Rapid Shot, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (composite longbow), Weapon Focus (quarterstaff), Weapon Specialization (composite longbow), Weapon Specialization (quarterstaff)

Skills Climb +10, Craft (bows) +5, Craft (weapons) +5, Knowledge (geography) +11, Knowledge (nature) +16, Perception +3, Stealth +10, Survival +16, Swim +6

Languages Common, Elven, Sylvan

SQ armor training 4, elven magic, weapon familiarity

Combat Gear oil of *shillelagh* (CL 5th) (3), *potion of barkskin* (CL 12th), *potion of resist energy* (cold), *potion of resist energy* (fire), *restorative ointment*; **Other Gear** +2 full plate, +1 seeking composite longbow with 40 arrows, kukri, longspear, masterwork quarterstaff, *belt of giant strength* +4, *boots of speed*, *cloak of resistance* +3, *periapt of wound closure*, *ring of protection* +1, artisan's tools, ink (2), inkpens (2), journal (as spellbook), 48 gp

These elves shun civilization and protect ancient groves.

SELINDRIL LONGSTRIDER

A century ago, Selindril abandoned civilization. Years in the wilderness made her distant, ill-mannered, and confrontational. She keeps a regular journal devoted half to her travels and half to rambling screeds on her personal philosophy of extreme isolationism.



FAILED DISCIPLE	CR 17
HALF-ORC FIGHTER 18	XP 102,400
Medium humanoid (human, orc)	CE

Init +3; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 25, touch 16, flat-footed 21 (+4 armor, +3 Dex, +1 dodge, +1 insight, +1 monk, +5 natural)

hp 175 (18d10+72)

Fort +19, **Ref** +17, **Will** +16; +5 vs. fear

Defensive Abilities bravery +5, orc ferocity

OFFENSE

Speed 40 ft.

Melee vicious unarmed strike +36/+31/+26/+21 (1d8+18 plus 2d6) or mwk ranseur +29/+24/+19/+14 (2d4+11×3)

Ranged +1 returning javelin +27 (1d6+10)

Special Attacks stunning fist (5/day, DC 21), weapon training (natural +4, thrown +3, heavy blades +2, close +1)

TACTICS

Before Combat The fighter drinks his *potions of barkskin, greater magic fang, and heroism*.

During Combat The fighter prefers to grapple, pin, and then bind his foes. He fights defensively when he can, abandoning that tactic against enemies with high armor classes.

Base Statistics Without *barkskin, greater magic fang, and heroism*, the fighter's statistics are **Senses** Perception +2; **AC** 20, touch 16, flat-footed 16; **Fort** +17, **Ref** +15, **Will** +14; **Melee** unarmed strike +30/+25/+20/+15 (1d8+14 plus 2d6) or mwk ranseur +27/+22/+17/+12 (2d4+11×3); **Ranged** +1 returning javelin +25 (1d6+10); **CMB** +24 (+28 grapple); **Skills** Acrobatics +21 (+30 when jumping), Intimidate +22.

STATISTICS

Str 22, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +18; **CMB** +26 (+30 grapple); **CMD** 40 (42 vs. grapple)

Feats Deflect Arrows, Dodge, Greater Grapple, Greater Penetrating Strike, Greater Weapon Focus (unarmed strike), Greater Weapon Specialization (unarmed strike), Improved Grapple, Improved Iron Will, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Nimble Moves, Penetrating Strike, Power Attack, Stunning Fist, Toughness, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +23 (+32 when jumping), Intimidate +24

Languages Common, Orc

SQ armor training 4, orc blood, weapon familiarity

Combat Gear potion of *barkskin* (CL 12th), potion of *cure serious wounds*, potion of *greater magic fang* (CL 16th), potions of *haste* (2), potion of *heroism*, potion of *shield of faith* (18th);

Other Gear +1 returning javelin, masterwork ranseur, belt of physical perfection +2, boots of striding and springing, bracers of armor +4, cloak of resistance +4, dusty rose prism ioun stone, monk's robe, ring of sustenance, vicious amulet of mighty fists, masterwork manacles (2), silk rope (50 ft.), 779 gp

Many failed disciples wander the land purely to prove their martial prowess. Others latch on to evil cults, dealing death for a dark god.

URGUK THE CHOSEN

As a child, a cult of apocalyptic monks kidnapped Urguk to raise him as a champion of their order. Their teachings of violence and scorn for life took hold, but their attempts to install obedience and inner discipline did not. Urguk mastered many of their techniques, but never in a fashion that pleased them. Frustrated by his failures and unwilling to let Urguk leave with intimate knowledge of their order, the monks decided to terminate their experiment.

Urguk had learned their lessons better than he knew. He killed the monks sent to murder him and fled into the night.



CRIME LORD

GNOME FIGHTER 19

Small humanoid (gnome)

CR 18

XP 153,600

N

Init +7; **Senses** low-light vision; **Perception** +1

DEFENSE

AC 34, touch 18, flat-footed 29 (+11 armor, +2 deflection, +3 Dex, +2 dodge, +5 natural, +1 size)

hp 204 (19d10+95)

Fort +20, **Ref** +14, **Will** +11; +2 vs. illusions, +5 vs. fear

Defensive Abilities *blink*, bravery +5, defensive training (+4 dodge bonus to AC vs. giants); **DR** 5/—

OFFENSE

Speed 40 ft.

Melee +2 dwarven *urgrosh* +30/+30/+25/+20/+15 (1d4+12/19-20/×3), +2 dwarven *urgrosh* +30 (1d6+12/19-20/×3) or +2 dwarven *urgrosh* (two-handed) +32/32/+27/+22/+17 (1d4+14/19-20/×3) or +1 spiked armor +28/+28/+23/+18/+13 (1d4+8)

Ranged dart +27/+27/+22/+17/+12 (1d4+7)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, weapon training (double +4, thrown +3, close +2, hammers +1)

Gnome Spell-Like Abilities (CL 19th; concentration +20)

1/day—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*, *speak with animals*

TACTICS

Before Combat The fighter drinks his *potions of barkskin* and *bear's endurance*, then activates his *ring of blinking* and *boots of speed*.

During Combat The fighter starts off with a Dazzling Display, then engages in melee, fighting less armored enemies first. He deals most of his attacks with the spear end of his weapon.

Base Statistics Without *barkskin*, *bear's endurance*, *blink* from his *ring of blinking*, and *haste* from his *boots of speed*, the fighter's statistics are **AC** 28, touch 17, flat-footed 24; **hp** 166; **Fort** +18, **Ref** +13; **Defensive Abilities** no *blink*; **Speed** 20 ft.; **Melee** +2 dwarven *urgrosh* +29/+24/+19/+14 (1d4+12/19-20/×3), +2 dwarven *urgrosh* +29 (1d6+12/19-20/×3) or +2 dwarven *urgrosh* (two-handed) +31/+26/+21/+16 (1d4+14/19-20/×3) or +1 spiked armor +27/+22/+17/+12 (1d4+8); **Ranged** dart +26/+21/+16/+11 (1d4+7); **Con** 16; **CMB**+22; **CMD** 38.

STATISTICS

Str 18, **Dex** 16, **Con** 20, **Int** 12, **Wis** 8, **Cha** 12

Base Atk +19; **CMB** +23; **CMD** 39

Feats Blind-Fight, Dazzling Display, Diehard, Disruptive, Dodge, Double Slice, Endurance, Exotic Weapon Proficiency (dwarven *urgrosh*), Improved Critical (dwarven *urgrosh*), Improved Initiative, Iron Will, Nimble Moves, Persuasive, Power Attack, Quick Draw, Spellbreaker, Step Up, Two-Weapon Fighting, Weapon Focus (dwarven *urgrosh*), Weapon Specialization (dwarven *urgrosh*)

Skills Bluff +19, Diplomacy +18, Intimidate +30, Knowledge (local) +13, Perception +1, Profession (gambler) +5, Sense Motive +18

Languages Common, Gnome, Sylvan

SQ armor mastery, armor training 4

Combat Gear potion of *barkskin* (CL 12th), potion of *bear's endurance*, potions of *cure serious wounds* (2); **Other Gear** +2 full plate with +1 armor spikes, +2/+2 dwarven *urgrosh*, darts (10), belt of giant strength +4, boots of speed, circlet of persuasion, cloak of resistance +4, hat of disguise, ring of blinking, ring of protection +2, ruby signet ring (worth 1,000 gp), 5,075 gp

Though most criminal masterminds work behind the scenes, crime lords don't mind getting their hands dirty.

TONTELIZI LEGBREAKER

When Tontelizi first took to a life of crime, he was relegated to leg-breaking as a joke on his slight stature—and collections doubled. Soon, the crime family found that Tontelizi excelled at any task involving extortion, intimidation, or violence. When the patriarch's health failed—assisted by Tontelizi's poison—the gnome eliminated two likely successors and cowed the rest with threats and blackmail. He was chosen to take over the family with nearly unanimous support.



INFERNAL CHAMPION	CR 19
HUMAN FIGHTER 20	XP 204,800
Medium humanoid (human)	LE

Init +8; **Senses** Perception +4

DEFENSE

AC 30, touch 13, flat-footed 27 (+12 armor, +3 Dex, +5 natural)

hp 233 (20d10+119)

Fort +24, **Ref** +19, **Will** +17; +5 vs. fear

Defensive Abilities bravery +5, no need to breathe; **DR** 5/—

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +3 *unholly cold iron falchion* +40/+35/+30/+25 (2d4+23/15-20/x3 plus 2d6 vs. good) or

mwk light pick +34/+29/+24/+19 (1d4+10/x4), or

mwk alchemical silver falchion +38/+33/+28/+23 (2d4+19/15-20/x3)

Ranged +1 *shock composite longbow* +30/+25/+20/+15 (1d8+12/x3)

Special Attacks weapon mastery (falchion), weapon training (heavy blades +4, bows +3, axes +2, close +1)

TACTICS

Before Combat The fighter applies *oil of greater magic weapon* to his falchion and *oil of magic vestment*, then drinks his *potions of barkskin*, *heroism*, and *bear's endurance* and activates his *boots of flying*.

During Combat The fighter attacks a single enemy until he deals a pair of critical hits, then switches to another. He usually opts to inflict stun and bleed, then blind and exhaust. He goes after good outsiders, paladins, and clerics of good-aligned deities first.

Base Statistics Without *barkskin*, *bear's endurance*, *greater magic weapon*, *heroism*, and *oil of magic vestment*, the fighter's statistics are

Senses Perception +2; **AC** 23, touch 13, flat-footed 20; **hp** 193; **Fort** +20, **Ref** +17, **Will** +15; **Speed** 30 ft.; **Melee** +1 *unholly cold iron falchion* +36/+31/+26/+21 (2d4+21/15-20/x3 plus 2d6 vs. good), or mwk light pick +32/+27/+22/+17 (1d4+14/x4), or mwk silver falchion

+36/+31/+26/+21 (2d4+19/15-20/x3); **Ranged** +1 *shock composite longbow* +28/+23/+18/+13 (1d8+12/x3); **Con** 14; **CMB** +28; **Skills**

Acrobatics +23, Intimidate +24,

Linguistics +0, Perception +2

STATISTICS

Str 26, **Dex** 17, **Con** 18, **Int** 8, **Wis** 12,

Cha 10

Base Atk +20; **CMB** +30; **CMD** 41

Feats Bleeding Critical, Blinding

Critical, Cleave, Critical Focus,

Critical Mastery, Exhausting

Critical, Greater Penetrating

Strike, Greater Weapon

Focus (falchion), Greater Weapon Specialization (falchion), Improved Critical (falchion), Improved Initiative, Iron Will, Lightning Reflexes, Penetrating Strike, Power Attack, Staggering Critical, Step Up, Stunning Critical, Tiring Critical, Toughness, Weapon Focus (falchion), Weapon Specialization (falchion)

Skills Acrobatics +25, Fly +8, Intimidate +26, Linguistics +2, Perception +4

Languages Common, Infernal

SQ armor mastery, armor training 4

Combat Gear *oil of greater magic weapon* (CL 12th), *oil of magic vestment* (CL 12th), *potion of barkskin* (CL 12th), *potion of bear's endurance*, *potions of cure serious wounds* (2), *potion of heroism*, *potion of shield of faith* (CL 18th); **Other Gear** +1 full plate, +1 shock composite longbow (+8 Str) with 50 arrows, +1 *unholly cold iron falchion*, masterwork alchemical silver falchion, masterwork light pick, *belt of physical might* +4 (Str, Dex), *clear spindle ioun stone*, *cloak of resistance* +5, *pale green prism ioun stone*, *winged boots*, 2,788 gp



CAREFUL INITIATE

CR 1/2

HUMAN MONK 1

XP 200

Medium humanoid (human)

LN

Init +3; **Senses** Perception +6

DEFENSE

AC 16, touch 16, flat-footed 12 (+3 Dex, +1 dodge, +2 Wis)

hp 9 (1d8+1)

Fort +2, **Ref** +5, **Will** +4

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d6+1) or

kama +3 (1d6+1) or

unarmed strike flurry of blows +2/+2 (1d6+1)

Ranged light crossbow +3 (1d8/19-20) or

shuriken +3 (1d2+1) or

shuriken flurry of blows +2/2 (1d2+1)

Special Attacks flurry of blows, stunning fist (1/day, DC 12)

TACTICS

Before Combat The monk uses Stealth to catch enemies off-guard, starting any surprise round with Stunning Fist.

During Combat The monk never fights multiple opponents if she can help it, and prefers to use her shuriken with a flurry of blows before entering melee.

STATISTICS

Str 12, **Dex** 16, **Con** 10, **Int** 13, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 17

Feats Combat Reflexes, Dodge, Improved

Unarmed Strike, Stunning Fist, Weapon Finesse

Skills Acrobatics +7, Knowledge (history, religion) +5, Perception +6, Sense Motive +6, Stealth +7

Languages Common, Dwarven

Combat Gear potions of cure light

wounds (2), potions of mage armor (2), potions of magic weapon (2); **Other Gear**

kama, light crossbow with 10 bolts, shuriken (20), 50 gp

Neophyte monks are often eager to prove their mettle in battle, but just as often their strict training means they tend to act tentatively when deprived of their master's guidance.



BULLYING BRAWLER

CR 1

HUMAN MONK 2

XP 400

Medium humanoid (human)

LE

Init +5; **Senses** Perception +7

DEFENSE

AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis)

hp 17 (2d8+5)

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

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +5 (1d6+4) or

mwk nunchaku +6 (1d6+4) or

mwk nunchaku flurry of blows +4/+4 (1d6+4)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks flurry of blows, stunning fist (2/day, DC 13)

TACTICS

Before Combat The monk drinks his *potion of bull's strength* if facing more than two opponents.

During Combat The monk uses flurry of blows whenever possible, especially against opponents successfully affected by his stunning fist. If reduced to 5 hit points or fewer, he withdraws to drink one of his *potions of cure light wounds* before returning to the fray.

Base Statistics Without *bull's strength*, the monk's statistics are **Melee** unarmed strike +3 (1d6+2) or mwk nunchaku +4 (1d6+2) or flurry of blows (nunchaku) +2/+2 (1d6+2); **Str** 15; **CMB** +3; **CMD** 17.

STATISTICS

Str 19, **Dex** 12, **Con** 15,

Int 8, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19

Feats Blind-Fight, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, Stunning Fist

Skills Acrobatics +5, Bluff +1, Intimidate +5, Perception +7, Sense Motive +7, Stealth +5

Languages Common

Combat Gear potion of *bull's strength*, potions of cure light wounds (2), acid (2);

Other Gear light crossbow with 20 bolts, masterwork nunchaku, 23 gp

Bullying brawlers are often sent to confront those who cross an order of monks. They are relentless in their pursuit of vengeance.

VIGILANT BODYGUARD		CR 2
HUMAN MONK 3	XP 600	
Medium humanoid (human)	LN	

Init +5; **Senses** Perception +10

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +4 Wis)
hp 20 (3d8+3)

Fort +4, **Ref** +4, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +5 (1d6+2) or
nunchaku +4 (1d6+2) or
unarmed strike flurry of blows +3/+3 (1d6+2)

Ranged shuriken +3 (1d2+2)

Special Attacks flurry of blows, stunning fist (3/day, DC 15)

TACTICS

Before Combat The monk drinks her *potion of owl's wisdom* to enhance her AC and Perception, as well as a *potion of mage armor*.

During Combat The monk uses a flurry of blows to make disarm attempts with her nunchaku. If protecting someone, she uses Stunning Fist before withdrawing with her charge.

Base Statistics Without *owl's wisdom* and *mage armor*, the monk's statistics are **Senses** Perception +8; **AC** 15, touch 14, flat-footed 13; **Wis** 15; **CMD** 18; **Skills** Perception +8, Sense Motive +8, Survival +3.

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 10,
Wis 19, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +7 (+11 when jumping), Climb +6, Intimidate +5, Perception +10, Sense Motive +10, Stealth +7, Survival +5, Swim +6

SQ fast movement, maneuver training

Combat Gear potions of cure

light wounds (3), potion of mage armor, potion of magic weapon, potion of owl's wisdom, smokesticks (3);

Other Gear dagger, nunchaku, shuriken (20), bracers of armor +1, 30 gp

Some monk orders hire out vigilant bodyguards to princelings, merchants, and priests with compatible interests and philosophies.

SPRY AMBusher		CR 3
GNOme MONK 4	XP 800	
Small humanoid (gnome)	LN	

Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 17, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +1 monk, +1 size, +3 Wis)

hp 25 (5d8+4)

Fort +5, **Ref** +6, **Will** +8; +2 vs. enchantments and illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (1d6+1) or
+1 *kama* +6 (1d4+2) or
unarmed strike flurry of blows +5/+5 (1d6+1)

Ranged shuriken +5 (1d1+1) or
shuriken flurry of blows +4/+4 (1d1+1)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, flurry of blows, stunning fist (4/day, DC 15)

Gnome Spell-Like Abilities (CL 4th; concentration +5)
1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

TACTICS

Before Combat The monk drinks her *potion of mage armor* and applies her *oil of magic weapon*.

During Combat The rogue uses Acrobatics skill to move through combat, helping allies flank.

Base Statistics Without *mage armor* and *magic weapon*, the monk's statistics are **AC** 18, touch 17, flat-footed 16; **Melee** *kama* +5 (1d4+1).

STATISTICS

Str 12, **Dex** 13, **Con** 10, **Int** 12, **Wis** 16, **Cha** 12
Base Atk +3; **CMB** +4; **CMD** 19

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Scorpion Style, Stunning Fist, Weapon Focus (unarmed strike)

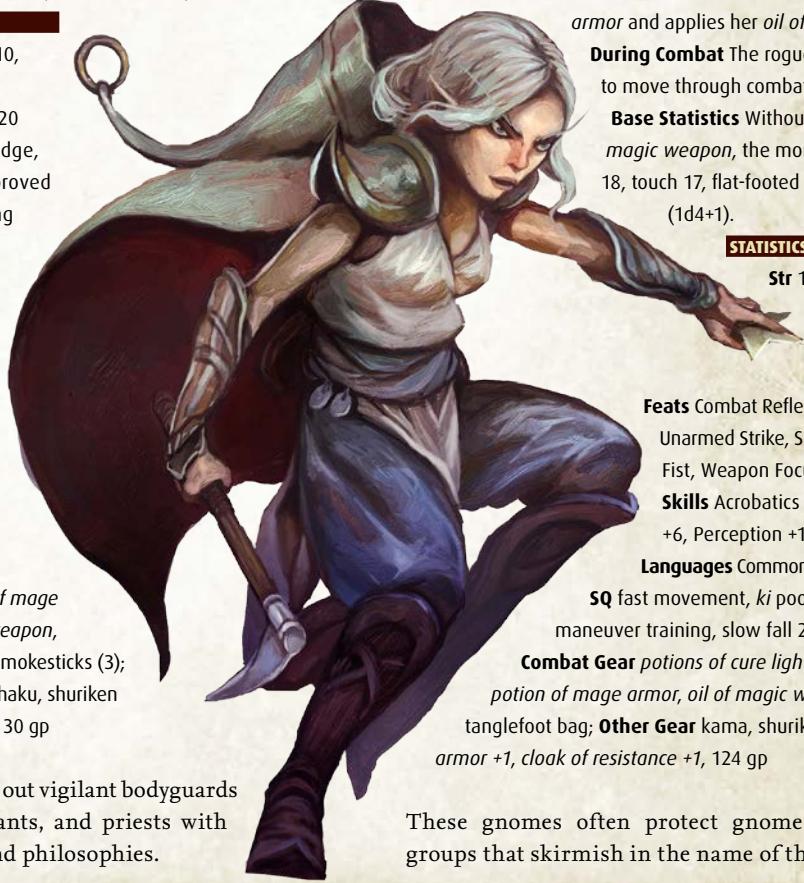
Skills Acrobatics +8, Bluff +5, Climb +6, Perception +12, Stealth +12

Languages Common, Elven, Gnome, Sylvan

SQ fast movement, *ki pool* (5 points, magic), maneuver training, slow fall 20 ft.

Combat Gear potions of cure light wounds (2), potion of mage armor, *oil of magic weapon*, smokestick, tanglefoot bag; **Other Gear** *kama*, shuriken (20), bracers of armor +1, *cloak of resistance* +1, 124 gp

These gnomes often protect gnome communities in groups that skirmish in the name of their lawful lord.



CRUEL DEVOTEE	CR 4
HUMAN MONK 5	XP 1,200
Medium humanoid (human)	LE

Init +5; **Senses** Perception +11

DEFENSE

AC 17, touch 17, flat-footed 15 (+1 deflection, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 31 (5d8+5)

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or

mwk siangham +7 (1d6+3) or

unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged javelin +4 (1d6+3)

Special Attacks flurry of blows, stunning fist (5/day, DC 15)

TACTICS

During Combat The monk uses Stunning Fist to make opponents drop weapons, attacking if foes try to retrieve them.

STATISTICS

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

Base Atk +3; **CMB** +8 (+10 grapple); **CMD** 23 (25 vs. grapple)

Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Power Attack, Scorpion Style, Stunning Fist

Skills Acrobatics +7 (+12 when jumping), Climb +8, Intimidate +7, Knowledge (religion) +8, Perception +11, Sense Motive +11, Stealth +9

Languages Common

SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 20 ft.

Combat Gear potions

of cure light wounds (2);

Other Gear javelin, masterwork siangham, cloak of resistance +1, ring of protection +1, 347 gp

Cruel devotees serve as the guardians and agents of monastic orders, taking on secret missions and even assassinations in order to protect the orders' interests.



NIMBLE SHURIKEN THROWER	CR 5
HALFLING MONK 6	XP 1,600
Small humanoid (halfling)	LN

Init +3; **Senses** Perception +11

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +1 monk, +1 size, +2 Wis)

hp 40 (6d8+10)

Fort +7, **Ref** +9, **Will** +8; +2 vs. enchantments, +2 vs. fear

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +7 (1d6+2) or

unarmed strike flurry of blows +7/+7/+2 (1d6+2)

Ranged mwk shuriken +9 (1d1+2) or

mwk shuriken flurry of blows +9/+9/+4 (1d1+2)

Special Attacks flurry of blows, stunning fist (6/day, DC 15)

TACTICS

During Combat The monk relies on her shuriken, using Shot on the Run to begin and end behind cover. If cornered, she uses Stunning Fist and then escapes to a safe distance.

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +7; **CMD** 22

Feats Deadly Aim, Deflect Arrows, Dodge, Improved Unarmed Strike, Mobility, Point-Blank Shot, Shot on the Run, Stunning Fist

Skills Acrobatics +14 (+24 when jumping), Climb +12, Knowledge (local) +4, Perception +11, Sense Motive +8, Stealth +13, Swim +6

Languages Common, Halfling

SQ fast movement, high jump, *ki* pool (5 points, magic), maneuver training, purity of body, slow fall 30 ft.

Combat Gear potions

of cure light wounds (2), potion of invisibility;

Other Gear masterwork shuriken (20), belt of incredible dexterity +2, 130 gp

These short-statured monks do their best to stay out of close combat, backing up their companions with well-placed shuriken.

HARRYING BRUTE		CR 6
HUMAN MONK 7	XP 2,400	
Medium humanoid (human)		LN

Init +5; **Senses** Perception +11

DEFENSE

AC 20, touch 16, flat-footed 18 (+4 armor, +1 Dex, +1 dodge, +1 monk, +3 Wis)

hp 45 (7d8+10)

Fort +7, **Ref** +7, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +10 (1d8+4) or

mwk sai +10 (1d4+4) or

unarmed strike flurry of blows +10/+10/+5 (1d8+4)

Ranged dagger +6 (1d4+4/19-20)

Special Attacks flurry of blows, stunning fist (7/day, DC 16)

TACTICS

Before Combat The monk drinks his *potion of mage armor*.

During Combat The monk uses his sai to disarm opponents, then uses Scorpion Style. If an enemy succumbs, he performs a flurry of blows, augmented with a point from his *ki* pool, and attempts to stun the opponent.

Base Statistics Without *mage armor*, the monk's statistics are **AC** 16, touch 16, flat-footed 14.

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 16,

Cha 8

Base Atk +5; **CMB**

+11; **CMD** 25

Feats Combat

Reflexes,

Dodge,

Improved

Disarm,

Improved

Initiative,

Improved

Unarmed Strike,

Power Attack, Scorpion

Style, Step Up, Stunning

Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +10 (+25 when jumping), Climb +9,

Intimidate +6, Knowledge (history) +5, Knowledge

(local) +3, Knowledge (religion) +6, Perception +11, Perform

(percussion) +6, Sense Motive +13, Swim +10

Languages Common

SQ fast movement, high jump, *ki* pool (6 points, magic), maneuver training, purity of body, slow fall 30 ft., wholeness of body

Combat Gear potions of *cure light wounds* (2), potions of *mage armor*

(2), potions of *magic weapon* (2); **Other Gear** dagger, masterwork

sai, *belt of giant strength* +2, *cloak of resistance* +1, 395 gp

AXE DANCER		CR 7
HALF-ORC MONK 8	XP 3,200	
Medium humanoid (human, orc)		LE

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 17, flat-footed 16 (+1 Dex, +1 dodge, +2 monk, +1 natural, +3 Wis)

hp 60 (8d8+21)

Fort +9, **Ref** +8, **Will** +10; +2 vs. enchantments

Defensive Abilities evasion, orc ferocity; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +10/+5 (1d10+4) or

mwk greataxe +11/+6 (1d12+6/x3) or

unarmed strike flurry of blows +10/+10/+5/+5 (1d10+4)

Ranged shuriken flurry of blows +7/+7/+2/+2 (1d4+4)

Special Attacks flurry of blows, stunning fist (8/day, DC 17)

TACTICS

During Combat The monk uses Stunning Fist, Scorpion Style, and Greater Grapple.

STATISTICS

Str 18, **Dex** 12, **Con** 14,

Int 10, **Wis** 16, **Cha** 8

Base Atk +6;

CMB +12 (+16 grapple);

CMD 29 (31 vs. grapple)

Feats Defensive Combat

Training, Dodge, Greater

Grapple, Imp. Grapple,

Imp. Initiative, Imp.

Unarmed Strike,

Power Attack, Scorpion

Style, Stunning Fist

Skills Acrobatics +9 (+25 when jumping), Intimidate +12, Perception +13, Sense Motive +14, Stealth +11

Languages Common, Orc

SQ fast movement, high jump, *ki* pool (7 points, magic), maneuver training, orc blood, purity of body, slow fall 40 ft., weapon familiarity, wholeness of body

Combat Gear potion of *bull's strength*; **Other Gear** masterwork greataxe, shuriken (20), amulet of natural armor +1, cloak of resistance +1, headband of inspired wisdom +2, 119 gp

Augmenting a monk's grace with the power of a greataxe, these half-orcs hack and crush their way to victory.



STEADFAST DEFENDER

CR 8

DWARF MONK 9

XP 4,800

Medium humanoid (dwarf)

LN

Init +1; **Senses** Perception +16

DEFENSE

AC 22, touch 18, flat-footed 21 (+4 armor, +1 deflection, +1 Dex, +2 monk, +4 Wis)

hp 93 (9d8+49)

Fort +12, **Ref** +8, **Will** +11; +2 vs. poison, spells, and spell-like abilities; +2 vs. enchantments

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee unarmed strike +9/+4 (1d10+3) or mwk heavy pick +10/+5 (1d6+4/x4) or unarmed strike flurry of blows +10/+10/+5/+5 (1d10+3)

Ranged mwk shuriken +8/+3 (1d2+3) or mwk shuriken flurry of blows +8/+8/+3/+3 (1d2+3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, flurry of blows, stunning fist (9/day, DC 18)

TACTICS

Before Combat The monk drinks his *potions of mage armor* and *bear's endurance* and tries to find a choke point where he can stand fast and hold off his enemies.

During Combat If he can control an opening such as a doorway, the monk does his best not to move or let others past. He uses Vital Strike whenever he cannot use flurry of blows. He uses Improved Bull Rush on any opponent that has failed its saving throw versus Scorpion Style, trying to remove it from direct combat. He trips those adjacent to him so he can make attacks of opportunity when they stand up from prone. Against a single opponent, the steadfast defender uses his *ki pool* to add extra attacks to his flurry of blows; against multiple opponents he uses it to improve his Armor Class.

Base Statistics When not under the effects of *bear's endurance* and *mage armor*, the monk's statistics are **AC** 19, touch 18, flat-footed 18; **hp** 75; **Fort** +10; **Con** 16.

STATISTICS

Str 16, **Dex** 12, **Con** 20, **Int** 10, **Wis** 18,

Cha 6

Base Atk +6; **CMB** +12 (+14 bull rush or trip); **CMD** 30 (36 vs. bull rush or trip)

Feats Combat Reflexes, Defensive Combat Training, Improved Bull

Rush, Improved Trip, Improved Unarmed Strike, Power Attack, Scorpion Style, Stand Still, Stunning Fist, Vital Strike

Skills Acrobatics +11 (+28 when jumping), Appraise +3 (+5 to assess nonmagical metals or gemstones), Climb +8, Knowledge (dungeoneering, engineering) +5, Perception +16 (+18 to notice unusual stonework), Sense Motive +12, Stealth +9

Languages Common, Dwarven

SQ fast movement, high jump, *ki pool* (8 points, magic), maneuver training, purity of body, slow fall 40 ft., wholeness of body

Combat Gear potion of bear's endurance, potions of cure light wounds (2), potions of cure moderate wounds (2), potions of mage armor (2), potions of magic weapon (2), antitoxin, holy water (2); **Other Gear** masterwork heavy pick, masterwork shuriken (50), belt of giant strength +2, bracers of armor +1, cloak of resistance +1, ring of protection +1, 141 gp

Steadfast defenders often serve as guards in monasteries and as bodyguards for important dignitaries.

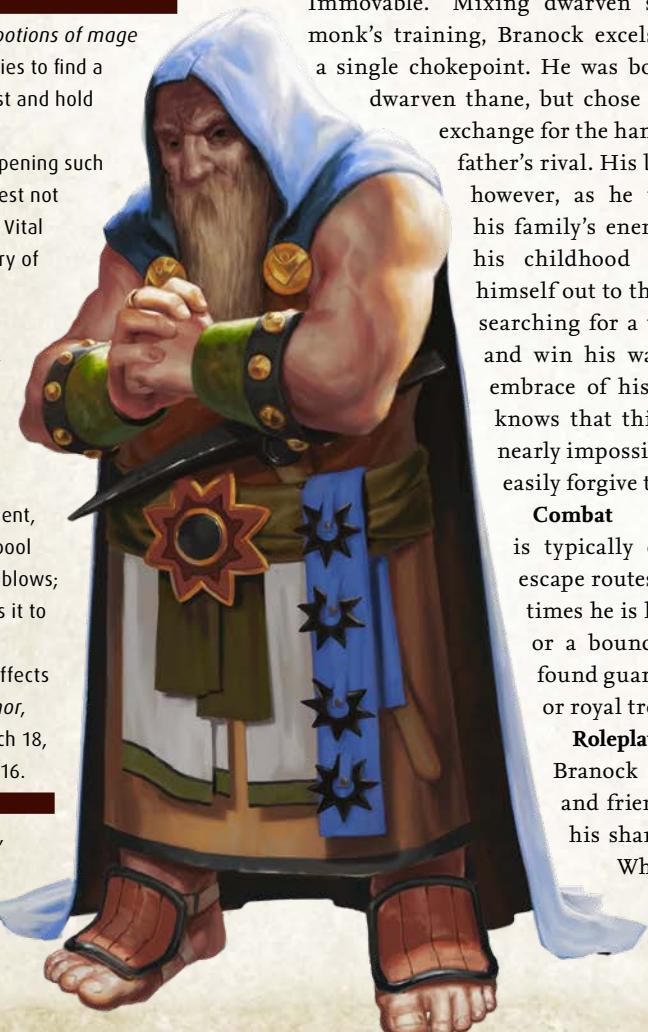
BRANOCK ULGREHHN

Branock's friends and surviving enemies call him "The Immovable." Mixing dwarven stubbornness with his monk's training, Branock excels when he is guarding a single chokepoint. He was born the son of a minor dwarven thane, but chose to betray his family in exchange for the hand of the daughter of his father's rival. His betrayal was for naught, however, as he was double-crossed by his family's enemies and cast out from his childhood home. Now he hires himself out to this group or that, always searching for a way to erase his shame and win his way back into the warm embrace of his homeland, though he knows that this feat will prove to be nearly impossible—for dwarves do not easily forgive treachery.

Combat Encounters: Branock is typically employed to limit the escape routes on a battlefield. Other times he is hired on as a bodyguard or a bouncer, and could even be found guarding the vault in a bank or royal treasury.

Roleplaying Suggestions: While Branock often seems talkative and friendly, he rarely speaks of his shameful past to strangers.

When he does, he tends to gloss over the details of his treachery and subsequent exile.



CAUTIOUS HUNTER	CR 9
HALF-ORC MONK 10	XP 6,400
Medium humanoid (human, orc)	LE

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +12

DEFENSE

AC 21, touch 17, flat-footed 19 (+2 armor, +1 Dex, +1 dodge, +2 monk, +2 natural, +3 Wis)

hp 73 (10d8+25)

Fort +9, **Ref** +8, **Will** +10; +2 vs. enchantments

Defensive Abilities improved evasion, orc ferocity; **Immune** disease

OFFENSE

Speed 60 ft.

Melee unarmed strike +11/+6 (1d10+4) or mwk falchion +12/+7 (2d4+6/18-20) or unarmed strike flurry of blows +12/+12/+7/+7 (1d10+4)

Ranged heavy crossbow +8 (1d10/19-20)

Special Attacks flurry of blows, stunning fist (10/day, DC 18)

TACTICS

Before Combat The monk drinks potions of barkskin and *see invisibility* and ambushes foes whenever possible.

During Combat The monk charges, using Vital Strike in conjunction with Stunning Fist.

Against stunned opponents, she employs her falchion and Power Attack. If surrounded or adjacent to a particularly powerful combatant, she uses Improved Bull Rush and then Lunge, pushing her enemies away and then forcing them to close again.

Base Statistics Without barkskin and *see invisibility*, the monk's statistics are **Senses** no *see invisibility*; **AC** 19, touch 17, flat-footed 17.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +7; **CMB** +14 (+17 bull rush); **CMD** 28 (30 vs. bull rush)

Feats Dodge, Extra *Ki*, Improved Bull Rush, Improved Initiative, Improved Unarmed Strike, Lunge, Medusa's Wrath, Power Attack, Scorpion Style, Stunning Fist, Vital Strike

Skills Acrobatics +6 (+28 when jumping), Climb +12, Intimidate +9, Knowledge (history) +4, Perception +12, Sense Motive +16, Stealth +19, Survival +8, Swim +8

Languages Common, Orc

SQ fast movement, high jump, *ki* pool (10 points, lawful, magic), maneuver training, orc blood, purity of body, slow fall 50 ft., weapon familiarity, wholeness of body

Combat Gear potions of barkskin (2), potions of cure moderate wounds (2), potion of *see invisibility*; **Other Gear** heavy crossbow with 20 bolts, masterwork falchion, belt of giant strength +2, bracers of armor +2, cloak of elvenkind, masterwork manacles, 195 gp

These monks often serve as enforcers and bounty hunters for monastic orders or lawful lords, tracking down those in need of punishment.

TIARET THE HUNTRESS

Tiaret hunts violent criminals. She was once an initiate among a peaceful order of monks, but then her monastery was destroyed by brigands. Tiaret was the only survivor, and her first stint as a bounty hunter involved hunting down each of the attackers and bringing them to justice. Since then, Tiaret has continued to use her talents to capture lawbreakers. Though she prefers jobs where the bounty is wanted dead or alive, if she thinks an opponent might have value, she attacks with nonlethal force and renders the foe unconscious.

Combat Encounters: Tiaret prefers to work alone, as tracking an enemy requires a level of stealth and precision sellswords and spellcasters often lack. When forced to seek allies against a particularly powerful foe, she prefers the company of rogues and rangers.

Roleplaying Suggestions: Often sullen and stern, Tiaret is ever observant, always searching for those wanted by the law and trying to overhear conversations of people she believes are plotting to break the law. She has no tolerance for those who harass monks, cleric, inquisitors, or oracles. She believes in following the letter of the law, and cares little about the spirit.



POISONOUS PERFORMER		CR 10
HUMAN MONK 11	XP 9,600	
Medium humanoid (human)		LE

Init +8; **Senses** Perception +14

DEFENSE

AC 23, touch 21, flat-footed 18 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +2 monk, +3 Wis)

hp 60 (11d8+7)

Fort +8, **Ref** +12, **Will** +11; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 60 ft.

Melee unarmed strike +12/+7 (1d10+1/19–20) or unarmed strike flurry of blows +13/+13/+8/+8/+3 (1d10+1/19–20)

Ranged shuriken +12/+7 (1d2+1 plus poison) or shuriken flurry of blows +13/+13/+8/+8/+3 (1d2+1 plus poison)

Special Attacks flurry of blows, stunning fist (11/day, DC 18)

TACTICS

Before Combat The monk conceals her shuriken as the metal cymbals inside her tambourine, applying 2 doses of black adder venom or drow poison to the weapons before combat. She performs, bluffs, or connives her way to her target.

During Combat If the monk finds herself outnumbered, she uses flurry of blows with her poisoned shuriken. She shifts and feints through a melee. If her feint is successful, she trips that foe. Once the foe is on the ground, she slams down with a Stunning Fist. A poisonous performer does not hesitate to abandon combat if outmatched or seriously injured, drinking her *potion of invisibility* and fleeing the field to a place where she can drink a *potion of disguise self*, blend in, and disappear.

STATISTICS

Str 12, **Dex** 18, **Con** 10, **Int** 13, **Wis** 17, **Cha** 10

Base Atk +8; **CMB** +12 (+14 trip); **CMD** 30 (32 vs. trip)

Feats Combat Reflexes, Deadly Aim, Dodge, Improved Critical (unarmed strike), Improved Feint, Improved

Initiative, Improved Trip, Improved Unarmed Strike, Point-Blank Shot, Skill Focus (Bluff), Stunning Fist, Vital Strike, Weapon Finesse

Skills Acrobatics +17 (+40 when jumping), Bluff +16, Climb +9, Linguistics +3, Perception +14, Perform (dance, percussion) +8, Sense Motive +17, Sleight of Hand +9, Stealth +15, Swim +5

Languages Common, Dwarven, Elven, Gnome

SQ diamond body, fast movement, high jump, *ki* pool (8 points, lawful, magic), maneuver training, purity of body, slow fall 50 ft., wholeness of body

Combat *Gear* potion of cure light wounds, potion of disguise self, potion of invisibility, black adder venom (4), drow poison (4), oil of taggit; **Other Gear** shuriken (20), belt of incredible dexterity +2, bracers of armor +2, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, tambourine, 71 gp

The poisonous performer is a member of a monastery that seeks enlightenment in the perfection of murder and assassination. Such monks are poison users and masters of disguise, and often greatly feared in the lands around their monasteries. They are sometimes hunted by monks from other monasteries who believe their grim rites are a perversion of proper monastic practices.

NATESSA THE ANGEL OF DEATH

Natessa came to the monastery on the far island when she was a young woman. She told the monks she had accidentally killed a man with her horse, and wondered why it made her feel complete, at one with all being. The monks ushered her in, and though she was older than the other pupils, they trained her in the discipline of holy killing. Since that day, she has risen in the ranks, and is now one the monastery's prized slayers. Few expect the pretty but forgettable girl with the youthful gait to be a seasoned and a brutal killer.

Combat Encounters: Most people don't know they are in combat with Natessa until they have poisoned shuriken sticking out of them. Natessa usually works alone, but has been known to bring support for a particularly well-guarded target. She has also been associated with a small number of adventuring parties, but typically under a false identity.

Roleplaying Suggestions: While she's hunting a mark, Natessa takes on the persona of a traveling tambourine player or a prostitute.



SWIFT BRAWLER	CR 11
HUMAN MONK 12	XP 12,800
Medium humanoid (human)	LN

Init +2; **Senses** Perception +20

DEFENSE

AC 23, touch 21, flat-footed 21 (+2 armor, +1 deflection, +2 Dex, +3 monk, +5 Wis)

hp 75 (12d8+18)

Fort +10, **Ref** +11, **Will** +14; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 70 ft.

Melee mwk quarterstaff +13/+8 (1d6+3) or +1 unarmed strike +13/+8 (2d6+4) or +1 unarmed strike flurry of blows +14/+14/+9/+9/+4 (2d6+3)

Ranged shuriken +11/+6 (1d2+3) or

shuriken flurry of blows

+12/+12/+7/+7/+2 (1d2+3)

Special Attacks flurry of blows, stunning fist (12/day, DC 21)

TACTICS

Before Combat The monk uses Stealth to find a hiding spot in an effort to gain the element of surprise.

During Combat The monk uses Deflect Arrows to close in on ranged combatants. He uses Lunge to keep enemies at bay and flurry of blows to trip multiple opponents if surrounded, allowing him the full benefit of his Combat Reflexes when tripped opponents try to stand. A swift brawler uses Power Attack against enemies he has tripped or stunned, only risking the penalty on his attack rolls when his target's AC has been compromised in some way.

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 10, **Wis** 20, **Cha** 8

Base Atk +9; **CMB** +15 (+17 trip); **CMD** 33 (35 vs. trip)

Feats Acrobatic Steps, Combat Reflexes, Deflect Arrows, Extra Ki, Gorgon's Fist, Improved Trip, Improved Unarmed Strike, Lunge, Nimble Moves, Power Attack, Scorpion Style, Spring Attack, Stunning Fist

Skills Acrobatics +15 (+43 when jumping), Climb +11, Knowledge (geography, local) +4, Knowledge (history) +6, Knowledge (religion) +7, Linguistics +3,

Perception +20, Sense Motive +18, Stealth +15, Swim +7

Languages Common, Dwarven, Elven, Gnome, Orc

SQ abundant step, diamond body, fast movement, high jump, *ki* pool (13 points, lawful, magic), maneuver training, purity of body, slow fall 60 ft., wholeness of body

Combat Gear potion of cure light wounds, potion of mirror image;

Other Gear masterwork quarterstaff, shuriken (20), amulet of mighty fists +1, belt of giant strength +2, bracers of armor +2, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +1, 46 gp

Swift brawlers serve as the vanguard of many monasteries' forces. They use speed and agility to track down and neutralize enemy leaders and spellcasters.



RYOTO

Once Ryoto was a gambler, a killer, and a thief.

And then one day he walked away from that life—a depraved and wine-hazed existence of vice and violence. He sat down before the gates of a monastery high up in the hills, and did not move for over a week, meditating without food or water. When he finally spoke, he looked up at the monks of the order and merely said, "I am now you." The monks, sensing the fundamental truth in this cryptic statement, silently opened their doors and accepted him as one of their own.

When he came to the monastery, Ryoto was powerful and crafty, but undisciplined. The monks saw his potential, however, and did their best to break him down and remake him into a perfect warrior. After years of routine and training, he is now one of the greatest fighters in the school, and is revered and thought of as a great teacher, despite—or perhaps because of—the fact that he has not said a single word since entering the monastery.

Combat Encounters: Ryoto is the first one to come to the defense of his order, or to right some wrong he sees.

Roleplaying Suggestions: As someone who refuses to speak, or sometimes even to acknowledge the existence of others, Ryoto is difficult for others to communicate with.

His companions often don't know his intent until he acts.

MONASTIC SNIPER

ELF MONK 13

Medium humanoid (elf)

CR 12

XP 19,200

LN

Init +3; Senses low-light vision; Perception +19

DEFENSE

AC 24, touch 22, flat-footed 20 (+2 armor, +1 deflection, +3 Dex, +1 dodge, +3 monk, +4 Wis)

hp 85 (13d8+23)

Fort +11, Ref +13, Will +14; +4 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison, sleep; **SR** 23

OFFENSE

Speed 70 ft.

Melee +1 rapier +12/+7 (1d6+3/15-20) or unarmed strike +11/+6 (2d6+2) or unarmed strike flurry of blows +13/+13/+8/+8/+3 (2d6+2)

Ranged mwk composite longbow +13/+8 (1d8+2/x3) or mwk shuriken +13/+8 (1d2+2) or mwk shuriken flurry of blows +14/+14/+9/+9/+4 (1d2+2)

Special Attacks flurry of blows, stunning fist (13/day, DC 20)

TACTICS

Before Combat The monk tries to find cover from which to snipe at his enemies, using abundant step in conjunction with Stealth to make enemies think they face multiple attackers.

During Combat If the monk must enter melee, he uses Stunning Fist against flat-footed or disadvantaged opponents. If successful, he then uses his rapier in conjunction with Power Attack and Vital Strike. If he's outnumbered, the monk uses Spring Attack and Vital Strike to whittle down his foes.

STATISTICS

Str 14, Dex 16, Con 12,

Int 11, Wis 18,

Cha 10

Base Atk +9;

CMB +15 (+17 disarm); CMD 33 (35 vs. disarm)

Feats Combat Reflexes, Deadly Aim, Dodge, Improved Critical (rapier), Improved Disarm, Improved Unarmed Strike, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Spring Attack, Stunning Fist, Vital Strike

Skills Acrobatics +15 (+44 when jumping), Bluff +5, Climb +8, Diplomacy +10, Knowledge (history, religion) +5, Linguistics +2, Perception +19, Sense Motive +15, Stealth +15

Languages Common, Dwarven, Elven, Sylvan

SQ abundant step, diamond body, diamond soul, elven magic, fast movement, high jump, *ki* pool (10 points, lawful, magic), maneuver training, purity of body, slow fall 60 ft., weapon familiarity, wholeness of body

Combat Gear elixir of truth, potion of blur, potions of comprehend languages (2), potions of cure moderate wounds (2), potion of cure serious wounds, potion of glibness; **Other Gear** +1 rapier, masterwork composite longbow (+2 Str) with 20 arrows, masterwork shuriken (50), belt of incredible dexterity +2, boots of elvenkind, bracers of armor +2, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +1, 179 gp

Both archers and diplomats, monastic snipers consider a well-placed warning shot the ideal method to open the channels of diplomacy from a position of power.

TOURINDALL ANDARAEI

Many elves defend their enclaves with both well-placed arrows and honeyed words. Tourindall uses those same tactics to defend his fellow monks and their home.

When strangers enter his order's lands, Tourindall is sent to spy on them and possibly warn them away.

Combat Encounters:

Tourindall negotiates his way out of a fight if he can. If battle breaks out but negotiation still seems feasible, he disarms a single foe then offers to parley, or gets away to drink his *potion of glibness* before returning to talk.

Roleplaying Suggestions:

Tourindall is proud of his knowledge of both history and religion, and comes off as overly academic. He often weaves into his negotiations proverbs and myths from a variety of religions.



LITTLE FIST	CR 13
HALFLING MONK 14	XP 25,600
Small humanoid (halfling)	LN

Init +8; **Senses** Perception +20

DEFENSE

AC 29, touch 25, flat-footed 24 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +3 monk, +2 natural, +1 size, +5 Wis)

hp 80 (14d8+14)

Fort +12, **Ref** +15, **Will** +16; +2 vs. enchantments, +2 vs. fear

Defensive Abilities improved evasion; **Immune** disease, poison; **SR** 24

OFFENSE

Speed 60 ft.

Melee +1 unarmed strike +16/+11 (1d10+4) or +1 unarmed strike flurry of blows +18/+18/+13/+13/+8 (1d10+4)

Ranged mwk shortbow +16/+11 (1d4/x3)

Special Attacks flurry of blows, stunning fist (14/day, DC 22)

TACTICS

Before Combat The monk often tries to reason or treat with potential foes in an effort to avoid unnecessary combat, or to quietly study enemies and discern each one's strengths and weaknesses. Once combat is unavoidable, he drinks *potions of barkskin* and *bull's strength*.

During Combat The monk trusts his improved evasion, high saves, and spell resistance to safeguard him against spellcasters, and focuses on martial opponents, combining Spring Attack and Stunning Fist. He uses Lunge against Small or Medium opponents, often using *ki* points to grant himself a bonus to AC and negate the penalty from using Lunge. When making a flurry of blows, he attempts a Stunning Fist on the first strike. He uses Snatch Arrows to return thrown weapons and Deadly Aim whenever he catches a weapon he is proficient with.

Base Statistics Without *barkskin* and *bull's strength*, the monk's statistics are **AC** 27, touch 25, flat-footed 22; **Melee** +1 unarmed strike +16/+11 (1d10+2) or +1 unarmed strike flurry of blows +18/+18/+13/+13/+8 (1d10+1); **Str** 12; **CMB** +14; **CMD** 34; **Skills** Climb +10, Swim +5.

STATISTICS

Str 16, **Dex** 18, **Con** 12, **Int** 11, **Wis** 20, **Cha** 10

Base Atk +10; **CMB** +16; **CMD** 36

Feats Combat Reflexes, Deadly Aim, Deflect Arrows, Dodge, Gorgon's Fist, Improved Initiative, Improved Unarmed Strike, Lunge, Point-Blank Shot, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist, Weapon Finesse

Skills Acrobatics +20 (+48 when jumping), Climb +12, Knowledge (history) +16, Knowledge (religion) +8, Perception +20, Perform (wind) +7, Sense Motive +20, Stealth +21, Swim +7

SQ abundant step, diamond body, diamond soul, fast movement, high jump, *ki* pool (12 points, lawful, magic), maneuver training, purity of body, slow fall 70 ft., wholeness of body

Combat Gear *potions of barkskin* (2), *potions of bull's strength* (2), *potion of cure moderate wounds* (2),

universal solvent (2), tanglefoot bag; **Other Gear** masterwork shortbow with 20 arrows, *amulet of mighty fists* +1, *belt of incredible dexterity* +2, *bracers of armor* +2, *cloak of resistance* +1, *headband of inspired wisdom* +4, *ring of protection* +1, masterwork wooden flute, 419 gp

These monks are small, but powerful and well trained. Those who underestimate one of these halflings do so at their own peril.

LAOSHI

Laoshi listens to the wind, and always does its bidding. Sometimes it tells him to help those in need. Other times it tells him to play his flute while a city burns. It's also led him on a number of adventures.

Combat Encounters: Though lawful, Laoshi is a servant of the wind. This can sometimes lead him to seemingly random acts, including outbursts of violence. In the end, however, it usually works out for the common good.

Roleplaying Suggestions: Laoshi makes his way through the land, playing his flute for the occasional coin. He hears much and often passes on that information to those the wind suggests.



IMPROVISED HURLER	CR 14
DWARF MONK 15	XP 38,400
Medium humanoid (dwarf)	LN

Init +7; **Senses** Perception +22

DEFENSE

AC 28, touch 22, flat-footed 24 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +3 monk, +2 natural, +4 Wis)

hp 91 (15d8+20)

Fort +13, **Ref** +15, **Will** +16; +2 vs. enchantments, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved evasion; **Immune** disease, poison; **SR** 25

OFFENSE

Speed 70 ft.

Melee +1 unarmed strike +16/+11/+6 (2d6+5/19-20)

Ranged improvised thrown weapon +15 (1d8+4/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, flurry of blows, quivering palm (1/day, DC 21), stunning fist (15/day, DC 21)

TACTICS

Before Combat The monk drinks potions of barkskin and cat's grace.

During Combat This monk prefers to use improvised weapons like ladders, tankards, and chisels. If he happens upon a particularly effective and sturdy improvised weapon, he applies oil of greater magic weapon before rejoining the fray. In familiar terrain, he tries to stun or trip a foe as a standard action and then uses his abundant step ability to seek cover where he can hide. The dwarf then pelts his adversaries with anything on hand.

Base Statistics Without barkskin and cat's grace, the monk's statistics are **Init** +5; **AC** 24, touch 20, flat-footed 22; **Ref** +13; **Ranged** improvised thrown weapon +13 (1d8+4/19-20); **Dex** 13; **CMD** 35 (39 vs. bull rush, 41 vs. trip); **Skills** Acrobatics +14 (+45 when jumping), Stealth +9.

STATISTICS

Str 18, **Dex** 17, **Con** 12, **Int** 12, **Wis** 18, **Cha** 8

Base Atk +11; **CMB** +19 (+21 trip); **CMD** 37 (41 vs. bull rush, 43 vs. trip)

Feats Catch Off-Guard, Combat Reflexes, Dodge, Extra Ki, Gorgon's Fist, Improved Initiative, Improved Trip, Improved Unarmed Strike, Improvised Weapon Mastery, Medusa's Wrath, Power Attack, Scorpion Style, Step Up, Stunning Fist, Throw Anything

Skills Acrobatics +16 (+47 when jumping), Appraise +11 (+13 to assess nonmagical metals or gemstones), Climb +11, Craft (carpentry) +21, Knowledge (dungeoneering, engineering) +6, Knowledge (history) +8, Perception +22 (+24 to notice unusual stonework), Sense Motive +19, Stealth +11

SQ abundant step, diamond body, diamond soul, fast movement, high jump, *ki* pool (13 points, lawful, magic), maneuver training, purity of body, slow fall 70 ft., wholeness of body

Combat Gear oil of greater magic weapon (3), oil of mending (5), potion of barkskin, potion of cat's grace, potions of cure serious wounds (2); **Other Gear** amulet of mighty fists +1, belt of giant strength +2, bracers of armor +4, cloak of resistance +3, headband of inspired wisdom +2, ring of protection +1, masterwork artisan's tools, 470 gp

Typically found among tavern brawlers, an improvised hurler turns ordinary objects into devastating weapons.

CREIGHTON FLINTFINGER

As a child, Creighton hurled his cup at an older boy and knocked him out cold. From that point on, the world was his weapon. Each foe the dwarf faces is a puzzle—how can he win using only what is provided by nature and luck? He has been on this path for 20 years now, and is considered by many to be a living saint.

Combat Encounters: Creighton is friendly with many adventuring parties and city governments. He often travels as a group member, friend of a dignitary, or emissary, and comes to the aid of those who seem worthy.

Roleplaying Suggestions: Creighton is not like other dwarves. Tranquil in conversation, he is a riot of emotion in battle, as he tries to fuse with the world's primal nature.



HORSE MONK	CR 15
HUMAN MONK 16	XP 51,200
Medium humanoid (human)	LN

Init +2; **Senses** Perception +21

DEFENSE

AC 26, touch 22, flat-footed 23 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +4 monk, +3 Wis)

hp 91 (16d8+16)

Fort +14, **Ref** +15, **Will** +16; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison; **SR** 26

OFFENSE

Speed 80 ft.

Melee +1 unarmed strike +17/+12/+7 (2d8+5) or +1 spear +17/+12/+7 (1d8+7/x3) or +1 unarmed strike flurry of blows +19/+19/+14/+14/+9/+9/+5 (2d8+5)

Ranged blowgun +15/+10/+5 (1d2)

Special Attacks flurry of blows, quivering palm (1/day, DC 21), stunning fist (16/day, DC 21)

TACTICS

Before Combat The monk prefers to ambush foes, and uses his diamond body ability to poison either his spear or at least two javelins without risk to himself.

During Combat The monk prefers to fight from horseback, and uses Ride-By Attack and Lunge to hit foes so he faces little risk of retaliation. He often uses Stunning Fist on the first pass, and if successful follows with a Spirited Charge. Against other mounted foes, he uses Improved Trip to unhorse his opponents if possible.

STATISTICS

Str 18, **Dex** 14, **Con** 12, **Int** 10, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +20 (+22 trip); **CMD** 38 (40 vs. trip)

Feats Combat Reflexes, Deadly Aim, Deflect Arrows, Dodge, Improved Trip, Improved Unarmed Strike, Lunge, Mounted Combat, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Ride-By Attack, Snatch Arrows, Spirited Charge, Stunning Fist

Skills Acrobatics +15 (+51 when jumping), Bluff +11, Climb +12, Diplomacy +5, Disguise +3, Handle Animal +5, Intimidate +12, Knowledge (arcana, geography) +1, Knowledge (local) +5, Perception +21, Ride +15, Sense Motive +13, Stealth +17, Survival +8, Swim +9

Languages Common

SQ abundant step, diamond body, diamond soul, fast movement, high jump, *ki* pool (11 points, adamantine, lawful, magic), maneuver training, purity of body, slow fall 80 ft., wholeness of body

Combat Gear potion of comprehend languages, potions of cure light wounds (2), potion of cure moderate wounds, potions of glibness (2), potion of invisibility, drow poison (2), giant wasp poison (2), medium spider venom (3); **Other Gear** +1 spear, blowgun with 20 blowgun darts, amulet of mighty fists +1, bag of holding (type I), belt of giant strength +2, boots of

elvenkind, bracers of armor +4, cloak of resistance +3, eyes of the eagle, hat of disguise, headband of inspired wisdom +2, ring of protection +2, light horse (combat trained), 15 gp

These warriors are dangerous on or off their mounts.

ASIM THE CRIMSON BANDIT

Asim's family had a long tradition of robbing travelers, but he was determined to end that life, seeking out a monastery to remake himself. His riches went to the temple to fund good works, and he gave his expensive clothes to the poor. Yet when territorial changes found the monastery's lands full of invaders, he found himself leading the resistance. Often this war requires robbing the supply trains of his enemies, and what Asim steals he splits between the poor and the war effort.

Combat Encounters: Asim is rarely without several fellow monks. He is always wary, and would rather question an incapacitated foe than fall for an enemy's trap.

Roleplaying Suggestions: More than anything, Asim wants to return to the peaceful life of an ascetic.



WARREN CHIEF

CR 16

GNOME MONK 17

XP 76,800

Small humanoid (gnome)

LN

Init +2; **Senses** Perception +23

DEFENSE

AC 30, touch 24, flat-footed 27 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +4 monk, +2 natural, +1 size, +4 Wis)

hp 104 (17d8+24)

Fort +13, **Ref** +14, **Will** +16; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, fire (60 points), poison; **SR** 27

OFFENSE

Speed 70 ft.

Melee +1 unarmed strike +18/+13/+8 (2d6+4) or +1 *ki focus kama* +17/+12/+7 (1d4+4) or +1 unarmed strike flurry of blows +20/+20/+15/+15/+10/+10/+5 (2d6+4)

Ranged mwk shuriken +16/+11/+6 (1d1+3) or mwk shuriken flurry of blows +16/+16/+11/+11/+6/+6/+1 (1d1+3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, flurry of blows, quivering palm (1/day, DC 22), stunning fist (17/day, DC 22)

TACTICS

Before Combat The monk drinks his *potions of barkskin* and *protection from energy* (fire) if he has had time to study his foes' weaknesses. When fighting in cramped or narrow areas, he instead drinks his *potion of invisibility* and coats an area of the floor with his *salve of slipperiness*. He then waits for foes to enter the greased area before attacking.

During Combat The monk uses his kama in conjunction with Spring Attack and Improved Trip to knock foes prone, potentially using the kama's *ki focus* special ability to channel his Stunning Fist. If he has successfully tripped foes with his *salve of slipperiness*, he activates his *slippers of spider climbing* so he doesn't have to cross the slippery floor, and uses flurry of blows with his shuriken. If outnumbered, he uses his *elemental gem* and flanks with the earth elemental.

Base Statistics Without *barkskin* and *protection from energy*, the monk's statistics are **Immune** disease, poison; **AC** 28, touch 24, flat-footed 25.

STATISTICS

Str 17, **Dex** 15, **Con** 12, **Int** 12, **Wis** 18, **Cha** 10

Base Atk +12; **CMB** +19 (+21 trip); **CMD** 37 (39 vs. trip)

Feats Acrobatic Steps, Blind-Fight, Combat Reflexes, Deadly Aim, Dodge, Improved Trip, Improved Unarmed Strike, Mobility, Nimble Moves, Point-Blank Shot, Power Attack, Precise Shot, Scorpion Style, Spring Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +20 (+53 when jumping), Climb +16, Craft (pottery) +8, Diplomacy +4, Disable Device +7, Knowledge (dungeoneering, engineering) +6,

Knowledge (history) +7, Perception +23, Sense Motive +15, Stealth +24, Survival +8, Swim +7

Languages Common, Dwarven, Gnome, Sylvan; tongue of the sun and moon

SQ abundant step, diamond body, diamond soul, fast movement, high jump, *ki pool* (12 points, adamantine, lawful, magic), maneuver training, purity of body, slow fall 80 ft., timeless body, wholeness of body

Combat Gear elemental gem (earth), *potion of barkskin*, *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of invisibility*, *potion of protection from energy* (fire), *salve of slipperiness*; **Other Gear** +1 *ki focus kama*, masterwork shuriken (40), amulet of mighty fists +1, belt of giant strength, bracers of armor +4, cloak of resistance +2, headband of inspired wisdom +2, ring of protection +2, *slippers of spider climbing*, 200 gp

Sometimes adventuring monks return home to serve their communities as chiefs, lawgivers, and protectors. Such towns and villages are thus far more dangerous to assault than one might expect.



SWORD SAVANT

CR 18

ELF MONK 19

XP 153,600

Medium humanoid (elf)

LN

Init +5; Senses Perception +19

DEFENSE

AC 31, touch 27, flat-footed 25 (+4 armor, +2 deflection, +5 Dex, +1 dodge, +4 monk, +5 Wis)

hp 108 (19d8+19)

Fort +14, Ref +19, Will +19; +4 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison; SR 29

OFFENSE

Speed 90 ft.

Melee +3 longsword +23/+18/+13 (1d8+10/17-20/x2) or +1 unarmed strike +20/+15/+10 (2d8+6) or +1 unarmed strike flurry of blows +23/+23/+18/+13/+8 (2d8+6)

Ranged +1 shuriken +20/+15/+10 (1d2+6) or +1 shuriken flurry of blows +23/+23/+18/+18/+13/+8 (1d2+6)

Special Attacks flurry of blows, quivering palm (1/day, DC 24), stunning fist (19/day, DC 24)

TACTICS

Before Combat The monk prefers to challenge foes openly.

He spends a point from his *ki* pool to increase his speed.

During Combat The monk uses Great Cleave and Lunge in tandem, normally spending a point from his *ki* pool to offset the Armor Class penalty of these two feats. The monk makes unarmed strikes, attempting to stun or stagger with Stunning Fist and then use Improved Bull Rush to push the enemy away. If overwhelmed, the monk drinks a *potion of mirror image* to confuse attackers, uses Spring Attack or Great Cleave to attack multiple opponents as a standard action, then moves away quickly. The monk always leaves 2 points in his *ki* pool so he can use abundant step if he's severely threatened.

STATISTICS

Str 20, Dex 20, Con 10, Int 12, Wis 20, Cha 8

Base Atk +14; CMB +24 (+26 trip); CMD 46 (48 vs. trip)

Feats Cleave, Combat Reflexes, Critical Focus, Dodge, Extra *Ki*, Great Cleave, Improved Bull Rush, Improved Critical (longsword),

Improved Trip, Improved Unarmed Strike, Lunge, Martial Weapon Proficiency (longsword), Power Attack, Spring Attack, Stand Still, Stunning Fist, Tiring Critical, Weapon Focus (longsword)

Skills Acrobatics +27 (+70 when jumping), Intimidate +12, Knowledge (arcana, nobility) +6, Knowledge (history) +14, Knowledge (religion) +9, Linguistics +5, Perception +19, Sense Motive +26, Stealth +16

Languages Common, Draconic, Dwarven, Elven, Giant, Infernal, Undercommon; tongue of the sun and moon

SQ abundant step, diamond body, diamond soul, empty body, fast movement, high jump, *ki* pool (16 points, adamantine, lawful, magic), maneuver training, purity of body, slow fall 90 ft., timeless body, wholeness of body

Combat Gear potions of cure moderate wounds (2), potions of cure serious wounds (2), potions of mirror image (2), silversheen (2);

Other Gear +3 longsword, +1 shuriken (50), amulet of mighty fists +1, bag of holding (type I), belt of physical might (Str, Dex) +4, boots of elvenkind, bracers of armor +4, cloak of resistance +3, headband of inspired wisdom +4, ring of protection +2, 191 gp

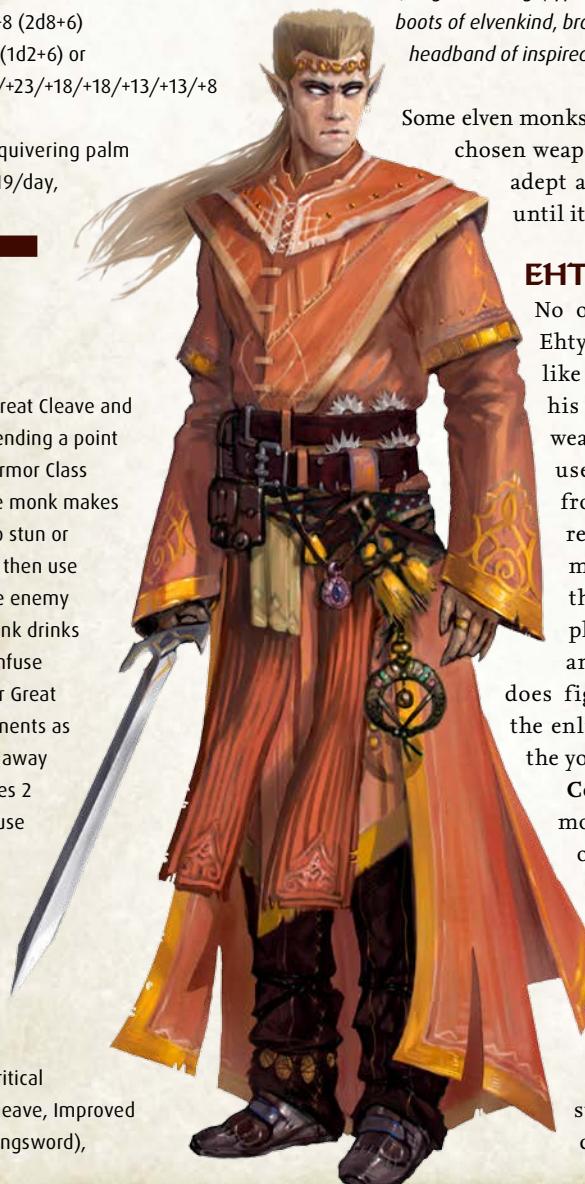
Some elven monks master the art of carnage with one chosen weapon. Sword savants are particularly adept at keeping their foes at a distance until it's time to land the killing blow.

EHTYAR NASTA

No one wields a sword the way that Ehtyar Nasta does. His movements are like the wind, his thrusts like fire, and his parries like stone. One of the rare weapon masters of the age, Ehtyar uses his art to protect the world from the horrors that live beyond reality. He is especially wary of the machinations of the creatures of the Shadow Plane, and travels that plane pursuing one conspiracy or another. When not on a mission, he does fighting form demonstrations for the enlightenment and entertainment of the young.

Combat Encounters: Ehtyar is at his most tense when chasing creatures of the Shadow Plane. He's often paranoid of strangers, who he believes his enemies use to get close to him.

Roleplaying Suggestions: If he's in a place of safety, this elf is calm, helpful, and very generous with his time. When stressed, he is unyielding, overly cautious, and curt.



AGELESS MASTER	CR 19
HUMAN MONK 20	XP 204,800
Medium outsider (human)	LN

Init +6; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 34, touch 27, flat-footed 31 (+5 armor, +2 deflection, +2 Dex, +1 dodge, +5 monk, +2 natural, +7 Wis)

hp 153 (20d8+60)

Fort +18, **Ref** +18, **Will** +23; +2 vs. enchantments

Defensive Abilities improved evasion; **DR** 10/chaotic; **Immune** disease, poison; **SR** 30

OFFENSE

Speed 90 ft.

Melee +3 unarmed strike +23/+18/+13 (2d10+7) or mwk alchemical sliver dagger +20/+15/+10 (1d4+4/19-20) or

+3 unarmed strike flurry of blows +26/+26/+21/+21/+16/+16/+11 (2d10+7)

Ranged mwk shuriken +18/+13/+8 (1d2+4) or mwk shuriken flurry of blows

+21/+21/+16/+16/+11/+6 (1d2+4)

Special Attacks flurry of blows, quivering palm (1/day, DC 27), stunning fist (20/day, DC 27)

TACTICS

Before Combat The monk drinks his potions of barkskin and bear's endurance.

During Combat The monk expends a point from his *ki* pool at the beginning of combat to increase his speed. He then closes with a single opponent to deliver an Improved Vital Strike combined with Stunning Fist. If successful, he makes a full attack with his flurry of blows in the next round, attempting to finish the hampered opponent. He uses this tactic whenever possible, using flurry of blows or Power Attack only against targets that have already had their AC compromised from being stunned or tripped. Otherwise, he uses his mobility and high Acrobatics skill to move in and out of melee. When fighting four or more opponents, the monk activates his *feather token* (whip) and targets spellcasters first with Stunning Fist combined with Medusa's Wrath.

Base Statistics Without barkskin and bear's endurance, the monk's statistics are **AC** 32, touch 27, flat-footed 29; **hp** 113; **Fort** +16; **Con** 10.

STATISTICS

Str 18, **Dex** 14, **Con** 14, **Int** 13, **Wis** 24, **Cha** 10

Base Atk +15; **CMB** +24 (+26 trip); **CMD** 46 (48 vs. trip)

Feats Blind-Fight, Combat Expertise, Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Improved Initiative, Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Lightning Stance, Medusa's Wrath, Power Attack, Scorpion Style, Spring Attack, Stunning Fist, Vital Strike, Weapon Focus (unarmed strike), Wind Stance

Skills Acrobatics +20 (+64 when jumping), Bluff +5, Craft (origami) +14, Diplomacy +5, Heal +19, Knowledge (arcana) +6, Knowledge (history) +14, Knowledge (religion) +9, Linguistics +3, Perception +28, Sense Motive +30, Stealth +18

Languages Common, Draconic, Dwarven, Elven; tongue of the sun and moon

SQ abundant step, diamond body, diamond soul, empty body, fast movement, high jump, *ki* pool (17 points, adamantine, lawful, magic), maneuver training, perfect self, purity of body, slow fall any distance, timeless body, wholeness of body

Combat Gear dust of appearance, feather token (whip), potions of barkskin (3), potions of bear's endurance (2), potions of cure light wounds (2), potions of cure moderate wounds (2),

potions of cure serious wounds (3), potions of lesser restoration (2), universal solvent (2); **Other Gear** masterwork alchemical silver dagger, shuriken (50), amulet of mighty fists +3, bag of holding (type I), belt of giant strength +4, boots of elvenkind, bracers of armor +5, cloak of resistance +4, headband of inspired wisdom +6, ring of protection +2, healer's kit, 130 gp

Ageless masters prefer to spread wisdom, but once roused they are dangerous opponents.

OYONCHOL

Master Oyonchol spends most of his time on a high pillar on the side of a trade route in the middle of a desolate steppe. Pilgrims leave offerings at its base, and sometimes young monks camp under the pillar, hoping to gain wisdom. Most are disappointed, and at least one has died of exposure while Master Oyonchol sat silently pondering the changing seasons.



CALLOUS RAKE	CR 1/2
HUMAN PALADIN OF IOMEDAE 1	XP 200
Medium humanoid (human)	LG

Init +1; **Senses** Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)

hp 12 (1d10+2)

Fort +3, **Ref** +1, **Will** +2

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+3/19-20)

Ranged dagger +2 (1d4+3/19-20)

Special Attacks smite evil 1/day (+2 attack and AC, +1 damage)

Paladin Spell-Like Abilities (CL 1st; concentration +3)

At will—detect evil

TACTICS

During Combat The paladin begins with Dazzling Display, then uses smite evil on the strongest evil opponent. If he is confident he will win the battle, he continues to demoralize opponents.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 15

Feats Dazzling Display, Weapon Focus (longsword)

Skills Intimidate +3, Sense Motive +4

Languages Common

SQ aura, code of conduct

Combat Gear potion of cure light wounds;

Other Gear banded mail, heavy wooden shield, dagger, longsword, locked gauntlet, silver holy symbol, 33 gp

The callous rake is a young paladin exhibiting unpaladinlike behavior. If unchecked, these habits become the first step toward disgrace.

TRISTRAM REIS

Tall, lean, and exceedingly handsome, Tristram Reis is the vision of a true and noble paladin—until he opens his mouth. The son of a lesser noble, he has faith in the goddess of valor, but is a bit arrogant and enamored with his own status as a holy warrior.



HONORABLE OUTCAST	CR 1
HALF-ORC PALADIN OF TORAG 2	XP 400
Medium humanoid (human, orc)	LG

Init -1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex)

hp 23 (2d10+8)

Fort +7, **Ref** 0, **Will** +5

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk greataxe +5 (1d12+3/x3)

Ranged shortbow +1 (1d6/x3)

Special Attacks smite evil 1/day (+1 attack and AC, +2 damage)

Paladin Spell-Like Abilities (CL 2nd; concentration +3)

At will—detect evil

TACTICS

During Combat The paladin prefers to attack with her bow before entering melee with her greataxe. She uses Power Attack unless she fights heavily armored enemies.

STATISTICS

Str 15, **Dex** 8, **Con** 16,

Int 10, **Wis** 12, **Cha** 13

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

CMD 13

Feats Power Attack

Skills Heal +5, Intimidate +3, Perception +2, Sense Motive +6

Languages Common, Orc

SQ aura, code of conduct, lay on hands (1d6, 2/day), orc blood, weapon familiarity

Combat Gear potion of cure

light wounds, tanglefoot bags

(2); **Other Gear** banded mail,

masterwork greataxe, shortbow

with 20 arrows, wooden holy

symbol, 28 gp

Honorable outcasts are far from their homes and often found alone. Some have been questing in the wild for so long that they have lost any semblance of social graces and tact.

HAUGHTY AVENGER

CR 2

HALF-ELF PALADIN 3

XP 600

Medium humanoid (elf, human)

LG

Init +2; **Senses** low-light vision; Perception +4**Aura** courage (10 ft.)**DEFENSE**

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 shield)

hp 21 (3d10)**Fort** +5, **Ref** +5, **Will** +6; +2 vs. enchantments; **Immune** disease, fear, sleep**OFFENSE****Speed** 30 ft.**Melee** mwk rapier +4 (1d6+2/18-20), dagger +3 (1d4+1/19-20) or mwk rapier +6 (1d6+2/18-20)**Ranged** dagger +5 (1d4+2/19-20)**Special Attacks** smite evil 1/day (+2 attack and AC, +3 damage)**Paladin Spell-Like Abilities** (CL 3rd; concentration +5)At will—*detect evil***TACTICS****During Combat** The paladin uses her quick speed and athletic skill to outmaneuver opponents, wearing them down with smite evil.**STATISTICS****Str** 15, **Dex** 15, **Con** 10, **Int** 8, **Wis** 12, **Cha** 14**Base Atk** +3; **CMB** +5; **CMD** 17**Feats** Skill Focus (Acrobatics), Two-Weapon

Defense, Two-Weapon Fighting

Skills Acrobatics +7, Diplomacy +7, Perception +4**Languages** Common, Elven**SQ** aura, code of conduct, elf blood, lay on hands (1d6, 3/day), mercy (shaken)**Combat Gear** holy water; **Other Gear**

+1 chain shirt, dagger, masterwork rapier, 53 gp

Haughty avengers often serve as diplomats and bodyguards.

NYALIL STORMSTRIKE

Nyalil sees herself as a full elf, not a half-breed. She so thoroughly rejects her human side that she treats humans as lesser creatures—but can be so charming that humans often love her anyway.

Combat Encounters: Nyalil is often in the company of elven knights, wizards, and priests, who only halfway accept her.

Roleplaying Suggestions: Nyalil is both charming and arrogant, and her words are often a stream of veiled insults and clever quips, especially when she's dealing with humans.

**SKIRMISHING CRUSADER**

CR 3

GNOME PALADIN OF ERASTIL 4

XP 800

Small humanoid (gnome)

LG

Init +1; **Senses** low-light vision; Perception +5**Aura** courage (10 ft.)**DEFENSE**

AC 17, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 shield, +1 size)

hp 36 (4d10+10)**Fort** +11, **Ref** +7, **Will** +8; +2 vs. illusions**Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants); **Immune** disease, fear**OFFENSE****Speed** 20 ft.**Melee** mwk longsword +7 (1d6+1/19-20)**Ranged** mwk longbow +8 (1d6/x3)**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids, channel positive energy (DC 16, 2d6), smite evil 2/day (+4 attack and AC, +4 damage)**Gnome Spell-Like Abilities** (CL 4th; concentration +8)1/day—*dancing lights, ghost sound, prestidigitation, speak with animals***Paladin Spell-Like Abilities** (CL 4th; concentration +8)At will—*detect evil***Paladin Spells Prepared** (CL 1st; concentration +5)1st—*lesser restoration***TACTICS****During Combat** The paladin attempts to stay out of melee, preferring to use cover and attack with her bow.**STATISTICS****Str** 12, **Dex** 12, **Con** 15, **Int** 10, **Wis** 8, **Cha** 18**Base Atk** +4; **CMB** +4; **CMD** 15**Feats** Point-Blank Shot, Weapon Focus (longbow)**Skills** Diplomacy +8, Handle Animal +8,

Perception +5, Stealth +6

Languages Common, Gnome, Sylvan**SQ** aura, code of conduct, lay on hands (2d6, 6/day), mercy (fatigued)**Combat Gear** potion of cure light wounds, potion of invisibility, holy water (2); **Other Gear** chain shirt, light wooden shield, masterwork longbow with 20 arrows, masterwork longsword, cloak of resistance +1, antitoxin, silver holy symbol, 131 gp

A skirmishing crusader often serves as a scout in the army of a noble, or roams the boundaries of civilization, working with rangers to hold the line against evil. She spends her life in the wilds, and as a result can often be awkward and crass.

HAMMER OF JUSTICE	CR 4
DWARF PALADIN OF TORAG 5	XP 1,200
Medium humanoid (dwarf)	LG

Init -1; **Senses** Perception +7

Aura courage (10 ft.)

DEFENSE

AC 19, touch 9, flat-footed 19 (+8 armor, -1 Dex, +2 shield)

hp 62 (5d10+30)

Fort +8, **Ref** +0, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** disease, fear

OFFENSE

Speed 20 ft.

Melee +1 warhammer +9 (1d8+3/x3)

Ranged mwk light crossbow +5 (1d8/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy (DC 12, 3d6), smite evil 2/day (+0 attack and AC, +5 damage)

Paladin Spell-Like Abilities (CL 5th; concentration +5)

At will—detect evil

Paladin Spells Prepared (CL 2nd; concentration +2)

1st—divine favor

TACTICS

During Combat The paladin prefers melee. He uses Power Attack if easily able to hit opponents, and his divine bond to give his weapon the *flaming* property.

STATISTICS

Str 14, **Dex** 8, **Con** 18, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +7; **CMD** 16 (20 vs. bull rush or trip)

Feats Power Attack, Toughness, Weapon Focus (warhammer)

Skills Craft (weapons) +4, Knowledge (religion) +5, Perception +7 (+9 to notice unusual stonework), Sleight of Hand +1

Languages Common, Dwarven

SQ aura, code of conduct, divine bond (weapon +1, 1/day), lay on hands (2d6, 2/day), mercy (sickened)

Combat Gear potion of

shield of faith; **Other**
Gear half-plate, heavy steel shield, +1 warhammer, masterwork light crossbow with 10 bolts, silver holy symbol, 107 gp

A hammer of justice lives to crush evil with his divinely enhanced weapon, and is beholden to none but his god.



HOLY ARCHER	CR 5
ELF PALADIN OF ERASTIL 6	XP 1,600
Medium humanoid (elf)	LG

Init +4; **Senses** low-light vision; Perception +9

Aura courage (10 ft.)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 43 (6d10+6)

Fort +7, **Ref** +8, **Will** +8; +2 vs. enchantments

Immune disease, fear, sleep

OFFENSE

Speed 30 ft.

Melee longsword +6/+1 (1d8/19-20)

Ranged +1 longbow +11/+6 (1d8+1/x3)

Special Attacks channel positive energy (DC 15, 3d6), smite evil 2/day (+2 attack and AC, +6 damage)

Paladin Spell-Like Abilities (CL 6th; concentration +8)

At will—detect evil

Paladin Spells Prepared (CL 3rd; concentration +5)

1st—bless weapon, cure light wounds

TACTICS

During Combat The paladin uses her bow to smite evil before it can reach her. She uses cover and her mobility to maintain an advantage over her opponents.

STATISTICS

Str 10, **Dex** 18, **Con** 11, **Int** 10, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +6; **CMD** 20

Feats Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +2, Perception +9, Sense Motive +5, Stealth +5

Languages Common, Elven, Orc

SQ aura, code of conduct, divine bond (weapon +1, 1/day), elven magic, lay on hands (3d6, 5/day), mercies (fatigued, staggered), weapon familiarity

Combat Gear +1 demon-bane arrows (5), +1 undead-bane arrows (5), potion of pass without trace, potion of shield of faith, alchemist's fire (2); **Other**

Gear masterwork chain shirt, +1 longbow with 20 arrows, longsword, silver holy symbol, 184 gp

Few expect honorable archers to be paladins, since they do not fit the typical image. Other paladins sometimes look down on these archers for shunning close combat, but they care only about efficiency in protecting their flocks.



DOG RIDER KNIGHT	CR 6
HALFLING PALADIN OF SARENRAE 7	XP 2,400
Small humanoid (halfling)	LG

Init +2; **Senses** Perception +5

Aura courage (10 ft.)

DEFENSE

AC 23, touch 13, flat-footed 21 (+7 armor, +2 Dex, +3 shield, +1 size)
hp 60 (7d10+17)

Fort +10, **Ref** +8, **Will** +8; +2 vs. fear

Immune disease, fear

OFFENSE

Speed 15 ft.

Melee +1 lance +14/+9 (1d6+5/x3) or
mwk longsword +13/+8 (1d6+4/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks channel positive energy (DC 16, 4d6), smite evil 3/day (+3 attack and AC, +7 damage)

Paladin Spell-Like Abilities (CL 7th; concentration +10)

At will—detect evil

Paladin Spells

Prepared (CL 4th;
concentration +7)
2nd—bull's strength
1st—bless weapon,
divine favor

TACTICS

Before Combat The paladin casts *bull's strength*.

During Combat The paladin uses Ride-By Attack to charge his foes, and uses smite evil.

Base Statistics Without *bull's strength*, the paladin's statistics are **Melee** +1 lance +12/+7 (1d6+3/x3) or mwk longsword +11/+6 (1d6+2/19-20); **Str** 14; **CMB** +8; **CMD** 20; **Skills** Climb +0.

STATISTICS

Str 18, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 22

Feats Mounted Combat, Ride-By Attack, Toughness, Weapon Focus (lance)

Skills Acrobatics +0 (-4 when jumping), Climb +2, Heal +7, Perception +5, Ride +8 (+10 to stay in the saddle), Survival +1

Languages Common, Halfling

SQ aura, code of conduct, divine bond (mount), lay on hands (3d6, 6/day), mercies (dazed, shaken)

Combat Gear potion of aid, potion of shield of faith; **Other**

Gear +1 breastplate, +1 heavy steel shield, +1 lance, masterwork longsword, silver holy symbol, exotic military saddle, 420 gp

DESERT PROTECTOR	CR 7
HUMAN PALADIN OF SARENRAE 8	XP 3,200
Medium humanoid (human)	LG

Init +3; **Senses** Perception +8

Aura courage (10 ft.), resolve (10 ft.)

DEFENSE

AC 17, touch 10, flat-footed 17 (+7 armor, +1 deflection, -1 Dex)
hp 64 (8d10+16)

Fort +10, **Ref** +4, **Will** +11

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 falchion +14/+9 (2d4+7/18-20)

Ranged mwk starknife +8/+3 (1d4+4/x3)

Special Attacks channel positive energy (DC 16, 4d6), smite evil 3/day (+2 attack and AC, +8 damage)

Paladin Spell-Like Abilities (CL 8th; concentration +10)

At will—detect evil

Paladin Spells Prepared (CL 5th; concentration +7)

2nd—delay poison, resist energy

1st—bless, lesser restoration

TACTICS

During Combat The paladin draws attention away from weaker allies, and heals allies who are competent fighters.

STATISTICS

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

Base Atk +8; **CMB** +12; **CMD** 22

Feats Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (falchion)

Skills Diplomacy +10, Heal +8, Knowledge (religion) +11, Perception +8, Sense Motive +13, Survival +4

Languages Common

SQ aura, code of conduct, divine bond (weapon +2, 1/day), lay on hands (4d6, 6/day), mercies (diseased, sickened)

Combat Gear potion of cure moderate wounds; **Other Gear** +1 breastplate, +1 falchion, masterwork starknife, cloak of resistance +1, ring of protection +1, silver holy symbol, 426 gp

A desert protector watches over the bodies and souls of a nomadic desert community.

ORIANA SALLIC

Oriana is one of the most effective god-speakers in her tribe, leading her people on a constant crusade against horrible desert monsters and cruel raiders.



SAINTLY KNIGHT	CR 8
HALF-ORC PALADIN OF IOMEDAE 9	XP 4,800
Medium humanoid (human, orc)	LG

Init -1; **Senses** darkvision 60 ft.; Perception +9

Aura courage (10 ft.), resolve (10 ft.)

DEFENSE

AC 21, touch 9, flat-footed 21 (+10 armor, -1 Dex, +2 shield)

hp 72 (9d10+18)

Fort +10, **Ref** +5, **Will** +12

Defensive Abilities orc ferocity; **Immune** charm, disease, fear; **Resist** fire 10

OFFENSE

Speed 20 ft.

Melee +1 lance +14/+9 (1d8+5/x3) or +1 heavy mace +14/+9 (1d8+5)

Ranged mwk heavy crossbow +9 (1d10/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks channel positive energy (DC 16, 5d6), smite evil 3/day (+2 attack and AC, +9 damage)

Paladin Spell-Like Abilities (CL 9th; concentration +11)

At will—detect evil

Paladin Spells Prepared (CL 6th; concentration +8)

2nd—resist energy, zone of truth

1st—divine favor, lesser restoration, protection from evil

TACTICS

Before Combat The paladin casts *resist energy* (fire) unless he expects damage from a different energy type. He applies *silversheen* to his weapon if he expects to fight devils or lycanthropes.

During Combat The paladin uses Ride-By Attack and Spirited Charge, preferring to attack the opposing leader. When on foot, he uses his mace. If facing a powerful foe, he drinks his potions.

Base Statistics Without *resist energy*, the paladin's statistics are **Resist** none.

STATISTICS

Str 18, **Dex** 8, **Con** 12, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +9; **CMB** +13; **CMD** 22

Feats Iron Will, Mounted Combat, Ride-By Attack, Skill Focus (Perception), Spirited Charge

Skills Handle Animal +6, Intimidate +4, Knowledge (history) +1, Knowledge (religion) +5, Perception +9, Ride +5 (+7 to stay in the saddle)

Languages Common, Orc

SQ aura, code of conduct, divine bond (mount), lay on hands (4d6, 6/day), mercies (frightened, shaken, staggered), orc blood, weapon familiarity

Combat Gear potion of bull's strength, potion of delay poison, potion of shield of faith, *silversheen*; **Other Gear** +1 full plate, masterwork heavy steel shield, +1 heavy mace, +1 lance, masterwork heavy crossbow with 10 bolts, *cloak of resistance* +1, military saddle, 297 gp

A saintly knight accomplishes great acts with his indomitable spirit and martial prowess.

TREGOR THE JUST

Tregor believes himself to be a good soul trapped in a body of filth. The half-orc hates his orc heritage, and though he does not know the circumstances of his birth—he was left on the doorstep of a temple—he doubts it was honorable. Raised by the temple priests, Tregor is the shining example of the paladin ideal, as perfect in discipline and purity as he is ugly in appearance. He constantly seeks to better himself and the world by performing heroic deeds, but though he is stalwart and true, his worldview can be aggravatingly black and white.

Combat Encounters: Tregor is usually encountered riding his horse, seeking those who need a champion. He questions everyone he meets on the road, and assures them that they have nothing to fear from him—so long as their spirits are pure.

Roleplaying Suggestions: Tregor tries to be honest, just, and hospitable, but has no tolerance for evil or cruelty, nor much of a sense of humor.



PIOUS GUARD	CR 9
HUMAN PALADIN OF IOMEDAE 10	XP 6,400
Medium humanoid (human)	LG

Init -1; **Senses** Perception +10**Aura** courage (10 ft.), resolve (10 ft.)**DEFENSE****AC** 22, touch 10, flat-footed 22 (+11 armor, +1 deflection, -1 Dex, +1 natural)**hp** 84 (10d10+25)**Fort** +11, **Ref** +4, **Will** +9**Immune** charm, disease, fear, poison**OFFENSE****Speed** 20 ft.**Melee** +1 ranseur +17/+12 (2d4+8/x3) or

mwk longsword +16/+11 (1d8+7/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)**Special Attacks** channel positive energy (DC 17, 5d6), smite evil 4/day (+2 attack and AC, +10 damage)**Paladin Spell-Like Abilities** (CL 10th; concentration +12)

At will—detect evil

Paladin Spells Prepared (CL 7th;

concentration +9)

2nd—bull's strength, delay poison

1st—bless, lesser restoration, protection from evil

TACTICS**Before Combat** The paladin casts bull's strength and delay poison.**During Combat** The paladin disarms foes to capture and question them. The exceptions are mindless creatures, evil outsiders, and undead, all of which he destroys on the spot.**Base Statistics** Without

bull's strength, the

paladin's statistics

are **Immune**

charm, disease,

fear; **Melee**

+1 ranseur

+15/+10

(2d4+5/x3) or mwk

longsword +14/+9

(1d8+4/19-20); **Str** 16;**CMB** +13 (+17 disarm); **CMD** 23

(25 vs. disarm).

STATISTICS**Str** 20, **Dex** 8, **Con** 14, **Int** 14, **Wis** 10, **Cha** 14**Base Atk** +10; **CMB** +15 (+19 disarm); **CMD** 25

(27 vs. disarm)

Feats Cleave, Combat Expertise, Greater Disarm, Improved Disarm, Power Attack, Weapon Focus (ranseur)**Skills** Diplomacy +10, Intimidate +7, Knowledge (history, local) +7,

Knowledge (nobility, religion) +10, Perception +10, Sense

Motive +13, Spellcraft +10

Languages Common, Dwarven, Elven**SQ** aura, code of conduct, divine bond (weapon +2, 2/day), lay on

hands (5d6, 7/day), mercies (cursed, nauseated, shaken)

Other Gear +2 full plate, +1 ranseur, masterwork longsword, amulet of natural armor +1, ring of protection +1, silver holy symbol, 450 gp

These paladins often serve as guards, or administer justice for judges and merchants who perform good works for the god of cities. Often, entire units of these paladins are formed to protect holy places in large cities.

DELPHOS HESARA

Delphos comes from a long line of paladins in service to his home city. Despite his low tolerance for the city's corruption, Delphos would rather frighten, disarm, or subdue foes

than kill them. He knows one dead body can create a war between powerful or desperate families, and peace is better served by the judicious use of force. The soldiers under his command either love him or hate him. Delphos tries to be harsh but fair, and believes that strict discipline and an organized system

of punishments create better guardians. Such punishments take the form of extra duties or unpleasant posts. All punishments for his guards remain within his order—public shaming leads to disrespect and undermines their authority.

Combat Encounters: While on duty, Delphos typically commands a contingent of his soldiers, but he can sometimes be found alone on the streets of his city. He roams the neighborhoods around the temple of his god, seeking to keep the areas around the holy place safe.

Roleplaying Suggestions: When Delphos encounters strangers, he treats them with care, but also curiosity. He goes out of his way to avoid confrontation, but when that is not possible, he rarely backs down. He might deputize adventurers for special tasks that soldiers can't do in the open, such as tracking down corrupt merchants dealing in contraband.



ELVEN HONORBLADE

ELF PALADIN 11

CR 10

Medium humanoid (elf)

XP 9,600

LG

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

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 22, touch 15, flat-footed 18 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

hp 76 (11d10+11)

Fort +10, **Ref** +9, **Will** +9; +2 vs. enchantments

Immune charm, disease, fear, poison, sleep; **Resist** fire 20

OFFENSE

Speed 30 ft.

Melee +1 elven curve blade +15/+10/+5 (1d10+5/15-20)

Ranged mwk longbow +15/+10/+5 (1d8/x3)

Special Attacks channel positive energy (DC 17, 6d6), smite evil 4/day (+2 attack and AC, +11 damage)

Paladin Spell-Like Abilities (CL 11th; concentration +13)

At will—*detect evil*

Paladin Spells Prepared (CL 8th; concentration +10)

3rd—*prayer*

2nd—*delay poison, resist energy*

1st—*bless, divine favor, lesser restoration*

TACTICS

Before Combat The paladin casts *delay poison* and *resist energy* (fire).

During Combat The paladin uses Mobility, Spring Attack, and Whirlwind Attack to engage and destroy multiple opponents at once. He normally uses his divine bond to give his weapon the *flaming* and *holy* special abilities, but if his foes are spread out, he gives it *speed* instead.

Base Statistics Without *resist energy*, the paladin's statistics are **Immune** charm, disease, fear, sleep; **Resist** none.

STATISTICS

Str 17, **Dex** 16, **Con** 10, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +11; **CMB** +14; **CMD** 29

Feats Combat Expertise, Dodge, Improved Critical (elven curve blade), Mobility, Spring Attack, Whirlwind Attack

Skills Diplomacy +10, Heal +3, Knowledge (nature) +3, Perception +11, Stealth +12, Survival +4

Languages Common, Elven, Sylvan

SQ aura, code of conduct, divine bond (weapon +3, 2/day), elven magic, lay on hands (5d6, 7/day), mercies (poisoned, sickened, staggered), weapon familiarity

Gear +2 chain shirt, +1 elven curve blade, masterwork longbow with 20 arrows, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1, silver holy symbol, 319 gp

An elven honorblade guards pristine forests and hunts evil beasts that would despoil nature.

JATHA VENTOTH

Jatha champions the benign nature spirits. He spends his time patrolling his beloved forests, chasing unicorns, and conversing with treants. When danger threatens his home, he has the charisma necessary to unite the creatures of the woods into an army of focused chaos.

Combat Encounters: Jatha might attack the PCs if he believes they or foes that pursue them are a threat to his home or the creatures within it. He attempts to use *detect evil* before attacking.

Roleplaying Suggestions: Jatha engages in mock battles with mischievous sprites, possibly leading the PCs to think he is under attack.



FORGE RIDER	CR 11
DWARF PALADIN OF TORAG 12	XP 12,800
Medium humanoid (dwarf)	LG

Init +0; **Senses** Perception +7

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 22, touch 11, flat-footed 22 (+11 armor, +1 deflection)

hp 142 (12d10+72)

Fort +13, **Ref** +5, **Will** +11; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1/+1 dwarven urgrosh +18/+13/+8 (1d8+7/1d6+7/x3)

Ranged mwk light crossbow +13 (1d8/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy (DC 16, 6d6), smite evil 4/day (+0 attack and AC, +12 damage)

Paladin Spell-Like Abilities (CL 12th; concentration +12)

At will—detect evil

TACTICS

During Combat The paladin charges into battle, using Power Attack and Improved Vital Strike. He prefers fighting on horseback, but if dismounted, he finishes the battle on foot.

Base Statistics Without *resist energy*, the paladin's statistics are Resist none.

STATISTICS

Str 18, **Dex** 10, **Con** 18, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +12; **CMB** +16; **CMD** 27 (31 vs. bull rush or trip)

Feats Improved Vital Strike, Mounted Combat, Power Attack, Toughness, Vital Strike, Weapon Focus (dwarven urgrosh)

Skills Intimidate +2, Perception +7 (+9 to notice unusual stonework), Ride +3

Languages Common, Dwarven

SQ aura, code of conduct, divine bond (mount), lay on hands (6d6, 6/day), mercies (dazed, fatigued, poisoned, stunned)

Combat Gear potion of displacement, potions of haste (2); **Other**

Gear +2 full plate, +1/+1 dwarven urgrosh, masterwork light crossbow with 10 bolts, belt of giant strength +2, cloak of resistance +1, ring of protection +1, silver holy symbol, chainmail barding, military saddle, 379 gp

The forge rider defends dwarven communities and meets foes head on.

KELGUL KLAGAN

Those who think that a dwarf cannot become an exquisite equestrian should not speak that opinion within earshot of Kelgul Klagan. He is called “the Klager” by his companions and subordinates, a mix of his family name and the sound of his mount’s clattering

hooves. He commands his soldiers from horseback, and those who know of him joke that he leaves his horse only to drink, sleep, and relieve himself—and maybe not always then. When they talk about his combat prowess, or when the dwarf himself is near, the joking ends, for he is a juggernaut of metal and divine fury, stern-faced and unforgiving in the face of evil and injustice. Kelgul uses few words, even for a dwarf. When in combat, though, he barks orders and expects them to be followed, even by those not under his direct command.

Combat Encounters: Kelgul is typically encountered with a group of his soldiers. If he has reason to believe the PCs are up to no good, he orders his troops to attack and take the PCs prisoner. If his soldiers are outmatched, he charges forward to rally them and to smite the most powerful enemy.

Roleplaying Suggestions: Kelgul is quiet, and content to stay out of diplomatic endeavors. When he is inclined to speak, he is surprisingly soft-spoken and courteous, though it is hard to tell whether his politeness is sincere or merely what he considers formally appropriate. Those who mistake this for weakness, however, soon learn the folly of their assumptions.



DRAGON SMITER	CR 12
HUMAN PALADIN OF IOMEDAE 13	XP 19,200
Medium humanoid (human)	LG

Init +1; **Senses** Perception +9

Aura courage (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 23, touch 11, flat-footed 22 (+11 armor, +1 Dex, +1 natural)

hp 115 (13d10+39)

Fort +13, **Ref** +10, **Will** +10

Immune charm, disease, fear

OFFENSE

Speed 20 ft.

Melee +1 dragon-bane greatsword +21/+16/+11 (2d6+10/19-20)

Ranged mwk heavy crossbow +15 (1d10/19-20)

Special Attacks channel positive energy (DC 17, 7d6), smite evil 5/day (+1 attack and AC, +13 damage)

Paladin Spell-Like Abilities (CL 13th; concentration +14)

At will—*detect evil*

Paladin Spells Prepared (CL 10th; concentration +11)

3rd—*prayer*

2nd—*eagle's splendor, resist energy*

1st—*bless* (2), *divine favor* (2)

TACTICS

Before Combat The paladin casts *resist energy* against the breath weapon energy type of dragons he expects to fight.

During Combat The paladin casts *eagle's splendor* to improve his smite and divine grace. He uses Improved Vital Strike and Lunge to land solid hits on creatures with reach.

STATISTICS

Str 22, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +13; **CMB** +19; **CMD** 30

Feats Cleave, Great Cleave, Improved Vital Strike, Lightning Reflexes, Lunge, Power Attack, Vital Strike, Weapon Focus (greatsword)

Skills Diplomacy +9, Heal +7, Knowledge (arcana, religion) +8, Linguistics +1, Perception +9, Sense Motive +7

Languages Common, Draconic

SQ aura, code of conduct, divine bond (weapon +3, 3/day), lay on hands (6d6, 7/day), mercies (frightened, paralyzed, shaken, staggered)

Combat Gear +1 dragon-bane bolts (5), potion of displacement; **Other Gear** +2 full plate, +1 dragon-bane greatsword, masterwork heavy crossbow with 10 bolts, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +2, silver holy symbol, 1,044 gp

A dragon smiter is sworn to slay dragons.

TELTHOR GRIMBLADE

When she was only 8 years old, Telthor's entire village was consumed by dragon fire, but she was found unharmed in the rubble by priests of the goddess of valor. Seeing her survival as a miracle, the priests adopted her. For years,

she suffered from terrible nightmares of fire and leathery wings. Since killing her first dragon, however, she has not had a single nightmare.

Combat Encounters: Telthor prefers to hunt alone, and might attempt to drive off anyone she thinks is unworthy of battling dragons with her. She refuses to let anyone turn her aside when she has a dragon in her path, though she is honorable and grants quarter if asked.

Roleplaying Suggestions: Telthor is quiet and suspicious, believing there are spies everywhere working for the dragons. She is currently seeking to acquire a flying magic item (a *carpet of flying* in particular) and is willing to team up with PCs who can direct her to where one can be found.



RIDER OF THE STEPPE	CR 13
HALF-ELF PALADIN 14	XP 25,600
Medium humanoid (elf, human)	LG

Init +6; **Senses** low-light vision; **Perception** +9

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 23, touch 14, flat-footed 20 (+8 armor, +1 deflection, +3 Dex, +1 natural)

hp 95 (14d10+14)

Fort +13, **Ref** +13, **Will** +11; +2 vs. enchantments

Immune charm, disease, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 longsword +17/+12/+7 (1d8+3/19–20)

Ranged +2 composite longbow +22/+17/+12 (1d8+4/x3)

Special Attacks channel positive energy (DC 18, 7d6), smite evil 5/day (+1 attack and AC, +14 damage)

Paladin Spell-Like Abilities (CL 14th; concentration +15)

At will—detect evil

Paladin Spells Prepared (CL 11th; concentration +12)

3rd—heal mount

2nd—eagle's splendor, resist energy

1st—create water, divine favor (2), endure elements

TACTICS

During Combat The paladin tries to remain out of melee range and attack enemies with her bow.

STATISTICS

Str 14, **Dex** 22, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +14; **CMB** +16; **CMD** 33

Feats Improved Precise Shot, Manyshot, Mounted Archery,

Mounted Combat, Point-Blank Shot, Precise Shot,

Rapid Shot, Skill Focus (Perception)

Skills Heal +5, Intimidate +6, Knowledge

(geography, local) +5, Perception +9, Ride +10,

Stealth +13, Survival +4

Languages Common, Elven, Goblin

SQ aura, code of conduct, divine bond (mount), elf blood, lay on hands (7d6, 8/day), mercies (blinded, cursed, diseased, fatigued),

Combat Gear +1 evil outsider-bane arrows (5), +1 magical beast-bane arrows (5), potion of haste, potion of invisibility; **Other Gear** +2 mithral breastplate, +2 composite longbow (+2 Str) with 30 arrows, +1 longsword, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +2, ring of protection +1, 823 gp

A rider of the steppe works individually or in a group to bring safety and law to the wild and arid flatlands, often protecting caravans and traveling dignitaries.

LEISAIR TRUEMARK

Leisair traveled to the steppes in search of peace and tranquility. Instead, she found a place where raiders hunted

caravans with impunity, and she decided that this place needed her far more than her homeland. She travels the wastes, often latching on to caravans as a scout.

Combat Encounters: An encounter with Leisair typically begins with warning shots. She is not opposed to opening a dialogue with a group, but even then she shouts from far away rather than risk approaching strangers.

Roleplaying Suggestions: To her friends and the people she protects, Leisair is both friendly and kind, but if she has any reason to suspect the intentions of unknown folks, she can be cold and haughty.



GIANT HUNTER	CR 14
GNOME PALADIN 15	XP 38,400
Small humanoid (gnome)	LG

Init +4; **Senses** low-light vision; **Perception** +13

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 24, touch 13, flat-footed 24 (+10 armor, +2 deflection, +1 natural, +1 size)

hp 137 (15d10+50)

Fort +16, **Ref** +10, **Will** +15; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** charm, disease, fear

OFFENSE

Speed 15 ft.

Melee +1 shock gnome hooked hammer +22/+17/+12 (1d6+7/x3 plus 1d6 electricity) or

mwk gnome hooked hammer +22/+17/+12 (1d4+6/x4)

Ranged +1 light crossbow +17 (1d6+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, channel positive energy (DC 20, 8d6), smite evil 5/day (+3 attack and AC, +15 damage)

Gnome Spell-Like Abilities (CL 15th; concentration +18)

1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

Paladin Spell-Like Abilities (CL 15th; concentration +18)

At will—*detect evil*

Paladin Spells Prepared (CL 12th; concentration +15)

4th—*holy sword*

3rd—*daylight, prayer* (2)

2nd—*resist energy* (2), *shield other*

1st—*bless, divine favor* (2), *endure elements*

TACTICS

During Combat The paladin uses divine bond to give her weapon a mix of the *defending*, *flaming*, and *holy* special abilities.

STATISTICS

Str 18, **Dex** 10, **Con** 15, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +15; **CMB** +18; **CMD** 30

Feats Bleeding Critical, Critical Focus, Extra Lay on Hands, Improved Initiative, Power Attack, Toughness, Vital Strike, Weapon Focus (gnome hooked hammer)

Skills Knowledge (dungeoneering, local) +4, Perception +13, Stealth +8

Languages Common, Gnome, Sylvan

SQ aura, code of conduct, divine bond (weapon +4, 3/day), lay on hands (7d6, 12/day), mercies (cursed, diseased, nauseated, sickened, stunned)

Combat Gear potions of haste (2); **Other Gear** +2 shadow half-plate, +1 light crossbow with 20 bolts, +1 shock/masterwork gnome hooked hammer, amulet of natural armor +1, belt of giant strength +2, boots of striding and springing, cloak of resistance +2, ring of protection +2, 543 gp

This paladin's lifelong mission is to eradicate evil giants.

NELN BELGURORN

All gnomes have obsessions, but few are as grim as Neln's obsession to see the world rid of evil giants. Her interest in this goal is neither cheerful nor curious; she has simply seen far too many villages destroyed and lives ruined by giant attacks. She sees it as her sworn duty to hunt and kill these evil beings so they cannot murder or enslave anyone else. So single-minded is her quest against giants that other gnomes have joked she must have dwarven blood in her ancestry. Since she respects dwarven tenacity and toughness, she takes this as a compliment.

Combat Encounters: Neln is commonly in the company of dwarves who share her desire to see the destruction of giant strongholds, and neither she nor her allies let anyone stand in their way. She sees those who protect giants as being as culpable as giants themselves—perhaps even worse, as they should know better.

Roleplaying Suggestions: Often frowning and stoic, Neln is not like other gnomes. Her lust for life and its experiences is dampened by her bloody quest.



MOUNTED PARAGON		CR 15
HUMAN PALADIN 16	XP 51,200	
Medium humanoid (human)	LG	

Init +1; **Senses** Perception +15

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.)

DEFENSE

AC 28, touch 12, flat-footed 27 (+11 armor, +1 deflection, +1 Dex, +1 natural, +4 shield)

hp 148 (16d10+56)

Fort +17, **Ref** +10, **Will** +13

Immune charm, disease, fear, poison; **Resist** fire 30

OFFENSE

Speed 20 ft.

Melee +1 *holy lance* +24/+19/+14/+9 (1d8+7/19–20/×3) or +1 *heavy mace* +23/+18/+13/+8 (1d8+7)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks channel positive energy (DC 20, 8d6), smite evil 6/day (+2 attack and AC, +16 damage)

Paladin Spell-Like Abilities (CL 16th; concentration +18)

At will—*detect evil*

Paladin Spells Prepared (CL 13th;

concentration +15)

4th—*holy sword*

3rd—*heal mount, prayer*

2nd—*delay poison, eagle's*

splendor, remove

paralysis, resist energy

1st—*bless* (2), *divine favor* (2)

TACTICS

Before Combat The paladin casts *delay poison* and *resist energy* (fire).

During Combat The paladin fights from

horseback with his lance, positioning himself where he can attack the enemy leader using Spirited Charge. He uses Improved Overrun and Trample to pass and crush creatures in his way. If he is unhorsed and mounting again is dangerous or impractical, he casts *holy sword* on his mace and fights on foot.

Base Statistics Without *delay poison* and *resist energy*, the paladin's statistics are **Immune** charm, disease, fear; **Resist** none.

STATISTICS

Str 22, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +16; **CMB** +22 (+24 overrun); **CMD** 34 (36 vs. overrun)

Feats Improved Critical (lance), Improved Overrun, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus (lance)

Skills Handle Animal +9, Heal +6, Intimidate +10, Perception +15, Ride +15 (+17 to stay in the saddle), Sense Motive +10

Languages Common

SQ aura, code of conduct, divine bond (mount), lay on hands (8d6, 10/day), mercies (fatigued, frightened, paralyzed, shaken, staggered)

Other Gear potion of haste; **Other Gear** +2 full plate, +2 heavy steel shield, +1 heavy mace, +1 *holy lance*, amulet of natural armor +1, belt of physical might +2 (Str, Con), cloak of resistance +2, ring of protection +1, full plate barding, military saddle, 3,288 gp

This holy warrior is a skilled rider who dispenses harsh justice at the point of a lance.



VELJ THUNDARI

Velj Thundari feels at home only when riding a horse, and always seeks to improve his horsemanship. He spends so much time training with his steed that he often has a hard time interacting with people. Unlike his mount, people don't automatically react to his commands (especially since many of these are nonverbal cues), and he often sees their confusion as opposition. Commoners easily frustrate him, which makes him react with sarcasm. He values those people who see his wisdom, however, and is willing to make the ultimate sacrifice to keep them safe.

Combat Encounters: Velj is comfortable fighting alone, leading a charge of mounted knights, or breaking through a wall of enemy defenders to reach their leader. If he grows frustrated with a PC, he might challenge that character to face him a nonlethal duel.

Roleplaying Suggestions: Velj is proud of his accomplishments and his paladin code. He becomes angry if he or his life's path is insulted.

AXE LORD	CR 16
DWARF PALADIN OF TORAG 17	XP 76,800
Medium humanoid (dwarf)	LG

Init +3; **Senses** Perception +12

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 26, touch 11, flat-footed 26 (+10 armor, +2 deflection, -1 Dex, +1 natural, +4 shield)

hp 183 (17d10+85)

Fort +16, **Ref** +7, **Will** +15; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **DR** 5/evil; **Immune** charm, compulsion, disease, fear, poison

OFFENSE

Speed 20 ft.

Melee +3 *shock dwarven waraxe* +27/+22/+17/+12
(1d10+9/19-20/×3 plus 1d6 electricity)

Ranged +1 *throwing axe* +17/+12/+7/+2 (1d6+7)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy (DC 20, 9d6), smite evil 6/day (+2 attack and AC, +17 damage)

Paladin Spell-Like Abilities (CL 17th; concentration +19)

At will—*detect evil*

Paladin Spells Prepared (CL 14th; concentration +16)

4th—*holy sword*

3rd—*greater magic weapon, prayer*

2nd—*delay poison, eagle's splendor* (2), *shield other*

1st—*bless, divine favor* (2), *lesser restoration, protection from evil*

TACTICS

Before Combat The paladin casts *delay poison* on himself and *greater magic weapon* on his waraxe.

During Combat The paladin uses Improved Vital Strike and Cleave if he has a few targets close together.

Base Statistics Without *delay poison* and *greater magic weapon*, the paladin's statistics are **Immune** charm, compulsion, disease, fear; **Melee** +1 *shock dwarven waraxe* +25/+20/+15/+10 (1d10+7/19-20/×3 plus 1d6 electricity).

STATISTICS

Str 22, **Dex** 8, **Con** 16, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +17; **CMB** +23; **CMD** 34 (38 vs. bull rush or trip)

Feats Cleave, Extra Lay on Hands, Improved Critical (dwarven waraxe), Improved Initiative, Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (dwarven waraxe)

Skills Climb +4, Diplomacy +7, Heal +7, Intimidate +10, Knowledge (local) +2, Knowledge (religion) +5, Perception +12 (+14 to notice unusual stonework), Swim +4

Languages Common, Dwarven

SQ aura, code of conduct, divine bond (weapon +5, 4/day), lay on hands (8d6, 12/day), mercies (dazed, deafened, nauseated, paralyzed, shaken)

Other Gear +3 banded mail, +2 heavy steel shield, +1 *shock dwarven waraxe*, +1 *throwing axe*, amulet of natural armor +1,

belt of giant strength +4, *boots of speed*, *cloak of resistance* +1, *headband of alluring charisma* +2, *ring of protection* +2, silver holy symbol, platinum rings for *shield other* (2, worth 50 gp each), 1,667 gp

Axe lords guard dwarven citadels, hunting foul monsters from the deeps and threats from outside.

EDAGER GRAYBEARD

A grim and proud dwarven warrior, Edager has a hard time trusting people not of his race, but saves his true enmity for goblins, giants, orcs, and the foul creatures of the Darklands.



FURIOUS CRUSADER	CR 17
HALFLING PALADIN OF IOMEDAE 18	XP 102,400
Small humanoid (halfling)	LG

Init +1; **Senses** Perception +13

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 30, touch 15, flat-footed 29 (+13 armor, +3 deflection, +1 Dex, +2 natural, +1 size)

hp 139 (18d10+36)

Fort +18, **Ref** +12, **Will** +17; +2 vs. fear

DR 5/evil; **Immune** charm, compulsion, disease, fear

OFFENSE

Speed 30 ft.

Melee +3 flaming longspear +27/+22/+17/+12 (1d6+9/x3 plus 1d6 fire)

Ranged +1 sling +21 (1d3+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

Special Attacks channel positive energy (DC 22, 9d6), smite evil 6/day (+3 attack and AC, +18 damage)

Paladin Spell-Like Abilities (CL 18th; concentration +21)

At will—detect evil

Paladin Spells Prepared (CL 15th; concentration +18)

4th—death ward, dispel evil

3rd—greater magic weapon, magic circle against evil, prayer

2nd—delay poison (2), resist energy (2)

1st—bless (2), bless weapon (2), divine favor

TACTICS

Before Combat The paladin casts greater magic weapon on his longspear.

During Combat The paladin reserves most of his spells and magic items for helping allies against a common foe. He uses Cleave as often as possible against grouped opponents, and Lunge and Stand Still to control the movement of multiple enemies. He uses his divine bond to give his longspear the *defending, holy, keen, or speed* special ability.

Base Statistics Without *greater magic weapon*, the paladin's statistics are **Melee** +1 flaming longspear +25/+20/+15/+10 (1d6+7/x3 plus 1d6 fire).

STATISTICS

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

Base Atk +18; **CMB** +21; **CMD** 35

Feats Cleave, Combat Reflexes, Greater Vital Strike, Improved Vital Strike, Lunge, Power Attack, Stand Still, Vital Strike, Weapon Focus (longspear)

Skills Acrobatics -2 (-1 when jumping), Climb +4, Diplomacy +11, Heal +9, Knowledge (local) +4, Knowledge (religion) +7, Perception +13, Swim +2

Languages Common, Halfling

SQ aura, code of conduct, divine bond (weapon +5, 4/day), lay on hands (9d6, 12/day), mercies (blinded, cursed, diseased, paralyzed, sickened, stunned)

Combat Gear +1 holy bullets (10), +1 undead-bane bullets (10),

potions of haste (2), wand of cure light wounds (50 charges);

Other Gear +4 full plate, +1 flaming longspear, +1 sling with 20 bullets, amulet of natural armor +2, belt of giant strength +2, boots of striding and springing, cloak of resistance +1, ring of protection +3, 8,735 gp

The furious crusader is a compact bundle of holy power with a chip on his shoulder.

HELLIN TALLHALLOW

Short, stout for a halfling, and powerful, Hellin sees himself as the quintessential paladin—and does not suffer fools who doubt his prowess or speak condescendingly about his size. Most of the time he is a cheerful defender of everything lawful and good, but he is quick to anger if small folk or innocents are threatened, abused, or mocked.

Combat Encounters: Hellin picks fights with slavers or slave owners, even in lands where slavery is legal or ignored. In his mind, those who turn a blind eye are just as guilty as those who forge the chains.

Roleplaying Suggestions: Hellin may need assistance with freeing or protecting a particularly large band of slaves.



MITHRAL MASTER	CR 18
HALF-ELF PALADIN OF ABADAR 19	XP 153,600
Medium humanoid (elf, human)	LG

Init +6; **Senses** low-light vision; **Perception** +17

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 31, touch 16, flat-footed 29 (+10 armor, +4 deflection, +2 Dex, +2 natural, +3 shield)

hp 185 (19d10+76)

Fort +20, **Ref** +13, **Will** +15; +2 vs. enchantments

DR 5/evil; **Immune** charm, compulsion, disease, fear, poison, sleep;

Resist fire 30

OFFENSE

Speed 30 ft.

Melee +4 *axiomatic longsword* +29/+24/+19/+14 (1d8+9/17-20) or +1 *lance* +26/+21/+16/+11 (1d8+6/19-20/x3)

Special Attacks channel positive energy (DC 22, 10d6), smite evil 7/day (+3 attack and AC, +19 damage)

Paladin Spell-Like Abilities (CL 19th; concentration +22)

At will—*detect evil*

Paladin Spells Prepared (CL 16th; concentration +19)

4th—*death ward, neutralize poison*

3rd—*daylight, greater magic weapon, prayer, remove blindness*

2nd—*delay poison, eagle's splendor* (2), *resist energy*

1st—*bless, create water, divine favor* (2), *lesser restoration*

TACTICS

Before Combat The paladin casts *delay poison* and *resist energy* (fire) on himself and *greater magic weapon* on his longsword.

During Combat The paladin fights on horseback or on foot as the situation warrants. He casts *eagle's splendor* to enhance his smite evil attacks, but otherwise relies on standard melee tactics and healing himself with *lay on hands*.

Base Statistics Without *delay poison*, *greater magic weapon*, and *resist energy* the paladin's statistics are **Immune** charm, compulsion, disease, fear, sleep; **Resist** none; **Melee** +1 *axiomatic longsword* +26/+21/+16/+11 (1d8+6/17-20).

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +19; **CMB** +24; **CMD** 40

Feats Extra Lay on Hands, Great Fortitude, Improved Critical (lance, longsword), Improved Initiative, Mounted Combat, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (longsword, lance)

Skills Diplomacy +11, Intimidate

+6, Knowledge (local) +5,

Knowledge (nobility) +8,

Perception +17, Ride +10 (+12 to stay in the saddle)

Languages Common, Elven

SQ aura, code of conduct, divine bond (weapon +5, 4/day), elf blood,

lay on hands (9d6, 14/day), mercies (blinded, dazed, diseased, fatigued, paralyzed, shaken)

Combat *Gear potion of haste, Other Gear* +4 mithral chainmail, +1 heavy steel shield, +1 axiomatic longsword, +1 lance, amulet of natural armor +2, belt of physical might +2 (Str, Con), cloak of resistance +2, horseshoes of speed, ring of protection +4, slippers of spider climbing, combat-trained heavy horse, military saddle, holy symbol, 2,010 gp

The mithral master is a gleaming symbol of honor.

KALLISI KUL

Kallisi Kul is a symbol of justice and an object for adoration in a city ruled by a corrupt oligarchy.



DEMON HUNTER	CR 19
HUMAN PALADIN 20	XP 204,800
Medium humanoid (human)	LG

Init +4; **Senses** darkvision 60 ft.; Perception +19

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 30, touch 14, flat-footed 30 (+14 armor, +4 deflection, +2 natural)

hp 214 (20d10+100)

Fort +23, **Ref** +14, **Will** +19

DR 10/evil; **Immune** charm, compulsion, disease, fear, poison;

Resist electricity 30, fire 30

OFFENSE

Speed 30 ft.

Melee +4 *cold iron evil outsider-bane greatsword* +32/+27/+22/+17 (2d6+14/17-20)

Ranged +1 *shortbow* +21/+16/+11/+6 (1d6+1/x3)

Special Attacks channel positive energy (DC 23, 60 points), smite evil 7/day (+3 attack and AC, +20 damage, banish evil outsiders)

Paladin Spell-Like Abilities (CL 20th; concentration +23)

At will—*detect evil*

Paladin Spells Prepared (CL 17th; concentration +20)

4th—*break enchantment*, *death ward*, *dispel evil*

3rd—*daylight* (2), *greater magic weapon*, *prayer*

2nd—*delay poison*, *eagle's splendor* (2), *protection from energy* (2)

1st—*divine favor* (3), *lesser restoration* (2)

TACTICS

Before Combat The paladin casts *delay poison* and *protection from energy* (electricity and fire) on herself, and *greater magic weapon* on her greatsword.

During Combat The paladin targets the most powerful creature present or an obviously demonic target. She uses her divine bond to add the *brilliant energy*, *holy*, *keen*, and *speed* special abilities to her greatsword as appropriate, and uses mercies to counteract any negative conditions or afflictions she gains.

Base Statistics Without *delay poison*, *greater magic weapon*, and *protection from energy*, the paladin's statistics are **Immune** charm, compulsion, disease, fear; **Resist** none; **Melee** +1 *cold iron evil outsider-bane greatsword* +29/+24/+19/+14 (2d6+11/17-20).

STATISTICS

Str 24, **Dex** 10, **Con** 17, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +20; **CMB** +27; **CMD** 41

Feats Critical Focus, Extra Lay on Hands, Great

Fortitude, Improved Critical (greatsword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Stunning Critical, Toughness, Weapon Focus (greatsword)

Skills Climb +7, Diplomacy +11, Heal +7, Intimidate +13, Knowledge (arcana) +6, Knowledge (planes) +21, Linguistics +3, Perception +19, Survival +2, Swim +7

Languages Abyssal, Celestial, Common, Infernal

SQ aura, code of conduct, divine bond (weapon +6, 4/day), holy champion, lay on hands (60 points, 15/day), mercies (dazed, nauseated, poisoned, sickened, staggered, stunned)

Combat Gear +1 *evil outsider-bane arrows* (5), +1 *evil outsider-bane holy arrows* (5), +1 *holy arrows* (5), potions of *fly* (2); **Other**

Gear +5 *full plate*, +1 *cold iron evil outsider-bane greatsword*, +1 *shortbow* with 20 arrows, *amulet of natural armor* +2, *belt of physical might* +4 (Str, Con), *boots of striding and springing*, *cloak of resistance* +3, *goggles of night*, *phylactery of faithfulness*, *ring of protection* +4, 4,760 gp

The demon hunter has sworn to battle the hordes of the Abyss. Though the demons constantly tempt her and try to lead her from her path, she remains resolute—though somewhat paranoid and difficult to befriend because of the number of allies she's seen slain.



NOVICE SCOUT	CR 1/2
HALF-ELF RANGER 1	XP 200
Medium humanoid (elf, human)	LN

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+3/19-20) or
shortspear +3 (1d6+2)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (orcs +2)

TACTICS

During Combat The ranger ambushes her target from stealth or takes cover in tree branches. If she has allies, she attacks enemies that her allies have injured. She uses a smokestick to signal trouble or cover her retreat.

STATISTICS

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Skill Focus (Perception)

Skills Climb +6, Knowledge (local) +1,
Knowledge (nature) +4, Perception +10,
Stealth +7, Survival +5

Languages Common, Elven

SQ elf blood, track +1, wild empathy +0

Combat Gear potion of cure

light wounds, alchemist's fire, masterwork arrows (3),
smokestick; **Other Gear** masterwork
studded leather, longbow with 20
arrows, longsword, shortspear, 15 gp

The novice scout is alert and eager to prove her worth.

ATANYA

Atanya is gruff but shrewd, more concerned about doing a good job than getting along with anyone. Secretly she hopes she has what it takes to be a hero and leader.

Combat Encounters: Atanya fires an arrow to wound a tough-looking PC, then demands surrender.

Roleplaying Suggestions: Atanya calls out a warning that the PCs are surrounded, hoping to bluff her way out of a lethal conflict.

TOWN WATCHER	CR 1
HALFLING RANGER 2	XP 400
Small humanoid (halfling)	LN

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 15 (2d10)

Fort +4, **Ref** +7, **Will** +2; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +4 (1d4+1/19-20)

Ranged mwk shortbow +7 (1d4/x3)

Special Attacks favored enemy (fey +2)

TACTICS

During Combat The ranger shoots at opponents who attempt to harm innocents or his allies. If trying to capture someone alive, he uses a tanglefoot bag. If trying to disperse a hostile crowd, he throws a thunderstone.

STATISTICS

Str 12, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 15

Feats Point-Blank Shot, Precise Shot

Skills Acrobatics +7 (+3 when jumping), Climb +8, Diplomacy +1, Intimidate +4, Knowledge (geography, nature) +5, Knowledge (local) +2, Perception +8, Stealth +12, Survival +6, Swim +5

Languages Common, Halfling

SQ track +1, wild empathy +2

Combat Gear potion of cure light wounds, tanglefoot bags (2), thunderstone; **Other Gear** masterwork
studded leather, masterwork shortbow with 20
arrows, short sword, 84 gp

The town watcher protects a settlement from hostile creatures.

COLIN FLETCHER

Colin vigilantly guards his town, and is quick to respond if any visitors start fights or cause trouble with locals.

Combat Encounters: Colin fires a warning shot from a rooftop to distract unruly adventurers in town, or uses a tanglefoot bag on a PC who's obviously drunk, raging, or out of control.

Roleplaying Suggestions: Colin is the eyes and ears for his town, and is a source of valuable information about the comings and goings of strangers.



POACHER	CR 2
HUMAN RANGER 3	XP 600
Medium humanoid (human)	CE

Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 30 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 mwk handaxes +6 (1d6+3/x3)

Ranged mwk heavy crossbow +5 (1d10/19-20)

Special Attacks favored enemy (animals +2)

TACTICS

Before Combat If hunting an animal, the ranger drinks his *potion of hide from animals*.

During Combat The ranger sneaks close, then charges into melee. If his target is more powerful than expected, he retreats and drinks his *potion of bull's strength*.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 17

Feats Double Slice, Endurance, Quick Draw, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Climb +9, Intimidate +4, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +6, Perception +7, Stealth +7, Survival +7

Languages

Common

SQ favored terrain

(forest +2), track +1, wild empathy +2

Combat Gear *potion of bull's strength*, potions of cure light wounds (2), *potion of hide from animals*;

Other Gear masterwork studded leather, masterwork handaxes (2), masterwork heavy crossbow with 20 bolts, 63 gp

Poachers hunt animals for meat or trophies in areas where hunting is forbidden.

BRAYVEK THE BUTCHER

Brayvek is a sadist who enjoys cutting up animals; selling the meat, horns, and tusks is merely a side benefit.

BORDER GUARD	CR 3
HALF-ORC RANGER 4	XP 800
Medium humanoid (human, orc)	NE

Init +4; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 30 (4d10+4)

Fort +5, **Ref** +8, **Will** +2

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+3/18-20)

Ranged mwk composite longbow +9 (1d8+2/x3)

Special Attacks favored enemy (elves +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

Before Combat The ranger casts *resist energy* (fire).

During Combat The ranger keeps her foes as far away as possible.

Base Statistics Without *resist energy*, the ranger's statistics are **Resist** none.

STATISTICS

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

Base Atk +4; **CMB** +6; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Rapid Shot

Skills Climb +8, Intimidate +8, Knowledge (geography) +5, Knowledge (local) +2, Knowledge (nature) +7, Perception +8, Stealth +10, Survival +8

Languages Common, Orc

SQ favored terrain (plains +2), hunter's bond (companions), orc blood, track +2, weapon familiarity, wild empathy +3

Combat Gear +1 flaming arrows (3), *potion of cure moderate wounds*, *potion of divine favor*, *potion of shield of faith*; **Other Gear** masterwork chain shirt, masterwork composite longbow (+2 Str) with 20 arrows, masterwork falchion, *elixir of hiding*, 26 gp

A border guard protects the lands of her tribe.

VARDEEKA

Vardeeka considers it an insult to her ancestors if an intruder gets past her.



MOUNTED ARCHER

CR 4

HUMAN RANGER 5

XP 1,200

Medium humanoid (human)

NE

Init +7; **Senses** Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 shield)

hp 42 (5d10+10)

Fort +7, **Ref** +8, **Will** +3

Resist fire 10

OFFENSE

Speed 30 ft.

Melee mwk scimitar +8 (1d6+2/18-20) or lance +7 (1d8+2/x3)

Ranged mwk composite shortbow +10 (1d6+2/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Special Attacks favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +3)

1st—endure elements, resist energy

TACTICS

Before Combat The ranger casts *endure elements* and *resist energy* (fire).

During Combat The ranger shoots from horseback. When fighting dangerous opponents, she uses *oil of magic weapon* on her bow and drinks her *potion of blur*.

Base Statistics Without *resist energy*, the ranger's statistics are **Resist** none.

STATISTICS

Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8

Base Atk +5; CMB +7; CMD 20

Feats Endurance, Improved Initiative, Mounted Combat, Point-Blank Shot, Weapon Focus (composite shortbow)

Skills Handle Animal +7, Heal +9, Knowledge (geography, nature) +8, Perception +9, Ride +9, Stealth +9, Survival +9

Languages Common

SQ favored terrain (desert +2), hunter's bond (companions), track +2, wild empathy +4

Combat Gear *oil of magic weapon*, *potion of blur*, *potion of cure moderate wounds*, *potion of invisibility*; **Other**

Gear masterwork chain shirt, masterwork heavy wooden shield, lance, masterwork composite shortbow (+2 Str) with 20 arrows, masterwork scimitar, *cloak of resistance* +1, combat-trained horse, riding saddle, 72 gp

The mounted archer fires deadly arrows from horseback.

ZARISHEN

This bandit leader spares merchants and porters if they surrender so they may return again later with more cargo.



TUNNEL RAT

CR 5

GNOме RANGER 6

XP 1,600

Small humanoid (gnome)

N

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 size)

hp 49 (6d10+12)

Fort +6, **Ref** +8, **Will** +3; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** poison

OFFENSE

Speed 20 ft.

Melee mwk dagger +9/+4 (1d3+1/19-20)

Ranged +1 *light crossbow* +12 (1d6+1/19-20) or mwk dagger +11/+6 (1d3+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, favored enemy (elves +2, goblinoids +4)

Ranger Spells Prepared (CL 3rd; concentration +4)

1st—*alarm*, *delay poison*

TACTICS

Before Combat The ranger casts *delay poison*.

During Combat The ranger uses Precise Shot to help allies in melee.

Base Statistics Without *delay poison*, the ranger's statistics are **Immune** none.

STATISTICS

Str 12, Dex 16, Con 12, Int 12, Wis 13, Cha 10

Base Atk +6; CMB +6; CMD 20

Feats Dodge, Endurance, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (light crossbow)

Skills Acrobatics +8 (+4 when jumping), Climb +6, Knowledge (dungeoneering, nature) +10, Knowledge (engineering) +4, Perception +12, Stealth +15, Survival +10

Languages Common, Gnome, Sylvan **SQ** favored terrain (underground +2), hunter's bond (companion), track +3, wild empathy +6

Combat Gear +1 *flaming* arrows (6), *potion of barkskin*, *potion of cure moderate wounds*, smokesticks (2); **Other Gear** masterwork chain shirt, +1 *light crossbow* with 20 bolts, masterwork dagger, 167 gp

A tunnel rat patrols twisting passages underground.



MOUNTAINEER	CR 6
DWARF RANGER 7	XP 2,400
Medium humanoid (dwarf)	LE

Init +2; **Senses** Perception +12

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield)

hp 59 (7d10+16)

Fort +8, **Ref** +8, **Will** +5; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee +1 warhammer +9/+4 (1d8+6/x3), mwk heavy shield +9/+4 (1d4+5 plus bull rush)

Ranged mwk heavy crossbow +10 (1d10/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (giants +2, humans +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*spike growth*

1st—*longstrider, resist energy*

TACTICS

Before Combat The ranger casts *longstrider* and *resist energy* (fire), then drinks his *potion of bull's strength*.

During Combat The ranger uses Shield Slam to push opponents into difficult terrain, off cliffs, or into the area of *spike growth*.

Base Statistics Without *bull's strength*, *longstrider*, and *resist energy*, the ranger's statistics are **Resist** none; **Speed** 20 ft.; **Melee** +1 warhammer +7/+2 (1d8+4/x3), mwk heavy shield +7/+2 (1d4+3 plus bull rush); **Str** 16; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip); **Skills** Climb +9, Swim +7.

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +7; **CMB** +12; **CMD** 24 (28 vs. bull rush or trip)

Feats Double Slice, Endurance, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Slam, Two-Weapon Fighting

Skills Climb +11, Knowledge (dungeoneering, geography, nature) +8, Perception +12 (+14 to notice unusual stonework), Profession (miner) +8, Stealth +6, Survival +10, Swim +9

Languages Common, Dwarven

SQ favored terrain (mountain +2), hunter's bond (companions), track +3, wild empathy +5, woodland stride

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 breastplate, masterwork heavy wooden shield, +1 warhammer, masterwork heavy crossbow with 20 bolts, *cloak of resistance* +1, 229 gp

ORC SLAYER	CR 7
ELF RANGER 8	XP 3,200
Medium humanoid (elf)	CN

Init +6; **Senses** low-light vision; Perception +14

DEFENSE

AC 22, touch 15, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +2 natural)

hp 62 (8d10+14)

Fort +8, **Ref** +13, **Will** +4; +2 vs. enchantments

Immune sleep; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk elven curve blade +15/+10 (1d10+1/18-20)

Ranged +1 longbow +15/+10 (1d8+1/x3)

Special Attacks favored enemy (animals +2, orcs +4)

Ranger Spells Prepared (CL 5th; concentration +6)

2nd—*barkskin, cat's grace*

1st—*entangle, resist energy*

TACTICS

Before Combat The ranger casts *barkskin*, *cat's grace*, and *resist energy* (fire).

During Combat If ranger acts in the surprise round, she casts *entangle*. She prefers to attack at range and from cover.

Base Statistics Without *barkskin*, *cat's grace*, and *resist energy*, the ranger's statistics are **Init** +4; **AC** 20, touch 15, flat-footed 16; **Ref** +11; **Melee** mwk elven curve blade +13/+8 (1d10+1/18-20);

Ranged +1 longbow +13/+8 (1d8+1/x3); **Dex** 19; **CMD** +24;

Skills Acrobatics +11, Ride +10, Stealth +14.

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 26

Feats Combat Reflexes, Deadly Aim, Endurance, Point-Blank Shot, Power Attack, Precise Shot, Weapon Finesse

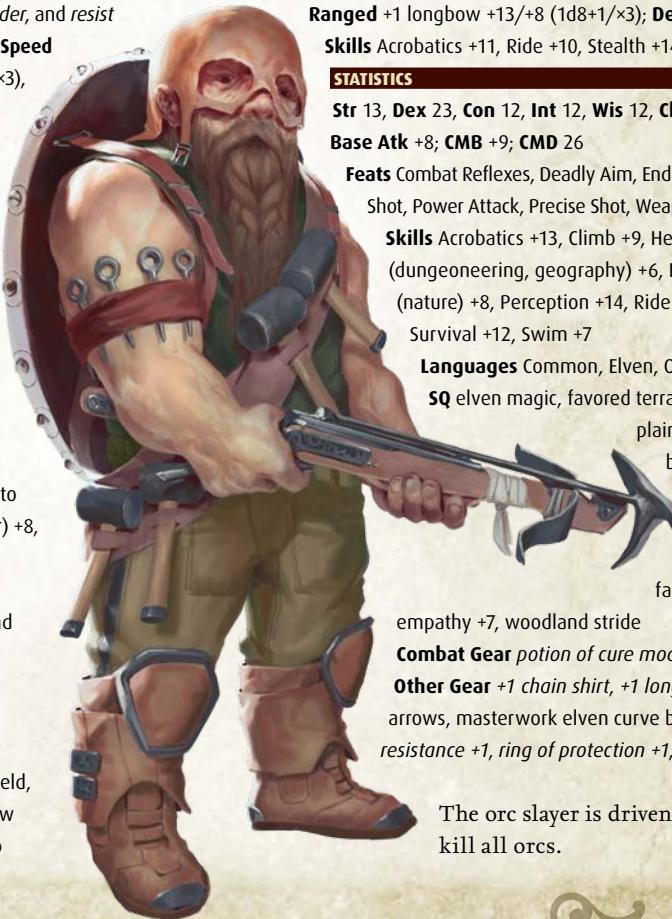
Skills Acrobatics +13, Climb +9, Heal +8, Knowledge (dungeoneering, geography) +6, Knowledge (nature) +8, Perception +14, Ride +12, Stealth +16, Survival +12, Swim +7

Languages Common, Elven, Orc

SQ elven magic, favored terrain (forest +4, plains +2), hunter's bond (companions), swift tracker, track +4, weapon familiarity, wild empathy +7, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 chain shirt, +1 longbow with 20 arrows, masterwork elven curve blade, *cloak of resistance* +1, *ring of protection* +1, 194 gp

The orc slayer is driven by vengeance to kill all orcs.



SWAMPWALKER	CR 8
HALF-ELF RANGER 9	XP 4,800
Medium humanoid (elf, human)	CE

Init +1; **Senses** low-light vision; **Perception** +16

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 81 (9d10+27)

Fort +8, **Ref** +7, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk spiked chain +14/+9 (2d4+6)

Ranged +1 composite longbow +12/+7 (1d8+5/19-20/x3)

Special Attacks favored enemy (aquatic humanoids +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +8)

2nd—*barkskin, snare*

1st—*pass without trace, speak with animals* (2)

TACTICS

Before Combat The ranger casts *barkskin* and *pass without trace*.

During Combat The ranger attacks from stealth using his bow. He might drag a Small opponent underwater, relying on Endurance to outlast his drowning foe (though he has his *potion of water breathing* just in case).

Base Statistics Without *barkskin*, the ranger's statistics are

AC 16, touch 12, flat-footed 15.

STATISTICS

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

Base Atk +9; **CMB** +13; **CMD** 25

Feats Deadly Aim, Endurance, Exotic Weapon Proficiency

(spiked chain), Improved Critical (composite longbow), Point-Blank Shot, Rapid Shot, Skill Focus (Stealth), Vital Strike, Weapon Focus (composite longbow)

Skills Climb +12, Handle Animal +6, Knowledge (nature) +12, Perception +16, Stealth +16, Survival +14, Swim +16

Languages Common, Elven

SQ elf blood, favored terrain (forest +2, swamp +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear +1 frost arrows (5), +1 human-bane arrows (5); *potion of cure moderate wounds, potion of haste, potion of water breathing*; **Other Gear** +1 studded leather, +1 composite longbow (+4 Str) with 20 arrows, masterwork spiked chain, *ring of protection* +1, 290 gp

The swampwalker is a savage predator of the stinking marsh. He is familiar with its threats and uses them as tools to defeat his opponents.

CULLEN THEOREN

Cullen is a savage survivor in an environment that constantly threatens death from exposure, disease or predators. He hunts any creature that intrudes on his territory, and has little tolerance for weakness or mercy.

Combat Encounters: Cullen strikes at the PCs from the water or from an elevated branch, slipping away before they can approach before returning to harass them again and again. He may also try to lure the PCs into environmental threats such as deep water or quicksand to make them easier prey.

Roleplaying Suggestions: If Cullen observes the PCs navigating his swamp with ease or defeating a dangerous monster, he may offer his services as a guide, or trade information with them.



PIRATE QUEEN	CR 9
HALFLING RANGER 10	XP 6,400
Small humanoid (halfling)	NE

Init +4; **Senses** Perception +17

DEFENSE

AC 25, touch 17, flat-footed 20 (+4 armor, +1 deflection, +4 Dex, +1 dodge, +3 natural, +1 shield, +1 size)

hp 69 (10d10+10)

Fort +10, **Ref** +13, **Will** +7; +2 vs. fear

Defensive Abilities evasion; **Resist** fire 20

OFFENSE

Speed 30 ft.

Melee +1 rapier +14/+9 (1d4+3/17-20), mwk handaxe +14/+9 (1d4+1/x3)

Ranged mwk light crossbow +16 (1d6/19-20)

Special Attacks favored enemy (aquatic humanoids +4, humans +4, magical beasts +2)

Ranger Spells Prepared (CL 7th; concentration +9)

2nd—*barkskin, wind wall*

1st—*endure elements, longstrider, resist energy*

TACTICS

Before Combat The ranger casts *barkskin, endure elements, longstrider*, and *resist energy* (fire).

During Combat The ranger prefers melee, using Mobility and Spring Attack to engage the enemy leader while her pirate allies deal with underlings.

Base Statistics Without *barkskin, longstrider*, and *resist energy*, the ranger's statistics are **AC** 22, touch 17, flat-footed 17; **Resist** none; **Speed** 20 ft.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +11; **CMD** 27

Feats Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike, Weapon Finesse

Skills Acrobatics +11, Climb +17, Knowledge (geography, nature) +8, Perception +17, Profession (sailor) +10, Stealth +21, Survival +15, Swim +15

Languages Common, Halfling

SQ favored terrain (urban +2, water +4), hunter's bond (companions), swift tracker, track +5, wild empathy +10, woodland stride

Combat Gear potion of cure moderate wounds; **Other Gear**

+1 studded leather, +1 rapier, masterwork handaxe, masterwork light crossbow with 20 bolts, *belt of incredible dexterity* +2, *cloak of resistance* +1, *feather token* (swan boat), *ring of protection* +1, 863 gp

The pirate queen is a deadly foe, whether she's encountered in a scummy port town or out on the high seas, flying the black flag. She keeps a full crew of unruly, vicious buccaneers in line, and rewards them with the treasure and carnage they crave.

PIALOOSA

Cocky and self-assured from years of experience on the water, Pialoosa expects nothing but the best from her crew, and rewards them generously when they show great bravery or skill. She is especially greedy—even for a pirate—and pursues any rumors, maps, or historical fables that might lead to treasure hoards hidden by long-dead pirates.

Combat Encounters: Pialoosa pursues a ship the PCs are on, demanding they surrender their treasure or be tossed in the briny deep. If encountered on land, she might start a massive brawl in a tavern, possibly after playing a game of cards and losing a good share of the booty she acquired most recently.

Roleplaying Suggestions: Pialoosa could be hired as a trustworthy (if black-hearted) ship captain to guide the PCs through dangerous waters. She relies on her reputation to keep other pirates away, and flies a special red flag with a black image of a foot on it to indicate she's aboard a ship. Anyone who attacks her ship risks death beneath her blade, even if it's an old friend.



GIANT-KILLER	CR 10
GNOME RANGER 11	XP 9,600
Small humanoid (gnome)	NE

Init +2; **Senses** low-light vision; **Perception** +18

DEFENSE

AC 24, touch 15, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +3 natural, +1 size)

hp 116 (11d10+51)

Fort +12, **Ref** +10, **Will** +6; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion; **Immune** poison; **Resist** fire 20

OFFENSE

Speed 20 ft.

Melee +1 gnome hooked hammer +13/+8/+3 (1d6+3/19-20/x3), mwk gnome hooked hammer +13 (1d4+2/19-20/x4) or mwk longspear +15/+10/+5 (1d6+3/x3)

Ranged mwk composite longbow +15/+10/+5 (1d6+2/x3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, favored enemy (earth outsiders +2, giants +6, oozes +2)

Ranger Spells Prepared (CL 8th; concentration +10)

3rd—*cure moderate wounds*

2nd—*barkskin, bear's endurance*

1st—*delay poison, entangle, resist energy*

TACTICS

Before Combat The ranger casts *barkskin, bear's endurance, delay poison*, and *resist energy* (fire).

During Combat If facing multiple opponents with reach, the ranger uses *Lunge*.

Base Statistics Without *barkskin, bear's endurance, delay poison*, and *resist energy*, the ranger's statistics are **hp** 94;

Fort +10; **AC** 21, touch 15, flat-footed 18;

Immune none; **Resist** none;

Con 14.

STATISTICS

Str 14, **Dex** 14, **Con** 18, **Int** 10, **Wis** 14,

Cha 10

Base Atk +11; **CMB** +12; **CMD** 26

Feats Dodge, Double Slice, Endurance, Improved Critical (gnome hooked hammer), *Lunge*, Mobility, Power Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike

Skills Acrobatics +17 (+13 when jumping), Climb +8, Knowledge (dungeoneering, local) +5, Knowledge (geography, nature) +8, Linguistics +1, Perception +18, Stealth +19, Survival +16, Swim +8

Languages Common, Giant, Gnome

SQ favored terrain (mountain +2, underground +4), hunter's bond (companions), quarry, swift tracker, track +5, wild empathy +11, woodland stride

Combat Gear potion of invisibility, scroll of *cure serious wounds*;

Other Gear +2 chain shirt, +1/masterwork gnome hooked hammer, masterwork composite longbow (+3 Str) with 20 arrows, boots of elvenkind, cloak of resistance +1, ring of protection +1, 630 gp

The giant-killer is trained to kill monsters many times her size, using speed, specialized weapons, and time honored techniques to bring down even the most daunting foes.

MIRSHI KNEE-SPLITTER

Feisty and fearless, Mirshi is good at slaying giants—and she makes sure that everyone else knows it. If a town is menaced by her favored prey, she swaggered in and demands an outrageous price for her services. Once the townsfolk agree, she murders the giants, claims her wages, and leaves the town impoverished. She's been fighting giants since she came of age, and she wants

to collect at least one head from each type of giant to display in her trophy room.

Combat Encounters:

Mirshi might attack the PCs to prevent them from stealing her glory or depriving her of a bounty from a nearby village. If giants are involved in a fight, she fights them no matter how much she might despise the other combatants involved. When she misses in combat against a Medium or Small creature, she claims it's because she's so used to fighting much larger opponents (mostly just to protect her pride).

Roleplaying Suggestions: Mirshi loves it when others laud her achievements. She quickly becomes friendly toward a bard PC if she thinks the bard might write ballads, songs, epic poems, or plays about her giant-slaying adventures.

The tales Mirshiri tells about herself are highly exaggerated, but she never lies when counting up the number of giants that she's killed.



BOUNTY HUNTER	CR 11
HUMAN RANGER 12	XP 12,800
Medium humanoid (human)	LN

Init +8; **Senses** Perception +16

DEFENSE

AC 25, touch 16, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +4 natural)

hp 94 (12d10+24)

Fort +11, **Ref** +13, **Will** +6

Defensive Abilities evasion; **Immune** poison; **Resist** fire 20

OFFENSE

Speed 40 ft.

Melee +1 kukri +16/+11/+6 (1d4+5/18-20), +1 kukri +16/+11 (1d4+5/18-20)

Ranged mwk composite longbow +17/+12/+7 (1d8+4/x3)

Special Attacks favored enemy (animals +2, humans +6, orcs +2)

Ranger Spells Prepared (CL 9th; concentration +10)

2nd—*barkskin, cat's grace, wind wall*

1st—*delay poison, longstrider, resist energy*

TACTICS

Before Combat The ranger casts *barkskin, cat's grace, delay poison, longstrider, and resist energy* (fire).

During Combat The ranger attacks with his bow using Deadly Aim.

In melee, he uses his kukris or attempts to grapple.

Base Statistics Without *barkskin, cat's grace, delay poison, longstrider, and resist energy*, the ranger's statistics are **Init** +6; **Senses** normal; **AC** 20, touch 14, flat-footed 17; **Ref** +11; **Immune** none; **Resist** none; **Speed** 30 ft.; **Ranged** mwk longbow +15/+10/+5 (1d8+4/x3); **Dex** 14; **CMD** 30 (32 vs. grapple); **Skills** Acrobatics +12, Stealth +17.

STATISTICS

Str 19, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +16 (+18 grapple); **CMD** 32

(34 vs. grapple)

Feats Deadly Aim, Dodge, Double Slice,

Endurance, Improved Grapple, Improved

Initiative, Improved Two-Weapon Fighting, Improved

Unarmed Strike, Point-Blank Shot, Two-Weapon

Fighting, Weapon Focus (kukri)

Skills Acrobatics +14 (+18 when jumping), Bluff +10, Climb +12,

Disguise +7, Knowledge (geography, nature) +8, Knowledge

(local) +5, Linguistics +2, Perception +16, Sense Motive +11,

Stealth +19, Survival +16, Swim +10

Languages Common, Elven, Orc

SQ camouflage, favored terrain (plains +2, urban +4), hunter's bond (companions), quarry, swift tracker, track +6, wild empathy +12, woodland stride

Combat Gear potions of cure serious wounds (2), smokesticks (2), tanglefoot bags (2); **Other Gear** +2 studded leather, +1 kukris (2), masterwork composite longbow (+4 Str) with 20 arrows, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1, 793 gp

A bounty hunter brings back his targets dead or alive.

ALEC RENATUS

Alec hunts people to bring them to justice, not because he enjoys killing. He uses deadly force only if he must to protect himself or others. He tries to learn as much as possible about his target before starting his pursuit, and selects potions and other items based on the best tactics for capturing that person.

Combat Encounters: Alec generally does work only for legitimate and lawful governments, but might attempt to capture a PC if he was deceived into believing that PC has broken the law.

Roleplaying Suggestions: Alec could approach the PCs to gain their help in capturing a particularly difficult target.



FIENDSLAYER	CR 12
HALF-ELF RANGER 13	XP 19,200
Medium humanoid (elf, human)	N

Init +5; **Senses** low-light vision; **Perception** +26

DEFENSE

AC 28, touch 16, flat-footed 22 (+8 armor, +5 Dex, +1 dodge, +4 natural)
hp 125 (13d10+49)

Fort +12, **Ref** +14, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion; **Immune** fire (120 points), poison, sleep; **Resist** electricity 20

OFFENSE

Speed 40 ft.

Melee +1 cold iron rapier +17/+12/+7 (1d6+3/15-20), +1 silver dagger +17/+12/+7 (1d4+2/19-20)

Ranged +1 light crossbow +19 (1d8+1/19-20)

Special Attacks favored enemy (evil outsiders +6, magical beasts +2, undead +2)

Ranger Spells Prepared (CL 10th; concentration +12)

3rd—*cure moderate wounds*

2nd—*barkskin, bear's endurance, protection from energy*

1st—*delay poison, longstrider, resist energy* (2)

TACTICS

Before Combat The ranger casts *barkskin, bear's endurance, delay poison, longstrider, protection from energy* (fire), and *resist energy* (electricity).

During Combat If fighting demons or devils, the ranger applies *oil of bless weapon* to one weapon and drinks her *potion of heroism*.

Base Statistics Without *barkskin, bear's endurance, delay poison, longstrider, protection from energy*, and *resist energy*, the ranger's statistics are **AC** 24, touch 16, flat-footed 18; **hp** 99; **Fort** +10; **Immune** sleep; **Resist** none; **Speed** 30; **Con** 12; **Skills** Acrobatics +15.

STATISTICS

Str 14, **Dex** 21, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +13; **CMB** +15; **CMD** 31

Feats Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Critical (rapier), Improved Two-Weapon Fighting, Improved Vital Strike, Skill Focus (Perception), Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Finesse

Skills Acrobatics +15 (+19 when jumping), Knowledge (nature) +13, Knowledge (planes) +10, Linguistics +3, Perception +26, Ride +12, Stealth +21, Survival +18, Swim +10

Languages Abyssal, Celestial, Common, Elven, Infernal

SQ camouflage, elf blood, favored terrain (Abyss +4, underground +4, urban +2), hunter's bond (companions), quarry, swift tracker, track +6, wild empathy +12, woodland stride

Combat Gear *oil of bless weapon* (2), *potions of cure serious wounds* (2), *potion of heroism, potions of invisibility* (2), +1 *evil outsider-bane bolts* (5), holy water (4); **Other Gear** +2 mithral breastplate, +1 cold iron rapier, +1 light crossbow with 15 bolts, +1 silver dagger, *belt of incredible dexterity* +2, *cloak of resistance* +1, 772 gp

The fiendslayer's ultimate goal is to rid the mortal world of evil outsiders.

ELIZAVETA ORIONES

Trained by a church, Elizaveta sees killing demons and devils as a sacred duty. In villages plagued by fiends, she questions locals to determine what kind of threat she faces. If foolish dabblers called the fiends, she turns them in. If the summoning was deliberate, she kills those who were responsible.

Combat Encounters: Eliza might confront the PCs if she hears rumors that one is a conjurer or summoner.

Roleplaying Suggestions: Eliza volunteers her help only if PCs are hunting demons, devils, or fiendish cults.



DESERT STALKER	CR 13
HALF-ORC RANGER 14	XP 25,600
Medium humanoid (human, orc)	LE

Init +5; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 27, touch 14, flat-footed 25 (+6 armor, +2 deflection, +1 Dex, +1 dodge, +4 natural, +3 shield)

hp 130 (14d10+49)

Fort +14, **Ref** +12, **Will** +8

Defensive Abilities evasion, orc ferocity; **Immune** fire (120 points); **Resist** electricity 30

OFFENSE

Speed 40 ft.

Melee +1 scimitar +18/+13/+8 (1d6+6/15-20), +2 light shield +21/+16 (1d3+7 plus bull rush)

Ranged mwk composite longbow +16/+11/+6 (1d8+5/x3)

Special Attacks favored enemy (animals +2, humans +4, magical beasts +4)

Ranger Spells Prepared (CL 11th; concentration +13)

4th—*freedom of movement*

3rd—*neutralize poison*

2nd—*barkskin, protection from energy, wind wall*

1st—*endure elements, longstrider, pass without trace, resist energy*

TACTICS

Before Combat The ranger casts *barkskin*, *endure elements*, *freedom of movement*, *longstrider*, *pass without trace*, *protection from energy* (fire), and *resist energy* (electricity).

During Combat The ranger casts *wind wall* to separate foes, then uses Improved Shield Bash to manipulate positioning.

Base Statistics Without *barkskin*, *longstrider*, *protection from energy*, and *resist energy*, the ranger's statistics are **AC** 23, touch 14, flat-footed 21; **Immune** none; **Resist** none; **Speed** 30 ft.; **Skills** Acrobatics +11.

STATISTICS

Str 20, **Dex** 13, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +14; **CMB** +19; **CMD** 33

Feats Blind-Fight, Dodge, Double Slice, Endurance, Improved Critical (scimitar), Improved Initiative, Improved Shield Bash, Improved Two-Weapon Fighting, Power Attack, Shield Master, Shield Slam, Two-Weapon Fighting

Skills Acrobatics +11 (+15 when jumping), Climb +13, Diplomacy +4, Handle Animal +7, Heal +10, Intimidate +1, Knowledge (geography) +8, Knowledge (nature) +13, Perception +19, Ride +9, Sense Motive +5, Stealth +18, Survival +15

Languages Common, Orc

SQ camouflage, favored terrain (desert +6, mountain +2, urban +2), hunter's bond (companions), orc blood, quarry, swift tracker, track +7, weapon familiarity, wild empathy +13, woodland stride

Combat Gear potions of cure serious wounds (2), potion of fly, potion of haste, scrolls of neutralize poison (2), wand of cure moderate wounds (20 charges); **Other Gear** +2 chain shirt,

+2 light wooden shield, +1 scimitar, masterwork composite longbow (+5 Str) with 20 arrows, belt of giant strength +2, cloak of resistance +2, ring of protection +2, 981 gp

The desert stalker snares his prey and bleeds it dry.

ARKESH

Arkesh loves the desert, its people, and their traditions, and hates those who would change or exploit any of these. He might let a water caravan run by foreigners pass, but would kill a similar group bringing exotic goods to tempt desert people into strange new ways.

Combat Encounters: Arkesh attacks the PCs for a perceived affront to his territory or traditions.

Roleplaying Suggestions: If PCs respect the desert, Arkesh might rescue them during a sandstorm, guide them past a dangerous monster, or explain in detail the hazards of the wilds.



ANGEL SLAYER	CR 14
HALF-ORC RANGER 15	XP 38,400
Medium humanoid (human, orc)	CE

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 26, touch 14, flat-footed 23 (+6 armor, +1 deflection, +3 Dex, +5 natural, +1 shield)

hp 112 (15d10+25)

Fort +13, **Ref** +17, **Will** +12

Defensive Abilities evasion, orc ferocity; **Immune** cold (120 points); **Resist** electricity 30, fire 30

OFFENSE

Speed 40 ft.

Melee +1 good outsider-bane orc double axe +21/+16/+11 (1d8+7/19-20/x3), +1 orc double axe +21/+16/+11 (1d8+7/19-20/x3)

Ranged mwk composite longbow +19/+14/+9 (1d8+6/x3)

Special Attacks favored enemy (elves +2, good outsiders +8, humans +2, magical beasts +2)

Ranger Spells Prepared (CL 12th; concentration +14)

4th—*freedom of movement*

3rd—*cure moderate wounds, neutralize poison*

2nd—*barkskin, cat's grace, protection from energy*

1st—*longstrider, pass without trace, resist energy* (2)

TACTICS

Before Combat The ranger casts *barkskin, cat's grace, freedom of movement, longstrider, pass without trace, protection from energy* (cold), and *resist energy* (electricity, fire).

During Combat The ranger uses her bow against flying targets, but prefers melee and uses a *potion of fly* if her prey won't land.

Base Statistics Without *barkskin, cat's grace, longstrider, protection from energy*, and *resist energy*, the ranger's statistics are **Init** +5; **AC** 19, touch 12, flat-footed 18; **Ref** +15; **Immune** none; **Resist** none; **Speed** 30 ft.; **Ranged** mwk composite longbow +17/+12/+7 (1d8+6/x3); **Dex** 13; **CMD** 33; **Skills** Ride +8, Stealth +18.

STATISTICS

Str 22, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +15; **CMB** +21; **CMD** 35

Feats Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Critical (orc double axe), Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes, Point-Blank Shot, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (orc double axe)

Skills Bluff +7, Climb +18, Intimidate +1, Knowledge (nature) +13, Knowledge (planes) +10, Linguistics +2, Perception +20, Ride +10, Stealth +20, Survival +15, Swim +18

Languages Abyssal, Celestial, Common, Orc

SQ camouflage, favored terrain (Heaven +6, mountain +2, urban +2), hunter's bond (companions), orc blood, quarry, swift tracker, track +7, weapon familiarity, wild empathy +14, woodland stride

Combat Gear +1 good outsider-bane arrows (10), potions of cure serious wounds (2), potions of fly (2), potions of restoration (2), ring of feather falling, wand of cure light wounds (50 charges);

Other Gear +3 studded leather, +1 good outsider-bane/+1 orc double axe, masterwork composite longbow (+6 Str) with 10 arrows, belt of giant strength +2, cloak of resistance +3, ring of protection +1, 895 gp

An angel slayer decries false gods and their messengers.

WRATHACK

Wrathack doesn't tolerate preaching about goodness or the benign nature of the gods. She decorates her clothing with bloody feathers from angel wings as a warning to any who dare speak lies about hope, kindness, and salvation.



UNDEAD SLAYER	CR 15
HUMAN RANGER 16	XP 51,200
Medium humanoid (human)	LG

Init +2; **Senses** Perception +21

DEFENSE

AC 25, touch 14, flat-footed 23 (+6 armor, +2 deflection, +2 Dex, +5 natural)

hp 132 (16d10+40)

Fort +17, **Ref** +15, **Will** +10

Defensive Abilities improved evasion; **Immune** cold (120 points), fire (120 points), poison; **Resist** electricity 30

OFFENSE

Speed 40 ft.

Melee +1 holy scimitar +21/+16/+11/+6 (1d6+6/18-20), +1 undead-bane light hammer +21/+16/+11 (1d4+6)

Ranged mwk composite longbow +19/+14/+9/+4 (1d8+5/x3)

Special Attacks favored enemy (aberrations +2, evil outsiders +2, humans +2, undead +8)

Ranger Spells Prepared (CL 13th; concentration +15)

4th—*freedom of movement*

3rd—*remove disease* (2)

2nd—*barkskin, owl's wisdom, protection from energy* (2)

1st—*calm animals, delay poison, longstrider, resist energy*

TACTICS

Before Combat The ranger casts *barkskin, delay poison, freedom of movement, longstrider, protection from energy* (cold, fire), and *resist energy* (electricity).

During Combat The ranger allows herself to be surrounded by weak undead so she can use Great Cleave and Power Attack.

Base Statistics Without *barkskin, delay poison, longstrider, protection from energy*, and *resist energy*, the ranger's statistics are **AC** 20, touch 14, flat-footed 18; **Immune** none; **Resist** none; **Speed** 30 ft.; **Skills** Acrobatics +17.

STATISTICS

Str 20, **Dex** 14, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +16; **CMB** +21; **CMD** 35

Feats Cleave, Double Slice, Endurance, Great Fortitude, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Improved Vital Strike, Point-Blank Shot, Power Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (light hammer, scimitar)

Skills Acrobatics +17 (+21 when jumping), Climb +13,

Heal +15, Knowledge (dungeoneering) +8,

Knowledge (local, planes) +5, Knowledge (nature) +6, Knowledge (religion) +15,

Perception +21, Perform (string) +1,

Ride +10, Spellcraft +13, Stealth +21,

Survival +15, Swim +13

Languages Common

SQ camouflage, favored terrain (forest +2, underground +4, urban +4),

hunter's bond (companions), quarry, swift tracker, track +8, wild empathy +15, woodland stride

Combat Gear necklace of fireballs (type I), potion of blur, potion of bull's strength, potions of cure serious wounds (2), potions of hide from undead (5), potions of lesser restoration (2), silversheen, alchemical silver arrows (20), holy water (4); **Other Gear** +2 chain shirt, +1 holy scimitar, +1 undead-bane light hammer, masterwork composite longbow (+5 Str) with 20 arrows, *belt of mighty constitution* +2, *cloak of resistance* +3, *ring of protection* +2, 743 gp

An undead slayer's sole purpose is to destroy undead.

SEIJAL NIGHTBANE

With a combination of relentless determination and cold efficiency, Sejal seeks out places where undead are known to lurk, attracts their attention, then destroys any that crawl forth.



DAREDEVIL HUNTER

CR 16

ELF RANGER 17

XP 76,800

Medium humanoid (elf)

CN

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 33, touch 19, flat-footed 26 (+9 armor, +2 deflection, +6 Dex, +1 dodge, +5 natural)

hp 142 (17d10+44)

Fort +15, **Ref** +20, **Will** +9; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** poison, sleep

OFFENSE

Speed 40 ft.

Melee +1 elven curve blade +20/+15/+10/+5 (1d10+4/18-20)

Ranged +2 composite longbow +26/+21/+16/+11 (1d8+4/19-20/x3)

Special Attacks favored enemy (animals +2, dragons +4, giants +4, magical beasts +4)

Ranger Spells Prepared (CL 14th; concentration +15)

3rd—darkvision, neutralize poison

2nd—barkskin, bear's endurance, protection from energy, snare

1st—delay poison, hide from animals, longstrider, pass without trace, resist energy

TACTICS

Before Combat The ranger casts barkskin, bear's endurance, darkvision, delay poison, longstrider, and pass without trace.

During Combat The ranger prefers ranged combat. He uses Deadly Aim with Rapid Shot, hoping to also use Tiring Critical.

Base Statistics Without barkskin, bear's endurance, darkvision, delay poison, and longstrider, the ranger's statistics are **Senses** low-light vision; **AC** 28, touch 19, flat-footed 21; **hp** 108; **Fort** +13; **Immune** sleep; **Speed** 30 ft.; **Con** 11; **Skills** Acrobatics +23.

STATISTICS

Str 14, **Dex** 24, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +17; **CMB** +19; **CMD** 39

Feats Critical Focus, Deadly Aim, Dodge, Endurance, Improved Critical (composite longbow), Manyshot, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Tiring Critical

Skills Acrobatics +23 (+27 when jumping), Climb +9, Handle Animal +8, Knowledge (arcana, local) +10, Knowledge (nature) +13, Perception +21, Ride +11, Stealth +26, Survival +21, Swim +5

Languages Common, Elven

SQ camouflage, elven magic, favored terrain (forest +2, mountain +4, plains +4), hide in plain sight, hunter's bond (companions), quarry, swift tracker, track +8, weapon familiarity, wild empathy +17, woodland stride

Combat Gear +1 dragon-bane arrows (5), +1 giant-bane arrows (5), +1 magical beast-bane arrows (5); potions of displacement (2), potions of fly (2), potions of haste (2), scroll of commune with nature, wand of cure moderate wounds (20 charges); **Other Gear** +3 mithral breastplate, +1 elven curve blade, +2 composite

longbow (+2 Str) with 60 arrows, belt of incredible dexterity +4, boots of elvenkind, cloak of resistance +3, efficient quiver, ring of feather falling, ring of protection +2, 1,380 gp

The daredevil hunter seeks the largest and most dangerous creatures for trophy kills.

THALION SKYTALE

Thalion thinks of himself as the world's greatest big game hunter. He spends days—even weeks—tracking creatures he intends to slay, and sometimes hires his services to areas plagued by marauding giants or dragons. If he mistakenly attacks an animal companion or eidolon, he apologizes and asks to duel the creature to test his skills.



GOLEM-BREAKER	CR 17
DWARF RANGER 18	XP 102,400
Medium humanoid (dwarf)	LN

Init +6; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 16, flat-footed 28 (+10 armor, +3 deflection, +2 Dex, +1 dodge, +5 natural)

hp 203 (18d10+100)

Fort +18, **Ref** +15, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved evasion; **Immune** fire (120 points), poison; **Resist** electricity 30

OFFENSE

Speed 30 ft.

Melee +2 dwarfen urgrosch +25/+20/+15/+10 (1d8+8/19-20/x3), +2 dwarfen urgrosch +25/+20/+15 (1d6+8/19-20/x3)

Ranged +1 heavy crossbow +21 (1d10+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (constructs +8, elves +2, goblinoids +2, oozes +2)

Ranger Spells Prepared (CL 15th; concentration +17)

4th—cure serious wounds, freedom of movement

3rd—cure moderate wounds, water walk

2nd—barkskin, bear's endurance, protection from energy, wind wall

1st—delay poison, detect snares and pits (2), longstrider, resist energy

TACTICS

Before Combat The ranger casts barkskin, bear's endurance, delay poison, longstrider, protection from energy (fire), and resist energy (electricity).

During Combat The ranger uses Mobility and Spring Attack to overcome enemy reach, and Greater Vital Strike to make devastating single blows.

Base Statistics Without barkskin, bear's endurance, delay poison, freedom of movement, longstrider, protection from energy, and resist energy, the ranger's statistics are **AC** 26, touch 16, flat-footed 23; **hp** 167; **Fort** +16; **Immune** none; **Resist** none; **Speed** 20 ft.; **Con** 16.

STATISTICS

Str 22, **Dex** 14, **Con** 20, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +18; **CMB** +24; **CMD** 40 (44 vs. bull rush or trip)

Feats Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Greater Vital Strike, Improved Critical (dwarfen urgrosch), Improved Initiative, Improved Two-Weapon Fighting, Improved Vital Strike, Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (dwarfen urgrosch)

Skills Acrobatics +19, Climb +14, Heal +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +18, Knowledge (engineering) +10, Knowledge (geography, nature) +8, Perception +20 (+22 to notice unusual stonework), Stealth +12, Survival +15, Swim +9

Languages Common, Dwarven

SQ camouflage, favored terrain (forest +2, mountain +4, underground +4, urban +4), hide in plain sight,

hunter's bond (companions), quarry, swift tracker, track +9, wild empathy +16, woodland stride

Combat Gear boots of speed; **Other Gear** +4 mithral breastplate, +2/+2 dwarfen urgrosch, +1 heavy crossbow with 10 bolts, bag of holding (type I), belt of giant strength +4, cloak of resistance +2, golembane scarab, ring of protection +3, 1,600 gp

A golem-breaker makes a ruin of constructs, clockworks, and complex devices.

ESHEYNA

Esheyina has always had a knack for spotting the weak points in structures, a talent she has long put to use to sabotage enemy siege engines. Now a legendary mercenary, she enjoys bashing apart teams of iron golems just to see how they're supposed to fit together.

Combat Encounters: Esheyina might battle the PCs for control of an ancient juggernaut just so she has bragging rights about destroying it.

Roleplaying Suggestions: Esheyina offers advice and assistance to the PCs about ancient war machines or clockwork invaders from another plane.



MAGE HUNTER	CR 18
HUMAN RANGER 19	XP 153,600
Medium humanoid (human)	CE

Init +11; **Senses** darkvision 60 ft.; Perception +24

DEFENSE

AC 34, touch 19, flat-footed 28 (+10 armor, +3 deflection, +5 Dex, +1 dodge, +5 natural)

hp 195 (19d10+86)

Fort +19, **Ref** +24, **Will** +14

Defensive Abilities improved evasion, *nondetection*; **Immune** electricity (120 points), fire (120 points), poison; **Resist** cold 30, electricity 30, fire 30

OFFENSE

Speed 40 ft.

Melee +1 greataxe +21/+16/+11/+6 (1d12+2/x3)

Ranged +1 frost longbow +27/+22/+17/+12 (1d8+1/19-20/x3 plus 1d6 cold)

Special Attacks favored enemy (elves +6, gnomes +2, humans +4, magical beasts +2)

Ranger Spells Prepared (CL 16th; concentration +18)

4th—*freedom of movement, nondetection*

3rd—*darkvision, neutralize poison, repel vermin*

2nd—*barkskin, bear's endurance, protection from energy* (2)

1st—*delay poison, longstrider, resist energy* (3)

TACTICS

Before Combat The ranger casts *barkskin*, *bear's endurance*, *darkvision*, *delay poison*, *freedom of movement*, *longstrider*, *nondetection*, *protection from energy* (electricity, fire), and *resist energy* (cold, electricity, fire).

During Combat The ranger slays spellcasters with *bane* arrows. He rings his *chime of interruption* to hamper spellcasting.

Base Statistics Without *barkskin*, *bear's endurance*, *darkvision*, *longstrider*, *nondetection*, *protection from energy*, and *resist energy*, the ranger's statistics are **Senses** normal; **hp** 157; **Fort** +17;

Defensive Abilities improved evasion; **Immune** none; **Resist** none; **Speed** 30 ft.; **Con** 14; **Skills** Acrobatics +22.

STATISTICS

Str 12, **Dex** 24, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +19; **CMB** +20; **CMD** 41

Feats Critical Focus, Deadly Aim, Dodge, Endurance, Improved Critical (longbow), Improved Initiative, Improved Iron Will, Improved Precise Shot, Iron Will, Lightning Reflexes, Manyshot, Point-Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Staggering Critical, Stunning Critical

Skills Acrobatics +22 (+26 when jumping), Climb +14, Handle Animal +7, Heal +10, Knowledge (arcana, local) +10, Knowledge (dungeoneering, geography) +8, Knowledge (history) +5, Knowledge (nature) +7, Linguistics +1, Perception +24, Ride +14, Spellcraft +13, Stealth +29, Survival +15, Swim +9

Languages Common, Draconic

SQ camouflage, favored terrain (forest +4, plains +2, underground +2, urban +6), hide in plain sight, hunter's bond (companions), improved quarry, swift tracker, track +9, wild empathy +18, woodland stride

Combat Gear +1 *elf-bane* arrows (5), +1 *flaming* arrows (5),

+1 *gnome-bane* arrows (5), +1 *human-bane* arrows (10),

+1 *shock* arrows (5), *chime of interruption*, *potions of invisibility* (2), *wand of cure serious wounds* (20 charges);

Other Gear +4 *mithral breastplate*, +1 *frost longbow* with 20 arrows, +1 *greataxe*, *bag of holding* (type I), *belt of incredible dexterity* +4, *cloak of resistance* +4, *ring of protection* +3, diamond dust for *nondetection* (worth 50 gp), 2,574 gp

A mage hunter thrills at killing sorcerers and wizards. Knowing how to circumvent their hated spells, he casts *nondetection* every day to deter pursuit and scrying.



SUPREME HUNTER	CR 19
HUMAN RANGER 20	XP 204,800
Medium humanoid (human)	CE

Init +9; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 31, touch 18, flat-footed 26 (+8 armor, +3 deflection, +4 Dex, +1 dodge, +5 natural)

hp 184 (20d10+70)

Fort +20, **Ref** +22, **Will** +13

Defensive Abilities improved evasion; **Immune** fire (120 points), poison; **Resist** cold 30

OFFENSE

Speed 40 ft.

Melee +2 longsword +28/+23/+18/+13 (1d8+11/19-20)

Ranged oathbow +28/+23/+18/+13 (1d8+8/19-20/x3)

Special Attacks favored enemy (dwarves +4, elves +4, gnomes +2, humans +6, orcs +2)

Ranger Spells Prepared

(CL 17th; concentration +19)
 4th—commune with nature, freedom of movement, tree stride
 3rd—darkvision, neutralize poison, remove disease
 2nd—barkskin, bear's endurance, protection from energy, snare, spike growth
 1st—alarm, endure elements, longstrider, pass without trace, resist energy

TACTICS

Before Combat The ranger casts barkskin, bear's endurance, darkvision, freedom of movement, longstrider, pass without trace, protection from energy (fire), resist energy (cold), and tree stride.

During Combat The ranger swears to kill one target with his oathbow, using his boots of speed and feats to gain extra attacks. Against dangerous foes, he uses poison.

Base Statistics Without barkskin, bear's endurance, darkvision, longstrider, protection from energy, and resist energy, the ranger's statistics are **Senses** normal; **AC** 26, touch 18, flat-footed 21; **hp** 144; **Fort** +18; **Immune** none; **Resist** none; **Speed** 30 ft.; **Con** 12; **Skills** Acrobatics +15.

STATISTICS

Str 22, **Dex** 20, **Con** 16, **Int** 11, **Wis** 14, **Cha** 8

Base Atk +20; **CMB** +26; **CMD** 45

Feats Bleeding Critical, Blinding Critical, Combat Reflexes, Critical Focus, Deadly Aim, Dodge, Endurance, Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Manyshot, Point-Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Weapon Focus (composite longbow)

Skills Acrobatics +15 (+19 when jumping), Climb +19, Handle Animal +12, Heal +15, Knowledge (dungeoneering) +8, Knowledge (geography) +13, Knowledge (nature) +18, Knowledge (planes) +5, Perception +25, Ride +18, Stealth +28, Survival +25, Swim +14

Languages Common

SQ camouflage, favored terrain (desert +2, forest +2, mountain +4, plains +6), hide in plain sight, hunter's bond (companions), improved quarry, swift tracker, track +10, wild empathy +19, woodland stride

Combat Gear +1 anarchic arrows (5), boots of speed, +1 flaming arrows (5), +1 frost arrows (5), +1 shock arrows (5), +1 unholy arrows (5), potions of cure serious wounds (2), potions of delay poison (2), scroll of neutralize poison, adamantine arrows (5), purple worm poison (2), smokesticks (5), tanglefoot bags (5);

Other Gear +4 mithral chain shirt, +2 longsword, oathbow (+6 Str) with 30 arrows, belt of physical might +4 (Str, Dex), cloak of resistance +5, efficient quiver, ring of protection +3, ring of sustenance, 4,195 gp

Supreme hunters stalk and kill anything they choose. Most of them are so skilled they need to keep looking for tougher targets just to feel challenged.



CUTPURSE	CR 1/2
HUMAN ROGUE 1	XP 200
Medium humanoid (human)	NE

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The rogue hides so he can use sneak attack.

During Combat The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.

STATISTICS

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

Base Atk +0; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6

Languages Common

SQ trapfinding +1

Combat Gear potion of cure

light wounds, acid (2), smokestick, tanglefoot bag;

Other Gear masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

The cutpurse is a dirty sneak who uses surprise and stealth to rob unsuspecting victims.

AVEM THE BLADE

A young tough trying to make a name for himself, Avem prefers robbery and burglary to outright murder—but isn't afraid to kill.

Combat Encounters: Avem might target a solitary PC in a dangerous part of town, or may be the leader of a gang of unskilled thugs.

Roleplaying Suggestions: Avem is skilled at many kinds of theft, and can be hired to commit petty larceny or create a distraction at reasonable rates.

SKULKING BRUTE	CR 1
HALF-ORC ROGUE 2	XP 400
Medium humanoid (human, orc)	CE

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

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 19 (2d8+7)

Fort +1, **Ref** +5, **Will** +1

Defensive Abilities evasion, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +5 (1d12+4/x3)

Ranged shortspear +3 (1d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat The rogue charges at the nearest foe.

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness

Skills Acrobatics +5, Climb +6, Intimidate +7, Perception +6, Ride +2, Sense Motive +6, Stealth +5

Languages Common, Orc

SQ orc blood, rogue talents (bleeding attack +1), trapfinding +1, weapon familiarity

Combat Gear potions of cure light wounds (2), potion of disguise self, potion of divine favor, potion of feather fall, potion of hide from undead; **Other Gear** chain shirt, masterwork greataxe, shortspear, 59 gp

The skulking brute extorts illegal tolls from travelers, attacking those who refuse to pay.

BLARTA

Blarta is a bully, and prefers intimidation to fighting, since it requires less work from him.

Combat Encounters:

Blarta might harass the PCs on the road or scout for bandits.

Roleplaying Suggestions: Blarta sees a lot of people on the road, and may know things of interest to the PCs.

For the right price, he might even be persuaded to join them, though he's unreliable at best.



SKILLED SNIPER	CR 2
HALF-ELF ROGUE 3	XP 600
Medium humanoid (elf, human)	CN

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

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 23 (3d8+6)

Fort +3, **Ref** +6, **Will** +1; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee rapier +3 (1d6+1/18-20)

Ranged mwk composite longbow +6 (1d8+1/x3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat The rogue picks a perch that's hard to reach and waits for targets to come into range.

During Combat The rogue uses her *sleep arrow* against ranged attackers or anyone she needs to keep alive.

STATISTICS

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

Base Atk +2; **CMB** +3; **CMD** 16

Feats Point-Blank Shot, Precise Shot, Skill Focus (Perception)

Skills Acrobatics +9, Climb +7, Disguise +5, Escape Artist +9, Perception +11, Perform (wind) +5, Ride +6, Stealth +9, Survival +3, Swim +7

Languages Common, Dwarven, Elven

SQ elf blood, rogue talents (surprise attack), trapfinding +1

Combat Gear oil of magic weapon (2), potion of cure moderate wounds, potion of invisibility, *sleep arrow*; **Other Gear** masterwork studded leather, masterwork composite longbow with 20 arrows, rapier, 73 gp

The skilled sniper waits for the perfect opportunity to strike.

DIATA THE POACHER

Diata specializes in capturing live targets, such as exotic animals or escaped criminals. She doesn't care what she hunts, captures, or kills as long as she's paid on time.

Combat Encounters: Diata may be hired to capture PCs or their animal companions.

Roleplaying Suggestions: Diata avoids dungeons, but can be hired as a scout or sniper in an outdoor fight.



CHARLATAN	CR 3
HUMAN ROGUE 4	XP 800
Medium humanoid (human)	CN

Init +2; **Senses** Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 21 (4d8)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6-1/18-20)

Ranged light crossbow +5 (1d8/19-20)

Special Attacks sneak attack +2d6

Rogue Spell-Like Abilities (CL 4th, concentration +5)

3/day—*prestidigitation*

2/day—*disguise self*

TACTICS

Before Combat Using Bluff or Disguise, the rogue avoids combat.

During Combat The rogue uses Improved Feint to make sneak attacks while trying to escape.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Expertise, Deceitful, Improved Feint

Skills Bluff +13, Diplomacy +11, Disable Device +9, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8, Perform (sing) +9, Sense Motive +8, Sleight of Hand +9, Stealth +9, Use Magic Device +11

Languages Common, Elven

SQ rogue talents (major magic, minor magic), trapfinding +2

Combat Gear potion of cure moderate wounds, scroll of bless, scroll of burning hands, scroll of cure light wounds, scroll of magic missile, alchemist's fire (2), holy water, thunderstone; **Other Gear** +1 studded leather, light crossbow with 10 bolts, masterwork rapier, disguise kit, everburning torch, healer's kit, thieves' tools, wizard's spellbook, wooden holy symbol, 129 gp

Using tricks, the charlatan imitates a mage, a priest, or an official.

EZEKARI

Quick-witted Ezekari cons people by pretending she's a spellcaster, picking up useful information in the process.



GUILD INITIATE

CR 4

HALFLING ROGUE 5

XP 1,200

Small humanoid (halfling)

LE

Init +8; **Senses** Perception +9

DEFENSE

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 41 (5d8+15)

Fort +4, **Ref** +11, **Will** +1; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee +1 short sword +9 (1d4+1/19-20)

Ranged mwk hand crossbow +9 (1d3/19-20)

Special Attacks sneak attack +3d6

TACTICS

During Combat The rogue uses surprise and flanking to make sneak attacks, as well as his slow reactions rogue talent.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 16

Feats Improved Initiative, Lightning Reflexes,

Point-Blank Shot, Weapon Finesse

Skills Acrobatics +14 (+10 when jumping),

Bluff +10, Climb +10, Disable Device +14,

Knowledge (local) +8, Perception +9, Sleight of Hand +12, Stealth +16

Languages Common, Halfling

SQ rogue talents (finesse rogue, slow reactions), trapfinding +2

Combat Gear potions of cure light wounds (2), potion of invisibility;

Other Gear masterwork

studded leather, +1 short sword, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 gp

The guild initiate is a rogue who is still seeking to prove his worth to a thieves' guild.

FELIX THE TWIG

Felix is an accomplished burglar who always chews on a tindertwig for luck.

Combat Encounters: Felix might be part of a team of young footpads or a lookout for a larger job.

Roleplaying Suggestions: Felix is a good contact within a thieves' guild.

CAVE STALKER

CR 5

DWARF ROGUE 6

XP 1,600

Medium humanoid (dwarf)

LN

Init +3; **Senses** darkvision 60 ft., Perception +11

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 54 (6d8+24)

Fort +5, **Ref** +8, **Will** +4; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk short sword +6 (1d6+1/19-20)

Ranged +1 light crossbow +9 (1d8+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, sneak attack +3d6

TACTICS

Before Combat The rogue prefers to find an elevated spot so she can shoot opponents while they waste time climbing to her.

During Combat The rogue uses Rapid Shot, making the most of Point Blank Shot and her darkvision.

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 18 (22 vs. bull rush or trip)

Feats Point-Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Weapon Focus (light crossbow)

Skills Acrobatics +12 (+8 when jumping), Climb +12, Escape Artist +12, Knowledge (dungeoneering) +9, Perception +11 (+13 to notice unusual stonework), Stealth +12, Survival +8, Swim +10

Languages Common, Dwarven

SQ rogue talents (combat trick, resiliency, weapon training), trapfinding +3

Combat Gear potion of cure moderate wounds, potions of spider climb (2), alchemist's fire (2); **Other Gear** +1 studded leather, +1 light crossbow with 20 bolts, masterwork short sword, climber's kit, 308 gp

The cave stalker is an experienced spelunker and treasure hunter.

GALETH REDBEARD

Galeth is dour, even for a dwarf, and rarely speaks unless questioned.

Combat Encounters: Galeth might be a solitary hunter, the lead member of an underground army, or part of a unit of guards wielding crossbows.

Roleplaying Suggestions: Galeth could be discovered barely alive, stuck in a dungeon trap.



FREELANCE THIEF		CR 6
HUMAN ROGUE 7		XP 2,400
Medium humanoid (human)		NE

Init +4; **Senses** Perception +10

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 42 (7d8+7)

Fort +4, **Ref** +10, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +10 (1d6+3/18-20)

Ranged mwk light crossbow +10 (1d8/19-20)

Special Attacks sneak attack +4d6

TACTICS

During Combat The rogue uses Spring Attack and Combat Expertise.

STATISTICS

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

Base Atk +5; **CMB** +7; **CMD** 22

Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +14, Disguise +9, Knowledge (local) +11, Perception +10, Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ rogue talents (bleeding attack +4, fast stealth, stand up), trapfinding +3

Combat Gear potion of cure moderate wounds, potion of invisibility, tanglefoot bag; **Other**

Gear +1 studded leather, +1 rapier, masterwork light crossbow with 20 bolts, cloak of resistance +1, thieves' tools, 489 gp

The freelance thief sells his loyalty for gold.

HAL FIVE-COINS

Hal is an arrogant but skilled thief whose nickname comes from his habit of juggling gold coins. Many guilds have a price on his head.

Combat Encounters:

Hal might be found while rigging an accident, stealing, or planting evidence.

Roleplaying Suggestions:

Because he's willing to work for anyone, Hal might end up on the same side as the PCs.

TRAPSMITH		CR 7
GNOме ROGUE 8		XP 3,200
Small humanoid (gnome)		NE

Init +7; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 16, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 size)

hp 63 (8d8+24)

Fort +6, **Ref** +12, **Will** +4; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, improved uncanny dodge, trap sense +2

OFFENSE

Speed 20 ft.

Melee mwk dagger +7/+2 (1d3-1/19-20)

Ranged mwk light crossbow +11 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, sneak attack +4d6

TACTICS

During Combat The rogue uses her crossbow to make direct attacks.

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 14, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +4; **CMD** 19

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Craft [traps])

Skills Acrobatics +14 (+10 when jumping), Bluff +11, Climb +10, Craft (traps) +20, Disable Device +19, Escape Artist +14, Knowledge (dungeoneering) +13, Knowledge (engineering) +10, Perception +14, Stealth +18, Use Magic Device +11

Languages Common, Draconic, Dwarven, Gnome, Sylvan

SQ rogue talents (ledge walker, quick disable, resiliency, trap spotter), trapfinding +4

Combat Gear potion of cure moderate wounds, scroll of knock, wand of detect magic (20 charges); **Other Gear** mwk studded leather, mwk dagger, mwk light crossbow with 10 bolts, cloak of resistance +1, goggles of minute seeing, ring of protection +1, mwk artisan's tools, thieves' tools, 577 gp

This rogue excels at building, setting, and bypassing traps.



DEADLY SPY

ELF ROGUE 9

CR 8

Medium humanoid (elf)

XP 4,800

CN

Init +4; **Senses** low-light vision; **Perception** +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 53 (9d8+9)

Fort +4, **Ref** +10, **Will** +2; +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 rapier +11/+6 (1d6+1/18-20)

Ranged dagger +10/+5 (1d4/19-20)

Special Attacks sneak attack +5d6

TACTICS

Before Combat The rogue understands that fighting and killing raises too many questions, and thus uses Diplomacy and Bluff to avoid combat and maintain his cover if at all possible.

During Combat The rogue prefers to use sneak attacks and disarm combat maneuvers against his opponents, and flees if he can get away safely. If any who are present can identify him as a spy—or if their continued existence is against the interests of his shadowy paymasters—he strikes to kill.

STATISTICS

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

Base Atk +6; **CMB** +10 (+14 disarm); **CMD** 20 (22 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Deceitful, Greater Disarm, Improved Disarm, Weapon Finesse

Skills Acrobatics +16, Bluff +16, Diplomacy +14, Disable Device +16, Disguise +16, Escape Artist +16, Knowledge (local) +14, Perception +13, Sense Motive +11, Sleight of Hand +16, Stealth +16

Languages Common, Draconic, Dwarven, Elven
SQ elven magic, rogue talents (bleeding attack +5, finesse rogue, quick disable, surprise attack), trapfinding +4, weapon familiarity

Combat Gear potion of cure moderate wounds, potion of invisibility, potion of tongues; **Other Gear** +2 studded leather, +1 rapier, hat of disguise, dagger, thieves' tools, 373 gp

The deadly spy is highly trained in the arts of diplomacy, mimicry, psychology, and assassination.

KELETHIROS

Kelethiros is a valuable and dangerous member of royal courts and secret societies, skilled at using subtle lies and disguises to turn enemies against each other. Using his talents—and a little help from his *hat of disguise*—he can infiltrate and spy upon any guild, government, or noble household. His only flaw is that he is easily distracted by an attractive face and strong, slender legs, and often has to extricate himself when confronted by hoodwinked lovers and enraged spouses.

Though able to move easily in most societies by virtue of his handsome face and disarming nature, Kelethiros is at heart a racist, and prefers to operate on behalf of elven interests against those of other races, particularly humans. He strongly resents the way that the shorter-lived races have expanded and achieved so much so

quickly, and on those occasions when he allows his cover stories to slip, has often been heard to refer to the works of these other races as akin to “children playing at civilization.” Of course, this general disdain for humanity doesn’t keep him from taking human lovers while on his missions, and no doubt quite a few half-elves can trace their lineage to one of his false personas.

His prejudice also makes it easier on those occasions when his missions or cover requires him to kill, as he tells himself with that killing humans and their ilk isn’t really murder. After all, since they’re going to die so soon anyway, he’s only robbed them of a few decades at most—hardly anything for an elf to get upset about.

Combat Encounters: Kelethiros prefers to work behind the scenes, and avoids combat unless he’s confident of winning. Instead, he uses disguise magic to turn the PCs’ allies against them, to frame the PCs for an attack on someone, or to change his appearance just before the battle with the PCs begins so it looks like they have set upon some innocent person.

Roleplaying Suggestions: Like a doppelganger, Kelethiros could play many roles in a campaign, sometimes helping the PCs out with information, but just as often opposing or observing them.



DANCING DERVISH	CR 9
HUMAN ROGUE 10	XP 6,400
Medium humanoid (human)	N

Init +8; **Senses** Perception +12

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

hp 68 (10d8+20)

Fort +4, **Ref** +11, **Will** +2

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

OFFENSE

Speed 30 ft.

Melee +1 *keen rapier* +13/+8 (1d6+3/15-20)

Ranged light crossbow +11 (1d8/19-20)

Special Attacks sneak attack +5d6

TACTICS

Before Combat The rogue relishes combat, but often prefers to hide the full extent of his abilities until he's completely surrounded, the better to take his enemies by surprise and make use of Whirlwind Attack.

During Combat The rogue charges into combat, trying to get in the middle of as many enemies as possible before using Whirlwind Attack, laughing and singing prayers as he lays waste to his enemies.

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +9; **CMD** 25

Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Nimble Moves, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Whirlwind Attack

Skills Acrobatics +17, Climb +15, Disable Device +19, Escape Artist +17, Intimidate +13, Perception +12, Perform (dance) +13, Sleight of Hand +17, Stealth +17, Swim +15

Languages Common, Elven

SQ rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5

Combat Gear *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 studded leather, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, masterwork thieves' tools, 480 gp

The dancing dervish spins as a way to focus himself on achieving harmony with the gods.

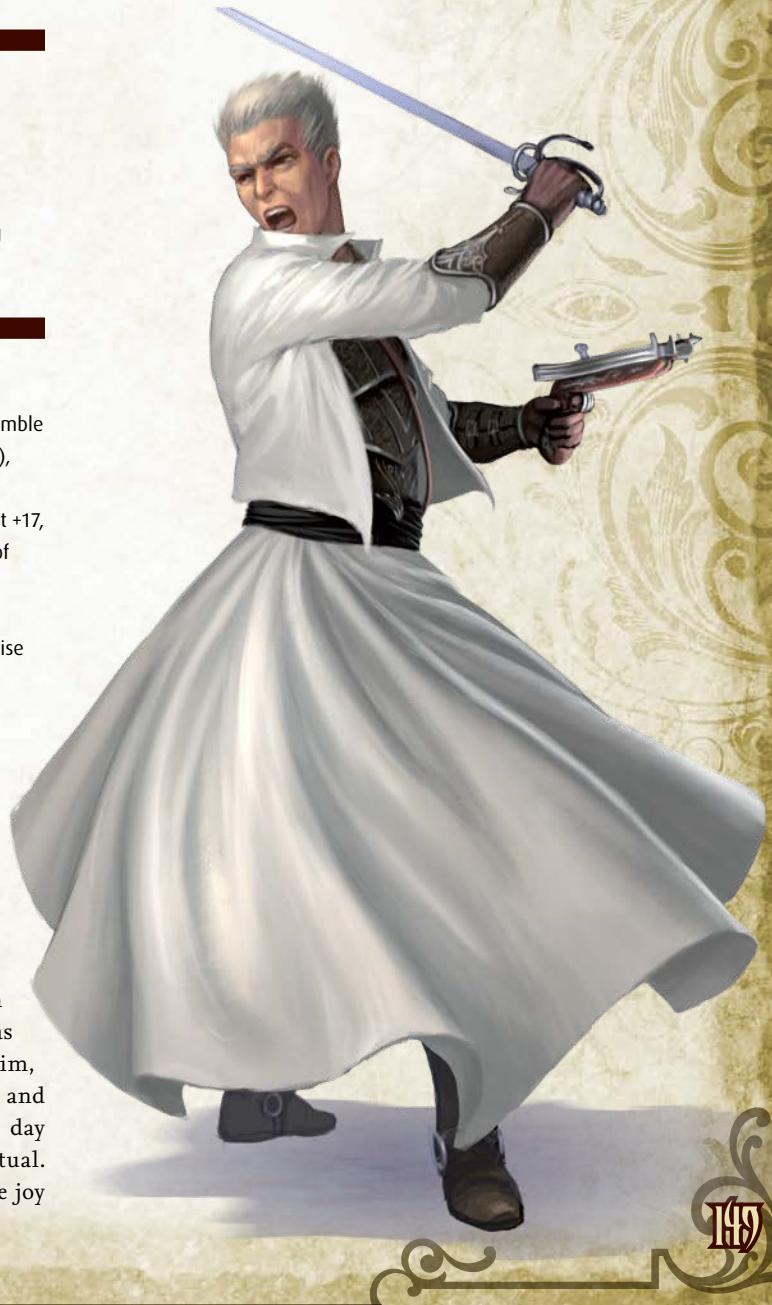
LESATH THE DESERT STING

Lesath is a troubled man who acutely feels the pain of separation from the divine, and only when he has a sword in hand do his dark thoughts stop. For him, the dance of the sword is a means of finding peace and spiritual tranquility. He dances several times per day (whether or not he is in combat) as a silent prayer ritual. Afterward, he meditates to focus his memory on the joy

of the prayer, sometimes unconsciously speaking some truth he learned from this connection. Though he often springs into battle if a cause seems justified and in keeping with his god's will, the truth is that the fighting is more important to him than the reason for it.

Combat Encounters: Lesath might watch over a group of pilgrims and rebuff any attempts by the PCs to interfere or communicate, or he might guard a holy site and refuse to allow the PCs to trespass.

Roleplaying Suggestions: The PCs might discover Lesath surrounded by a ring of slain enemies, meditating and perhaps unknowingly speaking words of prophecy or divine truth. They might also find themselves saddled with the job of keeping him out of trouble.



CONTRACT KILLER

ELF ROGUE 11	CR 10
Medium humanoid (elf)	XP 9,600

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +1 deflection, +5 Dex)

hp 86 (11d8+33)

Fort +5, **Ref** +13, **Will** +5; +2 vs. enchantments

Defensive Abilities evasion, improved uncanny dodge, trap sense +3;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +7 rapier +15/+10 (1d6+3/15-20 plus poison)

Ranged mwk dagger +14/+9 (1d4+2/19-20 plus poison)

Special Attacks sneak attack +6d6

TACTICS

Before Combat The rogue applies blue whinnis poison to his rapier and dagger.

During Combat The rogue focuses on one target, using Power Attack, sneak attack, and the ongoing effects of his bleeding attack ability and blue whinnis poison to deal as much damage as possible in a short amount of time. If the target tries to flee, the contract killer uses Stand Still to prevent escape, or throws his poisoned dagger.

STATISTICS

Str 14, **Dex** 20, **Con** 12, **Int** 12, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 26

Feats Combat Reflexes, Improved Critical (rapier), Power Attack, Stand Still, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +19, Bluff +13, Climb +16, Disable Device +21, Disguise +13, Intimidate +13, Knowledge (local) +15, Perception +17, Stealth +19

Languages Common, Dwarven, Elven

SQ elven magic, rogue talents (bleeding attack +6, combat trick, crippling strike, fast stealth, surprise attack), trapfinding +5, weapon familiarity

Combat Gear elixir of hiding, potion of cure serious wounds, potion of invisibility, antitoxin, blue whinnis poison (4);

Other Gear +2 studded leather, +1 rapier, masterwork dagger, belt of incredible dexterity +2, cloak of resistance +1, ring of protection +1, masterwork thieves' tools, sunrods (3), 617 gp

The contract killer uses stealth and poison to kill his latest target.

MOLLARN THE CORPSEMAKER

Mollarn is an old elf, and the only constant he has found over the centuries is that people are fragile and prone to unexpected injuries and death. Having lost countless friends in his lifetime, he has given up on forming anything but the most casual attachments to others,

and has transformed himself into an agent of death. Killing gives him no sense of satisfaction or pleasure—it is simply as common and routine as breathing. If he must kill others to reach his intended target, he does so without remorse or guilt.

Combat Encounters: Mollarn might arrive to murder one of the PCs or someone known to them. A victim could merely be an obstacle in Mollarn's path to his true target, and getting the person out of the way is enough to get Mollarn to proceed toward his intended foe.

Roleplaying Suggestions: Utterly without scruples, Mollarn might work for the PCs as an assassin. If he has been double-crossed by an employer, he might ask the PCs to help him get revenge, especially if the PCs dislike the one who betrayed him.



Illustration by *Quinton*

DILETTANTE	CR 11
HUMAN ROGUE 12	XP 12,800
Medium humanoid (human)	N

Init +2; **Senses** Perception +20

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 57 (12d8)

Fort +6, **Ref** +12, **Will** +7

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4

OFFENSE

Speed 30 ft.

Melee +1 frost dagger +12/+7 (1d4/19–20 plus 1d6 cold)

Ranged dagger +11 (1d4-1/19–20)

Special Attacks sneak attack +6d6

Rogue Spell-Like Abilities (CL 12th, concentration +16)

3/day—*message*

2/day—*comprehend languages*

TACTICS

Before Combat The rogue uses his *wand of mage armor*.

During Combat If forced to fight, the rogue uses the disarm combat maneuver against his opponent's weapon to defuse the situation.

Base Statistics Without *mage armor*, the rogue's statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 18, **Wis** 12, **Cha** 17

Base Atk +9; **CMB** +8; **CMD** 22

Feats Alertness, Combat Expertise, Deceitful, Dodge, Greater Disarm, Improved Disarm, Weapon Finesse

Skills Acrobatics +17, Bluff +22, Diplomacy +18, Disable Device +19, Disguise +22, Knowledge (local) +19, Knowledge (nobility, religion) +16, Perception +20, Perform (dance, sing) +18, Sense Motive +20, Stealth +17, Use Magic Device +18

Languages Common, Dwarven, Elven, Gnome, Halfling

SQ rogue talents (improved evasion, major magic, minor magic, quick disable, slippery mind, trap spotter), trapfinding +6

Combat Gear potions of glibness (2), scrolls of tongues (2), *wand of mage armor* (20 charges); **Other Gear** +1 frost dagger, dagger, *cloak of resistance* +2, *headband of alluring charisma* +2, *ring of protection* +1, disguise kit, masterwork thieves' tools, jewelry (worth 200 gp), 69 gp

The dilettante developed magical abilities, but eventually decided to avoid both the arcane and divine paths.

NEBERTON THE WISE

Neberton could have been a spellcaster, but felt it required too much work. Instead, he uses his natural talents for trickery and altering his appearance to acquire money and shelter—and get company for his bed. He isn't malicious, but feels no remorse for conning the rich and gullible.

Combat Encounters: Neberton avoids combat if at all possible. A duped ally might turn on him, a spurned lover may send a champion (such as a PC) to duel him, or he could whip a crowd of "believers" into a mob intent on protecting their "savior."

Roleplaying Suggestions: Neberton's talents make him a good "face" for a group of PCs lacking adequate diplomacy. His many schemes in various cities give him valuable information on high and low society, including the means to infiltrate exclusive parties or find the secret ins and outs of castles and mansions.



GUILDMASTER	CR 12
DWARF ROGUE 13	XP 19,200
Medium humanoid (dwarf)	LE

Init +4; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 23, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +1 natural, +1 shield)

hp 114 (13d8+52)

Fort +7, **Ref** +13, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved evasion, improved uncanny dodge, trap sense +4

OFFENSE

Speed 20 ft.

Melee +1 short sword +12/+7 (1d6+1/17-20), +1 short sword +12/+7 (1d6+1/17-20) or

+1 short sword +14/+9 (1d6+1/17-20)

Ranged dagger +13/+8 (1d4+19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, sneak attack +7d6

Rogue Spell-Like Abilities (CL 13th, concentration +14) 3/day—detect magic

TACTICS

During Combat The rogue uses flanking and sneak attacks as often as possible. He relies on his resiliency and defensive roll rogue talents to stay alive against dangerous opponents.

STATISTICS

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

Base Atk +9; **CMB** +9; **CMD** 25 (29 vs. bull rush or trip)

Feats Dodge, Improved Critical (short sword), Improved Two-Weapon Fighting, Iron Will, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +20 (+16 when jumping), Bluff +17, Climb +8, Disable Device +19, Disguise +9, Knowledge (arcana) +6, Knowledge (dungeoneering) +5, Knowledge (history) +2, Knowledge (local) +14, Perception +18 (+20 to notice unusual stonework), Sense Motive +18, Sleight of Hand +12, Stealth +20, Swim +8, Use Magic Device +9

SQ rogue talents (bleeding attack +7, combat trick, defensive roll, improved evasion, minor magic, resiliency), trapfinding +6

Combat Gear potion of cure serious wounds, potion of invisibility, antitoxin (2); **Other Gear**

+2 studded leather, +1 short swords (2), daggers (4), amulet of natural armor +1, belt of physical might +2 (Dex, Con), cloak of resistance +1, ring of protection +1, masterwork thieves' tools, 2,047 gp

The guildmaster manipulates crime and politics—often the same thing—to create wealth and stability for himself and his devoted thieves.

OLENJACK THE AXE

Olenjack worked his way up through the ranks of the guild he now runs with a patient but firm hand. He has always been unusually tall for a dwarf, and frequently jokes that he's used magic to make himself even taller. He is patient and deliberate, able to keep multiple schemes and long-term plans in mind simultaneously, and never forgets (or lets his acolytes forget) that as

his dwarven lifespan is longer than that of his human enemies. He's often able to plan for the future, remain patient, and let his more brash

enemies walk directly into the traps he's laid for them. His nickname refers to his habit of taking swift, decisive action after quiet planning, executing his will in one stroke. Yet despite his formidable nature, he's learned the value of spreading the wealth and not preying too heavily on locals. As a result, he remains a pillar of his community, highly respected even by those who suspect his criminal ties. Those living within his territory seek his advice and ask him for favors, most regarding him as a benevolent but firm grandfatherly figure without ever realizing his true hardhearted character.

Combat Encounters: Olenjack and his bodyguards might fight the PCs if a peaceful meeting goes terribly wrong, if the PCs betray him and he wants to personally teach them a lesson, or if they threaten the livelihood of his guild and have already proven themselves capable of overpowering his minions.

Roleplaying Suggestions: Given Olenjack's ties to the community, the PCs may interact with him in a king's court, at a meeting of mercantile guildmasters, or among the patrons of high society.



CHAIN MAULER	CR 13
HUMAN ROGUE 14	XP 25,600
Medium humanoid (human)	CE

Init +10; **Senses** Perception +16

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +1 deflection, +5 Dex, +1 natural)

hp 108 (14d8+42)

Fort +6, **Ref** +16, **Will** +4

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4

OFFENSE

Speed 30 ft.

Melee +2 vicious spiked chain +19/+14 (2d4+5/19-20 plus 2d6)

Special Attacks sneak attack +7d6

TACTICS

During Combat The rogue uses trip and disarm combat maneuvers to hinder opponents before finishing them off with damaging attacks.

STATISTICS

Str 14, **Dex** 22, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +10; **CMB** +12 (+16 disarm or trip); **CMD** 29 (31 vs. disarm or trip)

Feats Combat Expertise, Exotic Weapon Proficiency (spiked chain), Greater Disarm, Greater Trip, Improved Critical (spiked chain), Improved Disarm, Improved Initiative, Improved Trip, Toughness, Weapon Finesse, Weapon Focus (spiked chain)

Skills Acrobatics +23, Climb +19, Disable Device +23, Escape Artist +23, Intimidate +17, Knowledge (dungeoneering) +8, Knowledge (local) +9, Knowledge (religion) +6, Perception +16, Sleight of Hand +23, Stealth +23, Survival +13, Swim +19

SQ rogue talents (bleeding attack +7, feat, finesse rogue, improved evasion, opportunist, stand up, weapon training), trapfinding +7

Combat Gear potions of cure serious wounds (3), potions of haste (2);

Other Gear +1 studded leather, +2 vicious spiked chain, amulet of natural armor +1, belt of incredible dexterity +2, brooch of shielding, cloak of resistance +1, ring of protection +1, thieves' tools, 1,020 gp

The chain mauler is a vicious sadist whose weapon allows her the bloodiest satisfaction.

PELETHA

Peletha's dark career as a torturer began as a child, when she collected live insects and pinned them to her wall with needles and nails. Soon she moved on to larger, bloodier animals, and started beating the children in her neighborhood at random. Taken in by a cult of the god of pain, she spent her teenage years as the "pet" of the high priest, learning to understand new heights of pain and how to inflict it upon others. Though she appreciates the delicacies of torture, she prefers more

direct methods—namely, beating her victims with her magical spiked chain.

Combat Encounters: Peletha might hunt the PCs of her own volition, or pursue them on orders from her cultist masters. She could be encountered roaming the city or patrolling her cult's secret lair.

Roleplaying Suggestions: Peletha may allow herself to be shackled and used as bait for the PCs, pretending to be an innocent victim of the church of torturers. However, she is not good at lying or interacting with people in socially acceptable ways, and her true personality and role soon become obvious.



UNSEEN ARCHER

CR 14

HALF-ELF ROGUE 15

XP 38,400

Medium humanoid (elf, human)

NE

Init +6; **Senses** low-light vision; Perception +21

DEFENSE

AC 22, touch 17, flat-footed 16 (+5 armor, +1 deflection, +5 Dex, +1 dodge)

hp 101 (15d8+30)

Fort +7, **Ref** +16, **Will** +7; +2 vs. enchantments

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +5

OFFENSE

Speed 30 ft.

Melee mwk rapier +14/+9/+4 (1d6+2/18-20)

Ranged +1 shock composite longbow +19/+14/+9 (1d8+3/x3 plus 1d6 electricity)

Special Attacks sneak attack +8d6

TACTICS

Before Combat The rogue uses his *ring of invisibility* and finds a hiding place from which he can ambush the PCs.

During Combat The rogue uses Manyshot and Rapid Shot against his foes. If discovered, he uses his *ring of invisibility* again and changes location.

STATISTICS

Str 14, Dex 22, Con 13, Int 10, Wis 12, Cha 8

Base Atk +11; CMB +13; CMD 31

Feats Dodge, Improved Precise Shot, Manyshot, Mobility, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Skill Focus (Stealth), Weapon Focus (composite longbow)

Skills Acrobatics +24, Climb +20, Disguise +17, Knowledge (dungeoneering) +8, Knowledge (geography) +5, Knowledge (nature) +15, Perception +21, Ride +21, Stealth +30, Swim +10

Languages Common, Elven

SQ rogue talents (bleeding attack +8, defensive roll, fast stealth, improved evasion, rogue crawl, slippery mind, weapon training), trapfinding +7, elf blood

Combat Gear +1 human-bane arrows (5), +1 magical beast-bane arrows (5), silversheen (2); **Other Gear** +2 studded leather, +1 shock composite longbow (+2 Str) with 50 arrows, masterwork rapier, belt of incredible dexterity +2, cloak of resistance +1, efficient quiver, *ring of invisibility*, *ring of protection* +1, disguise kit, sunrods (4), 1,587 gp

The unseen archer strikes from concealment, planning for his target to die before it has a chance to see him.

ROSCOLIAN

Roscolian is a mercenary sniper, willing to work alone or as part of a team as long as he gets to fight at a safe distance, shooting at creatures that don't know he's there. He doesn't care whether it's unfair or unsportsmanlike; he'd rather be a coward with a hundred kills than a hero

with a sword in his neck. He relies on his *ring of invisibility* to keep him out of trouble, and isn't averse to abandoning his companions and fleeing invisibly if a battle goes wrong. He doesn't particularly like dungeons because he feels the narrow tunnels don't allow enough space between him and his targets.

Combat Encounters: When invisible, Roscolian can attack from anywhere, surprising unsuspecting PCs with a hail of deadly arrows and staying hidden until he can activate his ring again. Since he works best at a distance, he prefers situations where he can kill a target and then move before he is discovered.

Roleplaying Suggestions: Roscolian doesn't brag about what he does, and the PCs might think he is just a humble, local scout or archer. He'll work for almost anyone, so the PCs may be able to hire him—though only on his terms.



Quinton

MAGE SLAYER	CR 15
HALF-ORC ROGUE 16	XP 51,200
Medium humanoid (human, orc)	NE

Init +8; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 123 (16d8+48)

Fort +12, **Ref** +19, **Will** +13

Defensive Abilities improved evasion, improved uncanny dodge, orc ferocity, trap sense +5

OFFENSE

Speed 30 ft.

Melee sword of subtlety +18/+13/+8 (1d6+5/17-20)

Ranged mwk dagger +17 (1d4+4/19-20)

Special Attacks sneak attack +8d6

Rogue Spell-Like Abilities (CL 16th, concentration +16)

3/day—detect magic

2/day—shield

TACTICS

Before Combat The rogue drinks a *potion of resist energy* if he expects his target to use energy attacks and uses *shield* on himself.

During Combat The rogue uses Sickening Critical or Intimidate to hinder opponents so he can use Shatter Defenses to sneak attack them. If the opponent has magical protections, the rogue uses the dispelling attack rogue talent to break those defenses.

STATISTICS

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

Base Atk +12; **CMB** +16; **CMD** 30

Feats Critical Focus, Dazzling Display, Improved Critical (short sword), Improved Initiative, Improved Iron Will, Iron Will, Shatter Defenses, Sickening Critical, Step Up, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +23, Disable Device +25, Fly +20, Intimidate +20, Knowledge (arcana) +16, Perception +20, Spellcraft +16, Stealth +23

Languages Common

SQ orc blood, rogue talents (combat trick, dispelling attack [CL 16th], feat, improved evasion, major magic, minor magic, slippery mind, weapon training), trapfinding +8, weapon familiarity

Combat Gear potions of cure serious wounds (2), potion of fly, potion of



invisibility, potions of resist energy (acid, cold, fire); **Other Gear** +1 studded leather, sword of subtlety, masterwork dagger, belt of incredible dexterity +2, brooch of shielding, cloak of resistance +5, masterwork thieves' tools, 1,413 gp

The mage slayer is trained and equipped to murder arcane spellcasters. Each one has some minor magical training, either from a church or arcane study.

SKANRAK

Skanrak was raised by a cult of religious zealots who believe arcane magic is a profane offense to the gods. He hates all arcane spellcasters with a passion, no matter what their class is, whether their magic is trained or natural, or toward what ends the magic is used. His hatred includes monsters that use arcane magic, such as nagas and dragons, and especially those that use magic to bypass the natural laws of death by becoming undead. He is very knowledgeable about arcane magic, recognizing signs of magic and quickly identifying a caster's class, bloodline, or favored school. He knows that a split-second hesitation could cost him his life, so he never makes witty chatter during a fight, instead going about his business with a grim and brutal efficiency.

Combat Encounters:

Skanrak often works alone, targeting vulnerable individuals (like a solitary wizard crafting a magic item) who he can then isolate and attack. He might ally with priests of his cult, especially if they can ward him against hostile magic (such as with *death ward*, *spell immunity*, and *spell resistance*). He has no particular hatred for nonmagical creatures, but never gives more than one warning to stay out of his way, and frequently waives that warning if it's clear someone intends to stop him.

Roleplaying Suggestions:

Skanrak may agree to a truce with a magic-wielding PC in exchange for help killing a dangerous opponent he cannot defeat alone, but the truce expires as soon as his objective is met.

MASKED LORD	CR 16
HUMAN ROGUE 17	XP 76,800
Medium humanoid (human)	LN

Init +6; **Senses** Perception +15

DEFENSE

AC 27, touch 19, flat-footed 21 (+7 armor, +3 deflection, +5 Dex, +1 dodge, +1 natural)

hp 148 (17d8+68)

Fort +9, **Ref** +18, **Will** +9

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +5

OFFENSE

Speed 30 ft.

Melee +1 shock rapier +19/+14/+9 (1d6+1/15–20 plus 1d6 electricity)

Ranged +1 shortbow +19/+14/+9 (1d6+1/x3)

Special Attacks sneak attack +9d6

TACTICS

Before Combat The rogue prefers to work from the shadows, manipulating events and people to do his bidding. If combat is needed, he always attacks from surprise, when his foes least expect it.

During Combat The rogue prefers to move up, strike suddenly, withdraw before his foes can respond, and use his *hat of disguise* to change his appearance once he's out of sight. He relies on his rogue talents to protect him.

STATISTICS

Str 10, **Dex** 22, **Con** 14, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +12; **CMB** +12; **CMD** 32

Feats Combat Expertise, Dodge, Greater Feint, Improved Critical (rapier), Improved Feint, Iron Will, Mobility, Spring Attack, Toughness, Weapon Finesse

Skills Bluff +21, Climb +8, Diplomacy +21, Disable Device +23, Disguise +21, Escape Artist +19, Intimidate +9, Knowledge (arcana, geography) +7, Knowledge (local) +22, Knowledge (nobility) +12, Perception +15, Perform (act) +8, Ride +11, Sense Motive +15, Sleight of Hand +14, Stealth +26, Use Magic Device +16

Languages Common, Dwarven, Elven

SQ rogue talents (bleeding attack +9, crippling strike, defensive roll, fast stealth, improved evasion, slippery mind, stand up, trap spotter), trapfinding +8

Combat Gear potions of cure serious wounds (2), scroll of dimension door, scroll of heal, scrolls of invisibility (2); **Other Gear** +4 shadow studded leather, +1 shock rapier, +1 shortbow with 20 arrows, amulet of natural armor +1, bag of holding (type I), belt of incredible dexterity +4, cloak of resistance +2, *hat of disguise*, ring of protection +3, everburning torch, masterwork thieves' tools, 1,765 gp

The masked lord manipulates events from the shadows, using a thousand different names. He creates conspiracies and topples empires without anyone ever knowing his true identity.

TADROS THE HIDDEN

Tadros is only comfortable when nobody knows he exists. His disguises have aliases and his aliases lead double lives. None of his contacts have any idea what he really looks like; they recognize him only by specific code words. In addition to taking on fictional identities, he pretends to be real people, creating no end of trouble.

Combat Encounters: In the unlikely event that the PCs face Tadros in direct combat, he almost certainly has an ace up his sleeve. The PCs may be fighting a simulacrum, or someone else disguised as one of Tadros's aliases, or (if he is desperate) his real self with a contingency plan to cover his *resurrection*.

Roleplaying Suggestions: With his connections, identities, and plans, Tadros can be almost anyone, even temporarily replacing one of the PCs for a period of time.



DAGGER MASTER	CR 17
HALFLING ROGUE 18	XP 102,400
Small humanoid (halfling)	NE

Init +5; **Senses** Perception +23

DEFENSE

AC 27, touch 18, flat-footed 22 (+6 armor, +2 deflection, +5 Dex, +2 natural, +1 shield, +1 size)

hp 138 (18d8+54)

Fort +9, **Ref** +17, **Will** +7; +2 vs. fear

Defensive Abilities 20% displacement, improved evasion, improved uncanny dodge, trap sense +6

OFFENSE

Speed 20 ft.

Melee +1 *wounding dagger* +19/+14/+9 (1d3+1/17-20 plus 1 bleed), +1 *dagger* +19/+14/+9 (1d3+1/17-20) or +1 *wounding dagger* +21/+16/+11 (1d3+1/17-20 plus 1 bleed)

Ranged mwk dagger +21/+16/+11 (1d3/17-20)

Special Attacks sneak attack +9d6

TACTICS

During Combat The rogue uses his *boots of speed* and enters melee, trying to kill one opponent as quickly as possible before moving to another. In ranged combat, he uses Quick Draw to draw and throw multiple daggers in 1 round.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +13; **CMB** +12; **CMD** 29

Feats Combat Expertise, Critical Focus, Greater Feint, Greater Two-Weapon Fighting, Improved Critical (dagger), Improved Feint, Improved Two-Weapon Fighting, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +28 (+24 when jumping), Bluff +21, Climb +23, Diplomacy +12, Disable Device +28, Escape Artist +26, Intimidate +12, Knowledge (local) +14, Perception +23, Sleight of Hand +26, Stealth +30, Swim +12

Languages Common, Halfling

SQ rogue talents (bleeding attack +9, combat trick, crippling strike, defensive roll, feat, finesse rogue, improved evasion, slow reactions, surprise attack), trapfinding +9

Gear +4 leather armor, +1 dagger, +1 *wounding dagger*, daggers (4), masterwork daggers (4), amulet of natural armor +2, boots of speed, cloak of minor displacement, dust of appearance, ring of protection +2, salve of slipperiness, masterwork thieves' tools, 1,770 gp

The dagger master has perfected the technique of killing with a small blade.

VINK THE BLADE

Vink considers himself a champion of the halfling people, their greatest son and the one who defends the small folk against any larger creature that threatens

them. Having experienced a fair share of mockery because of his size, Vink's definition of threatening a halfling is very broad, including slight insults, roughhousing by larger races, and legal actions that limit halfling rights. Though he normally uses his blades against tyrants and rampaging monsters, he's been known to obliterate entire caravans of slavers, murder government officials who demean halflings or treat them as second-class citizens, and assassinate bards or actors who perform plays that treat halflings as subjects of ridicule.

Combat Encounters: Vink might attack the PCs for something he considers a slight, or work with any group he thinks advances the cause of halflings. Expressing a sincere apology and offering a compensatory gift to a halfling community usually convinces him to back down without killing anyone.

Roleplaying Suggestions: The PCs might encounter Vink as an easily-insulted, hot-tempered bravo defending halfling honor, rights, or territory. If the PCs include a halfling or have acted on behalf of a halfling community in the past, he might attempt to befriend them or seek their aid for a dangerous plan.



Quinton

157

DEATH WHISPERER	CR 18
HUMAN ROGUE 19	XP 153,600
Medium humanoid (human)	LE

Init +10; **Senses** Perception +23

DEFENSE

AC 28, touch 18, flat-footed 22 (+6 armor, +2 deflection, +5 Dex, +1 dodge, +2 natural, +2 shield)

hp 184 (19d8+95)

Fort +12, **Ref** +20, **Will** +12

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +6

OFFENSE

Speed 30 ft.

Melee rapier of puncturing +23/+18/+13 (1d6+4/15-20 plus 1 bleed)

Ranged mwk dagger +21 (1d4+2/19-20)

Special Attacks sneak attack +10d6

TACTICS

During Combat The rogue uses Spring Attack and Lightning Stance to reach opponents, and uses his *rapier of puncturing* to make sneak attacks.

STATISTICS

Str 14, **Dex** 22, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +14; **CMB** +16; **CMD** 35

Feats Critical Focus, Dodge, Improved Critical (rapier), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Stance, Mobility, Spring Attack, Staggering Critical, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier), Wind Stance

Skills Acrobatics +28, Bluff +21, Climb +24, Disable Device +39, Escape Artist +28, Perception +23, Sense Motive +23, Stealth +28, Swim +24

Languages Common

SQ rogue talents (bleeding attack +10, combat trick, defensive roll, feat, finesse rogue, improved evasion, rogue crawl, slippery mind, weapon training), trapfinding +9

Combat Gear potions of cure serious wounds (2), potion of fly, potions of haste (2), potions of invisibility (3); **Other Gear** +3 shadow studded leather, rapier of puncturing, masterwork dagger, amulet of natural armor +2, belt of incredible dexterity +4, cloak of resistance +3, ring of force shield, ring of protection +2, masterwork dagger (4), masterwork rapier, masterwork thieves' tools, 3,977 gp

The death whisperer ends lives with a quiet sigh, freeing a last breath and a soul with one strike.

WU SHEN

Wu Shen loves death as if it were an actual person. She speaks of death as “her lover” and never as “death” or any proper name, and listeners may mistakenly believe she is referring to a mortal person. She relishes every killing, seeing them as love notes of a sort. Death’s affection is the most elusive prize, and each murder

brings her a moment of hope that it will acknowledge her as its favorite. To challenge herself and prove her worthiness, she often sets specific criteria for her kills, such as death in exactly three hits, or from two different directions, or while holding a black rose in her off hand.

Combat Encounters: Wu Shen might select a PC to be the target of her latest challenge, attacking unexpectedly and retreating without saying a word if she fails to meet the self-imposed parameters of her challenge.

Roleplaying Suggestions: With her highly romanticized way of speaking about “her lover,” Wu Shen might convince the PCs to help her with specific killings under the pretense of deeds of heroic chivalry. The PCs may persuade her to help them with battles that would pose a unique enough challenge to attract her lover’s attention.



BLADE LORD	CR 19
ELF ROGUE 20	XP 204,800
Medium humanoid (elf)	NE

Init +6; **Senses** low-light vision; **Perception** +25

DEFENSE

AC 30, touch 20, flat-footed 23 (+8 armor, +3 deflection, +6 Dex, +1 dodge, +1 natural, +1 shield)

hp 173 (20d8+80)

Fort +10, **Ref** +20, **Will** +8; +2 vs. enchantments

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +6; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +2 brilliant energy longsword +19/+14/+9 (1d8+5/19-20), +1 frost short sword +20/+15/+10 (1d6+4/19-20 plus 1d6 cold) or +2 brilliant energy longsword +21/+16/+11 (1d8+5/19-20) or +1 keen rapier +22/+17/+12 (1d6+4/15-20) or +1 frost short sword +22/+17/+12 (1d6+4/19-20 plus 1d6 cold)

Special Attacks master strike (DC 23), sneak attack +10d6

TACTICS

During Combat The rogue uses Whirlwind Attack if engaging multiple foes, otherwise focusing all attacks with her longsword against a target whose defenses the weapon easily ignores.

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +15; **CMB** +18; **CMD** 38

Feats Combat Expertise, Dodge, Greater Disarm, Greater Two-Weapon Fighting, Improved Disarm, Improved Two-Weapon Fighting, Mobility, Spring Attack, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (longsword), Whirlwind Attack

Skills Acrobatics +29, Climb +26, Diplomacy +22, Disable Device +31, Disguise +22, Escape Artist +29, Intimidate +22, Knowledge (local) +26, Perception +25, Sense Motive +23, Stealth +29

SQ elven magic, rogue talents (bleeding attack +10, combat trick, crippling strike, fast stealth, feat, finesse rogue, improved evasion, slippery mind, surprise attack, weapon training), trapfinding +10, weapon familiarity

Combat Gear potions of cure serious wounds (3), potions of heroism (2), potions of invisibility (3); **Other Gear** +4 chain shirt, +2 brilliant energy longsword, +1 frost short sword, +1 keen rapier, amulet of natural armor +1, belt of physical perfection +2, cloak of resistance +2, headband of vast intelligence +2, ring of protection +3, masterwork thieves' tools, 4,055 gp

The blade lord has attained mastery with swords by forsaking all other weapons.

YALANDARA

Yalandara has spent her long elven life perfecting the use of longswords, short swords, and rapiers. She has not even

touched another kind of weapon in more than a hundred years, as she feels such things are beneath her. If her survival depends on using something other than a sword, she does what she must, but vents her rage on those around her.

Combat Encounters: Yalandara knows she doesn't have to prove her skill, but likes to teach upstarts a lesson, and might duel a martial character for fun.

Roleplaying Suggestions: Yalandara respects others who uses swords with skill, and may aid them in tasks that don't inconvenience her. The PCs might encounter her practicing swordplay in some extreme environment chosen to test her balance and concentration.



MERCENARY MAGICIAN	CR 1/2
HUMAN SORCERER 1	XP 200
Medium humanoid (human)	LN

Init +2; **Senses** Perception +1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

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

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged dart +2 (1d4)

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day)—*color spray* (DC 14), *magic missile*

0 (at will)—*daze* (DC 13), *detect magic*, *ray of frost*, *read magic*

Bloodline arcane

TACTICS

During Combat The sorcerer casts *color spray* to neutralize groups of foes, followed by *magic missile* at any foes left standing.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Alertness, Combat Casting, Eschew Materials, Iron Will

Skills Bluff +7, Intimidate +7, Knowledge (local) +5, Perception +1, Sense Motive +1, Spellcraft +5

Languages Common, Draconic

SQ arcane bond (familiar [rat named Slivikin]), bloodline arcana (+1 DC for metamagic spells that increase spell level)

Combat Gear potion of cure

light wounds, scrolls of *disguise self* (2), scrolls of *shield* (2), wand of *sleep* (11 charges), alchemist's fire (2); **Other Gear** darts (5), quarterstaff, 33 gp

The mercenary magician serves whoever can pay her, but is not particularly loyal to her employers.

MARON BLACKTHORNE

Though she's fond of gambling, Maron doesn't always have the best luck. When the odds turn against her, she leaves town in a hurry to avoid paying her debts, and picks jobs that get her quickly out of range of collectors, even if those jobs are dangerous.

GEM SORCERER	CR 1
DWARF SORCERER 2	XP 400
Medium humanoid (dwarf)	LE

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 18 (2d6+9)

Fort +2, **Ref** +0, **Will** +3; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee spiked gauntlet +3 (1d4+2) or heavy mace +3 (1d8+2)

Ranged mwk heavy crossbow +2 (1d10/19–20)

Special Attacks +1 on attack rolls vs. goblinoid and orc humanoids

Bloodline Spell-Like Abilities (CL 2nd; concentration +3)

4/day—elemental ray (1d6+1 fire)

Sorcerer Spells Known (CL 2nd; concentration +3; arcane spell failure 10%)

1st (5/day)—*burning hands* (DC 12), *shocking grasp* (fire)

0 (at will)—*acid splash* (fire), *dancing lights*, *mending*, *read magic*, *touch of fatigue* (DC 11)

Bloodline elemental (fire)

TACTICS

During Combat The sorcerer uses *burning hands* and *shocking grasp* to scorch his foes.

STATISTICS

Str 14, **Dex** 10, **Con** 15, **Int** 12, **Wis** 10, **Cha** 13

Base Atk +1; **CMB** +3; **CMD** 13 (17 vs. bull rush or trip)

Feats Eschew Materials, Toughness

Skills Appraise +5 (+7 to assess metals or gemstones), Craft (jewelry) +5, Perception +2 (+4 to notice unusual stonework), Spellcraft +5, Use Magic Device +5

Languages Common, Dwarven, Giant

SQ bloodline arcana (change energy damage spells to fire)

Combat Gear potion of cure light

wounds, scroll of *flaming sphere*, acid (2), alchemist's fire (3); **Other**

Gear leather armor, heavy mace, masterwork heavy crossbow with 20 bolts, spiked gauntlet, uncut gems (worth 100 gp), 23 gp

The gem sorcerer is unusual among dwarves, using arcane magic to satisfy his insatiable greed for gems.



WHITECLAW SORCERER	CR 2
ELF SORCERER 3	XP 600
Medium humanoid (elf)	NE

Init +2; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)

hp 19 (3d6+6)

Fort +2, **Ref** +5, **Will** +2; +2 vs. enchantments

Immune sleep; **Resist** cold 5

OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d4) or

mwk longsword +2 (1d8/19-20)

Ranged longbow +3 (1d8/x3)

Special Attacks claws (2, 1d4, 5 rounds/day)

Sorcerer Spells Known (CL 3rd; concentration +5)

1st (6/day)—*cause fear* (DC 13), *endure elements*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *ray of frost*, *read magic*

Bloodline draconic (white)

TACTICS

Before Combat The sorcerer casts *mage armor*.

During Combat The sorcerer casts *cause fear* at any dangerous-looking opponent, then casts *magic missile* at her foes.

When her spells are exhausted, she casts *bull's strength* from a scroll and attacks with her claws or longsword.

Base Statistics Without *mage armor*, the sorcerer's statistics are **AC** 13, touch 12, flat-footed 11.

STATISTICS

Str 10, Dex 14, Con 12, Int 15, Wis 8, Cha 15

Base Atk +1; CMB +1; CMD 13

Feats Combat Casting, Eschew Materials, Lightning Reflexes

Skills Intimidate +8, Knowledge (arcana) +8, Perception +7, Spellcraft +8 (+10 to identify magic item properties)

Languages Common, Draconic, Elven, Goblin

SQ bloodline arcana (cold spells deal +1 damage per die), elven magic, weapon familiarity

Combat Gear potion of cure light wounds, potion of fly, scrolls of *bull's strength* (2), scroll of *fog cloud*;

Other Gear longbow with 20 arrows, masterwork longsword, 10 gp

The whiteclaw sorcerer revels in her draconic blood, using her powers to terrify and kill enemies in her territory.

Tainted Sorcerer	CR 3
Gnome Sorcerer 4	XP 800
Small humanoid (gnome)	CE

Init +1; **Senses** low-light vision; Perception +2

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 armor, +1 Dex, +1 size)

hp 28 (4d6+12)

Fort +3, **Ref** +2, **Will** +6; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk spear +5 (1d6+1/x3)

Ranged light crossbow +4 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, long limbs (+5 ft.)

Bloodline Spell-Like Abilities (CL 4th; concentration +8)

7/day—acidic ray (1d6+2 acid)

Gnome Spell-Like Abilities (CL 4th; concentration +8)

1/day—dancing lights, ghost sound (DC 15), prestidigitation, speak with animals

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*alter self*

1st (7/day)—*enlarge person* (DC 16), *reduce person* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 14), *detect magic*, *mage hand*, *read magic*, *touch of fatigue* (DC 14)

Bloodline aberrant

TACTICS

During Combat The sorcerer casts *shield*, targets approaching enemies with acidic ray, then uses her long limbs ability to deliver touch spells. In melee, she casts *enlarge person* on herself and attacks with her spear.

STATISTICS

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

Base Atk +2; CMB +2; CMD 13

Feats Eschew Materials, Iron Will, Spell Focus (transmutation)

Skills Bluff +8, Craft (alchemy) +5, Disguise +5, Perception +2, Use Magic Device +8

Languages Common, Gnome, Sylvan

SQ bloodline arcana (+50% duration on polymorph spells), gnome magic

Combat Gear potion of spider climb, scrolls of cat's grace (2), scroll of slow, acid, tanglefoot bag; **Other Gear** light crossbow with 10 bolts, masterwork spear, bracers of armor +1, collection of dolls' heads, 28 gp

The tainted sorcerer's mind and body have been warped by alien or extraplanar magic.



BRAMBLE SORCERER

CR 4

HALF-ELF SORCERER 5

XP 1,200

Medium humanoid (elf, human)

LE

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)
hp 30 (5d6+10)

Fort +3, **Ref** +6, **Will** +4; +2 vs. enchantments

Resist acid 5, fire 10

OFFENSE

Speed 30 ft.

Melee mwk light mace +3 (1d6) or
2 claws +2 (1d4)

Ranged mwk light crossbow +5 (1d8/19–20)

Special Attacks claws (2, 1d4, treated as magic, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*acid arrow*, *mirror image*, *resist energy*

1st (7/day)—*cause fear* (DC 15), *charm person* (DC 15), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *message*, *read magic*

Bloodline draconic (green)

TACTICS

Before Combat The sorcerer casts *mage armor* and *resist energy* (fire).

During Combat The sorcerer casts *mirror image*, then entangles opponents with his *wand of entangle* (using the Use Magic Device skill). He uses one of his *scrolls of levitate* to avoid melee combat, and casts *cause fear* to remove opponents threatening him.

Base Statistics Without *mage armor* and *resist energy*, the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

STATISTICS

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

Base Atk +2; **CMB** +2; **CMD** 15

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Skill Focus (Use Magic Device)

Skills Intimidate +10, Knowledge (arcana) +7, Perception +7, Spellcraft +7, Use Magic Device +13

Languages Common, Draconic, Elven

SQ bloodline arcana (acid spells deal +1 damage per die), elf blood

Combat Gear potion of cure moderate wounds, potion of invisibility, scrolls of levitate (2), scroll of ray of exhaustion, scroll of silent image, wand of entangle (20 charges), smokestick; **Other Gear** masterwork light crossbow with 10 bolts, masterwork light mace, cloak of resistance +1, 190 gp

The bramble sorcerer serves the interests of green dragons, walking where his masters cannot and speaking on their behalf to other forest dwellers.

AMRIEL THASK

Amriel is a hollow shell of a man. He was raised to believe dragons are the true masters of the world, and his will

is so broken that he cannot believe otherwise. When in the presence of a dragon, he hangs on the creature's every word, and is greatly tempted to grovel like a slave. When away from dragons, he is arrogant and condescending, knowing that the dragons have chosen him to interact with lesser races so they do not have to. His greatest hope is to become a dragon disciple so that he can become closer in flesh and spirit to his masters.

Combat Encounters: Amriel could be the guardian of or advisor to a young dragon, an agent of a more mature dragon, or the leader of a kobold tribe.

Roleplaying Encounters: Amriel might be a liaison between the PCs and a nearby dragon, an agent of a secretive group of druids, or the last survivor of a dragon cult that was wiped out by a hostile force.



STORM SORCERER		CR 5
ELF SORCERER 6	XP 1,600	
Medium humanoid (elf)	NE	

Init +6; **Senses** low-light vision; **Perception** +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments

Immune sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8-1/x3)

Ranged mwk longbow +6 (1d8/x3)

Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—elemental ray (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*lightning bolt* (DC 17)

2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*

1st (7/day)—*burning hands* (electricity; DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp*

0 (at will)—*acid splash* (electricity), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (electricity), *read magic*

Bloodline elemental (air)

TACTICS

Before Combat The sorcerer casts *mage armor*.

During Combat The sorcerer favors his electricity spells, casting *lightning bolt* or *scorching ray*, or using his *spectral hand* to deliver *shocking grasp* attacks. He prefers ranged combat, using a *scroll of fly* or *levitate* to avoid opponents on the ground.

Base Statistics Without *mage armor*, the sorcerer's base statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 16

Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)

Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)

Languages Auran, Common, Draconic, Elven

SQ bloodline arcana (change energy damage spells to electricity), elven magic, weapon familiarity

Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*;

Other Gear masterwork longbow with 20 arrows, spear, *cloak of resistance* +1, *ring of protection* +1, 375 gp

The storm sorcerer battles his enemies with wind and lightning, reveling in nature's destructive power.

VALENDRON OPARAL

Valendron hails from an elven village in the high mountains. When he was an infant, he and his mother were caught outside in a storm and struck by a bolt of lightning. Though his mother died, he survived, and as a youth he began to develop arcane powers. He believes that storms and natural disasters eliminate the weak, allowing the strong to survive. He struck out on his own to find others like himself.

Combat Encounters: Valendron might join with air mephits, air elementals, or jann trying to open a portal to or increase the influence of the Plane of Air. He may share a lair with electricity-using creatures such as behirs, shocker lizards, or blue dragons.

Roleplaying Encounters: Valendron may be looking for survivors in a village or town wrecked by a powerful storm, or could instead be searching for magic items relating to air, weather, and electricity.



BLOODFIRE SORCERER	CR 6
HALF-ORC SORCERER 7	XP 2,400
Medium humanoid (human, orc)	NE

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

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +1 deflection, +1 Dex, +1 natural)

hp 60 (7d6+33)

Fort +3, **Ref** +3, **Will** +7

Defensive Abilities orc ferocity; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk falchion +7 (2d4+4/18-20)

Ranged mwk heavy crossbow +5 (1d10/19-20)

Bloodline Spell-Like Abilities (CL 7th; concentration +10)

6/day—elemental ray (1d6+3 fire)

Sorcerer Spells Known (CL 7th; concentration +10)

3rd (5/day)—*fireball* (DC 17), *haste*, *protection from energy*

2nd (7/day)—*blur*, *false life*, *glitterdust* (DC 15), *scorching ray*

1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic missile*, *magic weapon*, *ray of enfeeblement* (DC 14), *shield*

0 (at will)—*bleed* (DC 13), *dancing lights*, *detect magic*, *flare* (DC 14), *light*, *ray of frost* (fire), *read magic*

Bloodline elemental (fire)

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor*.

During Combat The sorcerer casts *haste* before targeting her foes with *fireball* or *scorching ray*. In melee combat, she casts *shield* on herself, and *magic weapon* on her falchion.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 13, touch 11, flat-footed 12; **hp** 48.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Eschew Materials, Iron Will, Power Attack, Spell Focus (evocation), Toughness

Skills Intimidate +11, Knowledge (arcana) +3, Linguistics +0, Perception +7, Spellcraft +4

Languages Common, Ignan, Orc

SQ bloodline arcana (change energy damage spells to fire), orc blood, weapon familiarity

Combat Gear potion of cure moderate wounds, scroll of *fly* (2);

Other Gear masterwork falchion, masterwork heavy crossbow with 10 bolts, *amulet of natural armor* +1, *ring of protection* +1, 225 gp

The bloodfire sorcerer withers her enemies with flame and quickens her allies with hot-blooded ferocity.

SINDRIZA

Sindriza was born to a shaman in an efreet-worshiping orc tribe. Her magic manifested early, burning anyone who tried to harm her and keeping her warm when the chief tried to abandon her to die in the cold. She embraced her tribe's love of violence and fire, and loves to use her powers to maim, torture, and kill. She believes she is blessed by the fire gods and meant to use her magic to conquer and destroy. She is a pyromaniac, and has difficulty resisting her urge to ignite flammable objects, creatures, and buildings.

Combat Encounters: Sindriza readily allies with bandits, raiders, or mercenaries, especially if they are prone to needless violence and arson. She may lead a fire cult, or serve an efreet or a gang of fire giants.

Roleplaying Encounters: Sindriza can be a valuable ally if she's allowed to satiate her destructive urges. She grows restless if kept on a short leash, even by a strong master, and is prone to verbally lash out at dwarves and elves if she can't physically attack them.



TRICKSTER MAGE	CR 7
GNOме SORCERER 8	XP 3,200
Small humanoid (gnome)	CE

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)
hp 46 (8d6+16)

Fort +3, **Ref** +4, **Will** +10; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee sickle +3 (1d4-2)

Ranged mwk light crossbow +8 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 8th; concentration +12)

1/day—*dancing lights*, *ghost sound* (DC 15), *prestidigitation*, *speak with animals*

Bloodline Spell-Like Abilities (CL 8th; concentration +12)

7/day—laughing touch

Sorcerer Spells Known (CL 8th; concentration +12)

4th (4/day)—*phantasmal killer* (DC 21)

3rd (6/day)—*deep slumber* (DC 19), *major image* (DC 20), *suggestion* (DC 19)

2nd (7/day)—*hideous laughter* (DC 18), *hypnotic pattern* (DC 19), *mirror image*, *scorching ray*

1st (7/day)—*charm person* (DC 15), *color spray* (DC 18), *entangle* (DC 15), *magic missile*, *shield*, *ventriloquism* (DC 18)

0 (at will)—*daze* (DC 16), *detect magic*, *flare* (DC 14), *mage hand*, *message*, *ray of frost*, *read magic*, *touch of fatigue* (DC 14)

Bloodline fey

TACTICS

During Combat The sorcerer casts *mirror image*, then attempts to control or humiliate opponents with *charm person*, *hideous laughter*, *suggestion*, or his *wand of grease*.

STATISTICS

Str 6, **Dex** 14, **Con** 12, **Int** 12, **Wis** 14, **Cha** 18

Base Atk +4; **CMB** +1; **CMD** 14

Feats Dodge, Eschew Materials, Greater Spell Focus (illusion), Iron Will, Mobility, Spell Focus (illusion)

Skills Bluff +12, Knowledge (arcana) +8, Knowledge (nature) +5, Perception +10, Spellcraft +8, Use Magic Device +11

Languages Common, Elven, Gnome, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), gnome magic, woodland stride

Combat Gear potion of cure moderate wounds, screaming bolts (3), *wand of grease* (20 charges), *wand of invisibility* (21 charges);

Other Gear masterwork light crossbow with 10 bolts, sickle, *bracers of armor* +2, book of pressed fairy wings, 168 gp

The trickster mage thinks everyone deserves to be the butt of his jokes, even if they don't want to be.

QUALZAR JALLARIMPLE

Qualzar's heritage includes mischievous fey who tie shoelaces, curdle milk, and generally make nuisances of themselves. He claims to not understand why other creatures find his humor malicious, but in truth he doesn't care. He's willing to hurt others for the sake of a pun or punch line, and has a book of plucked fairy wings to prove it.

Combat Encounters: Qualzar may try to annoy the PCs in a city or woodland, either for spite or as part of some elaborate, cruel joke. If one of his victims is injured in a funny way, he laughs even harder. His actions could be incidental to another encounter—he might appear just long enough to make trouble during a fight, then leave and not be seen again for weeks.

Roleplaying Encounters: Qualzar could lead a troupe of gnomes or be a recent outcast from a famous circle of allies. He might make catcalls at PCs to undermine their diplomatic efforts, or arrange to humiliate them at a time when they can't retaliate.



SACRED SORCERER

CR 8

HUMAN SORCERER 9

XP 4,800

Medium humanoid (human)

N

Init +2; **Senses** Perception +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 75 (9d6+41)

Fort +5, **Ref** +8, **Will** +9

Resist acid 10, cold 10

OFFENSE

Speed 30 ft.

Melee mwk morningstar +4 (1d8-1)

Ranged javelin +6 (1d6-1) or ray +7 (by spell)

Bloodline Spell-Like Abilities (CL 9th; concentration +13)

7/day—heavenly fire (1d4+4 divine energy)

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day)—remove curse, summon monster IV, wall of fire

3rd (7/day)—dispel magic, lightning bolt (DC 17), magic circle against evil, ray of exhaustion (DC 17)

2nd (7/day)—acid arrow, false life, resist energy, scorching ray, shatter

1st (7/day)—bless, mage armor, magic missile, ray of enfeeblement (DC 15), shield, true strike

0 (at will)—daze (DC 14), detect magic, light, mage hand, mending, ray of frost, read magic, resistance

Bloodline celestial

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor*.

During Combat The sorcerer casts *summon monster IV* to summon a celestial giant wasp, then shoots ray spells at her foes.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 15, touch 14, flat-footed 12; **hp** 61.

STATISTICS

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

Base Atk +4; **CMB** +3; **CMD** 17

Feats Combat Casting, Dodge, Eschew Materials, Lightning Reflexes, Mobility, Point-Blank Shot, Toughness, Weapon Focus (ray)

Skills Diplomacy +5, Handle Animal +5, Heal +6, Knowledge (arcana) +10, Knowledge (religion) +1, Linguistics +1, Perception +9, Spellcraft +10, Survival +3

Languages Celestial, Common

SQ bloodline arcana (summoned creatures gain DR 4/evil), wings of heaven (9 minutes/day)

Combat Gear potion of cure serious wounds, scroll of confusion, wand of bull's strength (25 charges), holy water (2); **Other**

Gear javelins (4), masterwork morningstar, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, 988 gp

The sacred sorcerer is an agent of the gods, less constrained than a priest and armed with magic rarely used by other servants of the divine.

EVANGELINE DE JILLE

Evangeline is blessed by divine magic, but not quite willing to devote herself to the causes of good and order. Instead, she uses her powers to protect herself, travel, and learn more about the world. Though she seeks balance in her life, the innate goodness within her finds overt evil and cruelty to be repugnant, and she distances herself from such people and things that exhibit them.



BLACKSCALE SORCERER	CR 9
HALF-ORC SORCERER 10	XP 6,400
Medium humanoid (human, orc)	CE

Init +5; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 82 (10d6+45)

Fort +8, **Ref** +5, **Will** +7

Defensive Abilities orc ferocity; **DR** 10/adamantine; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee mwk greataxe +8 (1d12+3/x3) or

2 claws +7 (1d6+2)

Special Attacks breath weapon (60-foot line, 10d6 acid, DC 20, 1/day), claws (2, 1d6+2, treated as magic weapons, 7 rounds/day)

Sorcerer Spells Known (CL 10th; concentration +15)

5th (4/day)—*cloudkill* (DC 20)

4th (6/day)—*fear* (DC 19), *shout* (DC 21), *stoneskin*

3rd (7/day)—*fireball* (DC 20), *fly*, *rage*, *stinking cloud* (DC 18)

2nd (7/day)—*acid arrow*, *bull's strength*, *false life*, *resist energy*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 15)

Bloodline draconic (black)

TACTICS

Before Combat The sorcerer casts *false life*, *mage armor*, and *stoneskin* on himself.

During Combat The sorcerer casts *fly* on the first round of combat along with a quickened *magic missile*. He maneuvers so he can catch as many opponents as possible with his breath weapon. If pressed into melee, he casts *bull's strength* and *rage*, then attacks with his greataxe or claws.

Base Statistics Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 15, touch 12, flat-footed 14; **hp** 67; **DR** —.

STATISTICS

Str 14, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 20

Base Atk +5; **CMB** +7; **CMD** 19

Feats Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation)

Skills Fly +9, Intimidate +15, Linguistics +1, Perception +7, Spellcraft +7

Languages Common, Draconic, Orc

SQ bloodline arcana (acid spells deal +1 damage per die), orc blood, weapon familiarity

Combat Gear potion of cure serious wounds, wand of acid arrow (15 charges); **Other Gear** masterwork greataxe, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +2, ring of protection +1, signet ring, diamond dust (worth 500 gp), 825 gp

The blackscale sorcerer channels the powers of corruption and sloth.

BRAX SWAMPSBLACK

Brax was born in an inbred human village tainted by swamp magic and a forgotten legacy of despicable acts. He is primarily driven by hunger and the urge to corrupt others, though his sloth often gets the better of him. He is equally comfortable sleeping in a bed, in a sewer, or on a pile of corpses. When his laziness overcomes his violent tendencies, he is talkative but dull, concerned more with his inflated ego than anything of consequence.

Combat Encounters: Brax is usually a loner, but he may browbeat simple creatures, such as boggards, orcs, or trolls, into serving him.

Roleplaying Encounters:

When Brax is feeling particularly sated, flattery could convince him to work with the PCs, especially if their goal is removing threats to his territory.



LUCKY MAGE	CR 10
HALFLING SORCERER 11	XP 9,600
Small humanoid (halfling)	N

Init +3; **Senses** Perception +13

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 size)

hp 63 (11d6+22)

Fort +9, **Ref** +11, **Will** +10; +2 vs. fear

Defensive Abilities fated +3; **Immune** fire (120 points)

OFFENSE

Speed 20 ft.

Melee mwk longspear +5 (1d6-2/x3)

Ranged mwk light crossbow +10 (1d6/19-20)

Special Attacks it was meant to be (1/day)

Bloodline Spell-Like Abilities (CL 11th; concentration +16)

8/day—touch of destiny (+5)

Sorcerer Spells Known (CL 11th; concentration +16)

5th (5/day)—*break enchantment, interposing hand, teleport*

4th (7/day)—*bestow curse (DC 19), dimension door, freedom of movement, greater invisibility*

3rd (7/day)—*dispel magic, fireball*

(DC 18), *hold person (DC 18), protection from energy, ray of exhaustion (DC 18)*

2nd (7/day)—*acid arrow, blindness/deafness (DC 17), blur, scorching ray, see invisibility, spider climb*

1st (8/day)—*alarm, charm person (DC 16), floating disk, mage armor, magic missile, true strike*

0 (at will)—*arcane mark, detect magic, light, mage hand, message, prestidigitation, ray of frost, read magic, resistance*

Bloodline destined

TACTICS

Before Combat The sorcerer casts *freedom of movement, mage armor, and protection from energy (fire)*.

During Combat The sorcerer uses *interposing hand* or *hold person* to keep opponents from reaching her while she uses ranged attack spells such as *fireball* and *ray of exhaustion*.

Base Statistics Without *mage armor* and *protection from energy*, the sorcerer's statistics are **AC** 17, touch 16, flat-footed 13; **Immune** none.

STATISTICS

Str 6, **Dex** 16, **Con** 12, **Int** 13, **Wis** 10, **Cha** 21

Base Atk +5; **CMB** +2; **CMD** 23

Feats Combat Casting, Combat Expertise, Defensive Combat Training, Dodge, Eschew Materials, Great Fortitude, Lightning Reflexes, Mobility

Skills Acrobatics +5 (+1 when jumping), Bluff +13, Climb +0, Fly +9,

Knowledge (arcana, history) +9, Perception +13, Spellcraft +10

Languages Common, Gnome, Halfling

SQ bloodline arcana (gains a luck bonus to saves when casting personal-range spells)

Combat Gear potion of cure moderate wounds, potion of cure serious wounds, potion of eagle's splendor, potion of fly, potion of invisibility, wand of shield (44 charges); **Other Gear** masterwork light crossbow with 10 bolts, masterwork longspear, *amulet of natural armor +1, cloak of resistance +2, headband of alluring charisma +2, ring of protection +1*, 649 gp

The lucky mage uses her magic, innate talents and good fortune to survive incredible odds with barely a scratch. Rather than depend on this strange fortune, however, the lucky mage constantly strives to understand and harness her unique abilities.



AMARYLLIS HOLLOWDOCK

Amaryllis, a relaxed and personable halfling, tries not to upset the apple cart too much, mainly because she doesn't like seeing other people get hurt. She trusts her powers to get her through danger alive, but carries a burden of guilt over friends she wasn't able to save. She hides this underneath a veneer of constant cheerfulness and good humor, and is fond of using her magic to delight others and make friends—though anyone who underestimates her because of her love of clowning and children may find themselves in desperate straits should they rile her anger.

Combat Encounters: Amaryllis might fight the PCs if she believes they are responsible for harming her friends or threatening a person or place she cares about. She has a strong sense of fairness, and may attack the PCs to right an affront against someone else. She is quick to jump to conclusions, but also quick to talk if the PCs try to explain themselves.

Roleplaying Encounters: Amaryllis can be recruited as an ally easily, especially if the PCs look like they can take care of themselves. The PCs may meet her in the midst of a deadly situation—an opportune meeting she sees as her luck delivering the right people at the right time.

FEY ENCHANTRESS	CR 11
ELF SORCERER 12	XP 12,800
Medium humanoid (elf)	CN

Init +3; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +1 natural)

hp 56 (12d6+12)

Fort +5, **Ref** +10, **Will** +12; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +10/+5 (1d6-1/18-20)

Ranged mwk shortbow +10/+5 (1d6/x3)

Bloodline Spell-Like Abilities (CL 12th; concentration +17)

8/day—laughing touch

12 rounds/day—fleeting glance

Sorcerer Spells Known (CL 12th; concentration +17)

6th (3/day)—*mass suggestion* (DC 25)

5th (6/day)—*dominate person* (DC 24), *mind fog* (DC 24), *tree stride*

4th (7/day)—*bestow curse* (DC 19), *charm monster* (DC 21), *crushing despair* (DC 23), *poison* (DC 19)

3rd (7/day)—*deep slumber* (DC 22), *fly*, *hold person* (DC 22), *lightning bolt* (DC 18), *suggestion* (DC 22)

2nd (7/day)—*false life*, *glitterdust* (DC 17), *hideous laughter* (DC 21), *scorching ray*, *spectral hand*, *touch of idiocy*

1st (8/day)—*charm person* (DC 18), *entangle* (DC 16), *mage armor*, *magic missile*, *shield*, *ventriloquism* (DC 16)

0 (at will)—*dancing lights*, *daze* (DC 19), *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

Bloodline fey

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor*.

During Combat The sorcerer uses her fleeting glance ability to turn invisible, then casts *mind fog* before using her enchantment spells. She casts *spectral hand* to deliver touch spells such as *bestow curse*, *poison*, or *touch of idiocy*.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 17, touch 16, flat-footed 13; **hp** 44.

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 12, **Wis** 13, **Cha** 20

Base Atk +6; **CMB** +5; **CMD** 21

Feats Dodge, Eschew Materials, Greater Spell Focus

(enchantment), Improved Iron Will, Iron Will, Lightning Reflexes, Spell Focus (enchantment), Weapon Finesse

Skills Bluff +18, Diplomacy +15, Fly +7, Intimidate +18, Knowledge (arcana) +6, Knowledge (nature) +5, Perception +12, Spellcraft +9 (+11 to identify magic item properties)

Languages Common, Elven, Sylvan

SQ bloodline arcana (+2 DC for compulsion spells), elven magic, weapon familiarity, woodland stride

Combat Gear elixir of love (2), scroll of wall of force; **Other Gear** masterwork rapier, masterwork shortbow with 20 arrows, cloak of resistance +1, hat of disguise, headband of alluring charisma +2, ring of protection +2, jewelry (worth 300 gp), 1,825 gp

The fey enchantress uses her powers to manipulate others, acquire power, and gain wealth.

ELINDRIA

Elindria believes she is the descendant of an exiled faerie queen. She plans to gather sycophants under her banner, claim a stretch of primordial forest, and rule over a court where her minions flatter her and dance for her pleasure.



AZURE BOLT SORCERER	CR 12
HUMAN SORCERER 13	XP 19,200
Medium humanoid (human)	LE

Init +6; **Senses** see invisibility; **Perception** +11

DEFENSE

AC 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural)

hp 141 (13d6+93)

Fort +10, **Ref** +10, **Will** +9

Resist electricity 10

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +7 (1d6+1 plus 1d6 electricity) or mwk morningstar +8/+3 (1d8+1)

Ranged mwk javelin +9 (1d6+1)

Special Attacks claws (2, 1d4+1 plus 1d6 electricity, treated as magic weapons, 8 rounds/day), breath weapon (60-foot line, 13d6 electricity, DC 21, 1/day)

Sorcerer Spells Known (CL 13th; concentration +18)

6th (4/day)—*acid fog*, *chain lightning* (DC 23), *form of the dragon* 1

5th (7/day)—*cone of cold* (DC 22), *feeblemind* (DC 20), *overland flight*, *spell resistance*

4th (7/day)—*black tentacles*, *charm monster* (DC 19), *dimension door*, *fear* (DC 19), *ice storm*

3rd (7/day)—*fireball* (DC 20), *fly*, *haste*, *lightning bolt* (DC 20), *slow* (DC 18)

2nd (7/day)—*bear's endurance*, *false life*, *gust of wind* (DC 19), *resist energy*, *scorching ray*, *see invisibility*

1st (8/day)—*grease*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 15), *detect magic*, *flare* (DC 17), *light*, *mage hand*, *mending*, *ray of frost*, *read magic*

Bloodline draconic (blue)

TACTICS

Before Combat The sorcerer casts *bear's endurance*, *false life*, *fly*, *mage armor*, and *see invisibility*.

During Combat The sorcerer prefers to fight with her electricity spells, such as *chain lightning* and *lightning bolt*, and saves her breath weapon until her foes are lined up so she can catch as many as

possible in its effect. She uses spells such as *black tentacles*, *grease*, and *ice storm* to hinder her opponents. If forced into melee combat, the sorcerer casts *haste* and *form of the dragon* 1.

Base Statistics Without *bear's endurance*, *false life*, *fly*, and *mage armor*, the sorcerer's statistics are **AC** 18, touch 15, flat-footed 15; **hp** 126; **Fort** +8; **Speed** 30 ft.

STATISTICS

Str 12, **Dex** 14, **Con** 18, **Int** 10, **Wis** 8, **Cha** 21

Base Atk +6; **CMB** +7; **CMD** 22

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Lightning Reflexes, Maximize Spell, Mobility, Quick Draw, Spell Focus (evocation), Toughness

Skills Bluff +12, Fly +10, Intimidate +20, Knowledge (arcana) +7, Linguistics +1, Perception +11, Spellcraft +7

Languages Common, Draconic

SQ bloodline arcana (electricity spells deal +1 damage per die)

Combat Gear potions of cure serious wounds (2), wand of vampiric touch (10 charges); **Other Gear** masterwork javelins (2), masterwork morningstar, amulet of natural armor +1, bag of holding (type I), cloak of resistance +2, headband of alluring charisma +2, ring of protection +2, 1,839 gp

An azure bolt sorcerer believes she is smarter than she actually is, and spins wild schemes to make herself feel important.

SESSERAND

Sesserand has always been a small person, a lackey to others, only coming into her own when her magic awakened. Now she makes up for years of insults by preparing and memorizing cutting remarks for every possible slight, not realizing her power and inner strength are more than enough to garner respect despite her shortcomings.

Combat Encounters: Sesserand prefers to have lackeys engage enemies so she can freely choose targets to destroy. She might serve as a lieutenant to a wittier person who can make her feel important.

Roleplaying Encounters: Sesserand might work for a charismatic person who values her abilities, or might tell herself that she's the "power behind the throne" in an unequal partnership.



ICE MAGE	CR 13
HALF-ELF SORCERER 14	XP 25,600
Medium humanoid (elf, human)	NE

Init +2; **Senses** low-light vision; **Perception** +19

DEFENSE

AC 21, touch 15, flat-footed 18 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural)

hp 79 (14d6+28)

Fort +6, **Ref** +6, **Will** +12; +2 vs. enchantments

Immune fire (120 points), sleep; **Resist** cold 20

OFFENSE

Speed 30 ft.

Melee mwk spear +7/+2 (1d8-1/x3)

Ranged mwk light crossbow +10 (1d8/19-20)

Bloodline Spell-Like Abilities (CL 14th; concentration +20)

9/day—elemental ray (1d6+7 cold)

1/day—elemental blast (1d4 cold, DC 23)

Sorcerer Spells Known (CL 14th, concentration +20)

7th (3/day)—*delayed blast fireball* (cold, DC 25)

6th (6/day)—*chain lightning* (cold, DC 24), *elemental body III*, *freezing sphere* (DC 24)

5th (7/day)—*baleful polymorph* (DC 21), *cone of cold* (DC 23), *elemental body II*, *summon monster V*

4th (7/day)—*elemental body I*, *ice storm*, *resilient sphere* (DC 22), *solid fog*, *wall of ice* (DC 22)

3rd (7/day)—*fly*, *lightning bolt* (cold, DC 21), *protection from energy*, *ray of exhaustion* (DC 19), *sleet storm*

2nd (8/day)—*acid arrow* (cold), *blindness/deafness* (DC 18), *fog cloud*, *gust of wind* (DC 20), *mirror image*, *scorching ray* (cold)

1st (8/day)—*burning hands* (cold, DC 19), *endure elements*, *mage armor*, *magic missile*, *obscuring mist*, *shield*

0 (at will)—*acid splash* (cold), *bleed* (DC 16), *detect magic*, *detect poison*, *mage hand*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue* (DC 16)

Bloodline elemental (water)

TACTICS

Before Combat The sorcerer casts *mage armor* and *protection from energy* (fire).

During Combat The sorcerer casts empowered area damage spells such as *cone of cold*, *freezing sphere*, and *chain lightning*. If forced into melee, she casts *elemental body III* and transforms into a Large water elemental.

Base Statistics Without *mage armor* and *protection from energy*, the sorcerer's statistics are **AC** 17, touch 15, flat-footed 14; **Immune** sleep.

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 22

Base Atk +7; **CMB** +6; **CMD** 21

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Nimble Moves, Silent Spell, Skill Focus (Perception), Spell Focus (evocation)

Skills Diplomacy +11, Fly +11, Knowledge (arcana, planes) +8,

Linguistics +1, Perception +19, Spellcraft +8, Swim +4

Languages Aquan, Common, Elven

SQ bloodline arcana (change energy damage spells to cold), elf blood

Combat Gear potion of fly; **Other Gear** masterwork light crossbow

with 10 bolts, masterwork spear, *amulet of natural armor* +2, *headband of alluring charisma* +4, *ring of protection* +2, 1,413 gp

The ice mage bends liquid and solid water to her will, killing with the efficiency of a sudden frost.

MATHERIE TOURANE

As a child, Matherie was buried alive by an avalanche for 3 days. After she dug herself free, she found the ordeal had given her power over ice and snow. She abandoned her old life and embraced the coldness and cruelty in her heart.



DIABOLICAL CHARMER

CR 14

HUMAN SORCERER 15

XP 38,400

Medium humanoid (human)

LE

Init +6; **Senses** Perception +12

DEFENSE

AC 21, touch 15, flat-footed 18 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural) (+2 deflection vs. good)

hp 85 (15d6+30)

Fort +7, **Ref** +11, **Will** +15; +4 vs. poison

DR 10/adamantine (150 points); **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +7/+2 (1d6-1)

Bloodline Spell-Like Abilities (CL 15th; concentration +21)

9/day—corrupting touch (7 rounds)

1/day—hellfire (15d6 fire, DC 23)

Sorcerer Spells Known (CL 15th; concentration +21)

7th (4/day)—*delayed blast fireball* (DC 24), *greater teleport*, *summon monster VII*

6th (7/day)—*disintegrate* (DC 22), *globe of invulnerability*, *mass suggestion* (DC 22), *planar binding* (devils/ fiendish creatures only, DC 22)

5th (7/day)—*cone of cold* (DC 22), *dismissal* (DC 21), *dominate person* (DC 21), *polymorph*, *wall of force*

4th (7/day)—*black tentacles*, *charm monster* (DC 22), *dimension door*, *stoneskin*, *wall of fire*

3rd (7/day)—*dispel magic*, *fireball* (DC 20), *hold person* (DC 19), *suggestion* (DC 19), *vampiric touch*

2nd (8/day)—*acid arrow*, *darkness*, *false life*, *invisibility*, *scorching ray*, *web* (DC 18)

1st (8/day)—*burning hands* (DC 18), *charm person* (DC 19), *magic missile*, *protection from good*, *shield*, *true strike*

0 (at will)—*acid splash*, *bleed* (DC 16), *daze* (DC 16), *detect magic*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue* (DC 16)

Bloodline infernal

TACTICS

Before Combat The sorcerer casts *false life* and *stoneskin*, and uses her *wand of mage armor*.

During Combat The sorcerer uses hellfire on the first round of combat, then uses controlling spells like *dominate person*, or damaging attacks such as *black tentacles* or *cone of cold*.

Base Statistics Without *false life*, *mage armor*, and *stoneskin*, the sorcerer's statistics are **AC** 17, touch 15, flat-footed 14; **hp** 70; **DR** none.

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 12, **Wis** 14, **Cha** 23

Base Atk +7, **CMB** +6; **CMD** 21

Feats Combat Casting, Dodge, Eschew Materials, Extend Spell, Improved Initiative, Improved Iron Will, Iron Will,

Lightning Reflexes, Persuasive, Quicken Spell, Spell Focus (evocation), Spell Penetration

Skills Bluff +19, Diplomacy +23, Fly +10, Intimidate +23, Knowledge (arcana) +9, Knowledge (planes) +6, Perception +12, Spellcraft +9

Languages Common, Infernal

SQ bloodline arcana (+2 DC for charm spells), infernal resistances, on dark wings

Combat Gear potions of cure serious wounds (2), scrolls of invisibility (2), scroll of nondetection, wand of mage armor (20 charges); **Other Gear** masterwork quarterstaff, amulet of natural armor +2, cloak of resistance +2, headband of alluring charisma +4, ring of counterspells, ring of protection +2, diamond dust (worth 500 gp), 1,675 gp

The diabolical charmer uses magic and honeyed words to convince mortals and fiends to do her bidding.



NATURAL ARCANIST	CR 15
HALFLING SORCERER 16	XP 51,200
Small humanoid (halfling)	NE

Init +3; **Senses** Perception +12

DEFENSE

AC 23, touch 18, flat-footed 19 (+3 armor, +3 deflection, +3 Dex, +1 dodge, +2 natural, +1 size)

hp 137 (16d6+79)

Fort +11, **Ref** +12, **Will** +16; +2 vs. fear

Defensive Abilities *spell turning*; **DR** 10/adamantine (150 points)

OFFENSE

Speed 20 ft.

Melee mwk spear +8/+3 (1d6-2/x3)

Ranged mwk sling +13/+8 (1d3-2)

Sorcerer Spells Known (CL 16th; concentration +23)

8th (3/day)—*prismatic wall* (DC 25)

7th (6/day)—*grasping hand*, *greater teleport*, *spell turning*

6th (7/day)—*acid fog*, *chain lightning* (DC 25), *globe of invulnerability*, *greater dispel magic*, *true seeing*

5th (7/day)—*break enchantment*, *cone of cold* (DC 24), *mage's faithful hound*, *mind fog* (DC 22), *overland flight*

4th (7/day)—*dimension door*, *enervation*, *phantasmal killer* (DC 21), *resilient sphere* (DC 23), *stoneskin*

3rd (8/day)—*dispel magic*, *displacement*, *fly*, *hold person* (DC 20), *lightning bolt* (DC 22), *protection from energy* (DC 20)

2nd (8/day)—*false life*, *glitterdust* (DC 19), *invisibility*, *knock*, *resist energy*, *scorching ray*

1st (8/day)—*alarm*, *grease*, *identify*, *magic missile*, *ray of enfeeblement* (DC 18), *shield*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *detect poison*, *light*, *mage hand*, *ray of frost*, *read magic*, *resistance*

Bloodline arcane

TACTICS

Before Combat The sorcerer casts *false life*, *stoneskin*, and *spell turning*.

During Combat The sorcerer casts *prismatic wall* between himself and his enemies on the first round of combat, then casts *displacement* and *globe of invulnerability*. He attacks with area damage spells such as *acid fog*, *chain lightning*, and *cone of cold*.

Base Statistics Without *false life*, *spell turning*, and *stoneskin*, the sorcerer's statistics are **hp** 122; **Defensive Abilities** none; **DR** none.

STATISTICS

Str 6, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 24

Base Atk +8; **CMB** +5; **CMD** 22

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials, Improved Counterspell, Iron Will, Maximize Spell, Quicken Spell, Silent Spell, Still Spell, Toughness

Skills Acrobatics +5 (+1 when jumping), Bluff +18, Climb +0, Fly +9, Knowledge (arcana) +12, Knowledge (local) +9, Perception +12, Spellcraft +12, Use Magic Device +18

Languages Common, Dwarven, Halfling

SQ arcane bond (*ring of protection*), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (4/day), new arcana, school power (+2 DC for evocation spells)

Combat Gear potion of cure serious wounds, scroll of *mislead*, scroll of *shadow walk*; **Other Gear** masterwork sling with 20 bullets, masterwork spear, amulet of natural armor +2, bracers of armor +3, cloak of resistance +3, headband of alluring charisma +4, ring of protection +3, diamond dust (worth 500 gp), eye ointment for true seeing (worth 500 gp), 1,848 gp

The natural arcanist is a conduit for magical power, always on the brink of releasing too much energy.

NAR LOSAFEL

Nar is a troubled halfling whose innate magic has always caused inadvertent destruction in his home. He was born in a quiet halfling district of a human city, but his friends and family chased him out in his teen years, fearing for their safety. Forced to live like a hermit, Nar grew bitter and angry. His odd speech patterns and personality make him difficult to read.



FIERY DRAGONKIN

CR 16

DWARF SORCERER 17

XP 76,800

Medium humanoid (dwarf)

CE

Init +4; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 26, touch 14, flat-footed 26 (+8 armor, +3 deflection, +1 insight, +4 natural)

hp 147 (17d6+85)

Fort +15, **Ref** +9, **Will** +14; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **DR** 10/adamantine (150 points); **Resist** fire 10

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee mwk battleaxe +11/+6 (1d8+2/x3) or 2 claws +10 (1d6+2 plus 1d6 fire)

Ranged mwk heavy crossbow +9 (1d10/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, breath weapon (30-foot cone, 17d6 fire, DC 23, 2/day), claws (2, 1d4+2 plus 1d6 fire, treated as magic weapons, 8 rounds/day)

Sorcerer Spells Known (CL 17th; concentration +22)

- 8th (4/day)—*form of the dragon* III, *greater shout* (DC 25), *incendiary cloud* (DC 23)
- 7th (6/day)—*delayed blast fireball* (DC 24), *form of the dragon* II, *mass hold person* (DC 22), *reverse gravity*
- 6th (6/day)—*chain lightning* (DC 23), *flesh to stone* (DC 21), *form of the dragon* I, *transformation*
- 5th (7/day)—*cloudkill* (DC 20), *cone of cold* (DC 22), *spell resistance*, *telekinesis*, *wall of force*
- 4th (7/day)—*crushing despair* (DC 19), *fear* (DC 19), *fire shield*, *stoneskin*, *wall of fire*
- 3rd (7/day)—*dispel magic*, *fireball* (DC 20), *fly*, *greater magic weapon*, *ray of exhaustion* (DC 18)
- 2nd (7/day)—*blur*, *flaming sphere* (DC 19), *invisibility*, *resist energy* (DC 17), *scorching ray*, *web* (DC 17)
- 1st (8/day)—*burning hands* (DC 18), *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *ventriloquism* (DC 16)
- 0 (at will)—*acid splash*, *bleed* (DC 15), *dancing lights*, *detect magic*, *flare* (DC 17), *mage hand*, *ray of frost*, *read magic*, *touch of fatigue* (DC 15)

Bloodline draconic (red)

TACTICS

Before Combat The sorcerer casts *stoneskin*.

During Combat The sorcerer casts *mass hold person*, then uses his breath weapon and area spells against his paralyzed foes. If forced into melee, he casts *greater magic weapon* on his battleaxe and *transformation* on himself.

Base Statistics Without *stoneskin*, the sorcerer's statistics are **DR** none.

STATISTICS

Str 14, **Dex** 10, **Con** 18, **Int** 12, **Wis** 10, **Cha** 20

Base Atk +8; **CMB** +10; **CMD** 24 (28 vs. bull rush or trip)

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Light Armor Proficiency, Medium Armor Proficiency, Maximize Spell, Quicken Spell, Spell Focus (evocation)

Skills Appraise +5 (+7 to assess nonmagical metals or gemstones), Fly +6, Intimidate +18, Knowledge (arcana) +13, Linguistics +2, Perception +18 (+20 to notice unusual stonework), Spellcraft +13

Languages Common, Draconic, Dwarven, Orc

SQ bloodline arcana (fire spells deal +1 damage per die), wings

Combat Gear potions of bull's strength (2), potions of cure serious wounds (2), wand of shield (20 charges); **Other Gear** +2 red dragonhide breastplate, masterwork battleaxe, masterwork heavy crossbow with 10 bolts, belt of mighty constitution +2, brooch of shielding, cloak of resistance +4, dusty rose prism ioun stone, headband of alluring charisma +4, ring of protection +3, diamond dust (worth 500 gp), 6,240 gp

The fiery dragonkin embodies all the greedy, violent, and territorial impulses of red dragons. Heedless of the lives they crush in their rise to glory, the dragonkin sorcerers are born conquerors, and see in their noble draconic blood an undeniable right to rule over lesser beings.



DEMON-BLOODED SORCERER	CR 17
HALF-ORC SORCERER 18	XP 102,400
Medium humanoid (human, orc)	CE

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 13, flat-footed 19 (+5 armor, +2 Dex, +1 dodge, +4 natural)
hp 152 (18d6+87)

Fort +11, **Ref** +9, **Will** +13; +4 vs. poison

Defensive Abilities orc ferocity; **DR** 10/adamantine (150 points); **Resist** electricity 10

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +12 (1d6+3 plus 1d6 fire) or

+1 flaming greataxe +13/+8 (1d12+5×3 plus 1d6 fire)

Special Attacks claws (2, 1d6+7 plus 1d6 fire, treated as magic weapons, 7 rounds/day)

Sorcerer Spells Known (CL 18th; concentration +25)

9th (3/day)—*meteor swarm*

8th (5/day)—*incendiary cloud* (DC 27), *summon monster VIII*, *unholy aura*

7th (7/day)—*delayed blast fireball* (DC 24), *greater teleport*, *power word blind*, *reverse gravity*

6th (7/day)—*acid fog*, *chain lightning* (DC 23), *transformation*, *true seeing*

5th (7/day)—*cloudkill* (DC 24), *cone of cold* (DC 22), *dismissal* (DC 22), *feeblemind* (DC 22), *summon monster V*

4th (7/day)—*black tentacles*, *confusion* (DC 21), *dimension door*, *phantasmal killer* (DC 21), *stoneskin*

3rd (8/day)—*dispel magic*, *fly*, *gaseous form*, *rage*, *slow* (DC 20)

2nd (8/day)—*acid arrow*, *bull's strength*, *darkness*, *false life*, *mirror image*, *scorching ray*

1st (8/day)—*burning hands* (DC 18), *cause fear* (DC 18), *enlarge person* (DC 18), *grease*, *ray of enfeeblement* (DC 18), *shield*

0 (at will)—*acid splash*, *bleed* (DC 17), *daze* (DC 17), *detect magic*, *light*, *mage hand*, *message*, *ray of frost*, *read magic*

Bloodline abyssal

TACTICS

Before Combat The sorcerer casts *false life* and *stoneskin*.

During Combat The sorcerer casts *summon monster VIII* to summon a hezrou, then alternates between casting area damage spells and summoning other demons. If he knows he is fighting good-aligned opponents, he casts *unholy aura*.

Base Statistics Without *false life* and *stoneskin*, the sorcerer's statistics are **hp** 137; **DR** none.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 24

Base Atk +9; **CMB** +12; **CMD** 25

Feats Augment Summoning, Combat Casting, Dodge, Empower Spell,

Eschew Materials, **Extend Spell**, **Great Fortitude**, **Greater Spell Focus** (conjunction), **Improved Initiative**, **Quicken Spell**, **Spell Focus** (conjunction), **Toughness**

Skills Fly +6, Intimidate +14, Knowledge (arcana) +3, Knowledge (planes) +5, Linguistics +0, Perception +10, Spellcraft +3

Languages Abyssal, Common, Orc

SQ added summonings, bloodline arcana (summoned creatures gain DR 9/good), orc blood, strength of the Abyss, weapon familiarity

Combat Gear potions of cure serious wounds (2), potion of haste, scroll of greater dispel magic, wand of shield (20 charges);

Other Gear +1 flaming greataxe, amulet of natural armor +4, bracers of armor +5, cloak of resistance +1, headband of alluring charisma +4, ring of counterspells, diamond dust (worth 500 gp), eye ointment for true seeing (worth 500 gp), 4,480 gp

The demon-blooded sorcerer is a powerful mortal servant of the Abyss.

OGRIK THE DEMON

Ogrik remembers little about his origins other than darkness and hunger. He loves using his magic to destroy others, and considers himself a true demon. He has been known to eat his enemies, as well as underlings who displease him.



FATE-BOUND MAGE

CR 18

HUMAN SORCERER 19

XP 153,600

Medium humanoid (human)

N

Init +5; Senses Perception +21

DEFENSE

AC 24, touch 17, flat-footed 22 (+4 armor, +3 deflection, +1 Dex, +1 dodge, +2 insight, +3 natural); never surprised or flat-footed
hp 122 (19d6+53)

Fort +10, Ref +14, Will +18; +5 vs. spells and spell-like abilities

Defensive Abilities fated +5, spell turning, within reach 1/day; DR 10/adamantine (150 points)

OFFENSE

Speed 30 ft.

Melee staff of fire +8/+3 (1d6-1)

Special Attacks it was meant to be (2/day)

Bloodline Spell-Like Abilities (CL 19th; concentration +26)

10/day—touch of destiny (+9)

Sorcerer Spells Known (CL 19th; concentration +26)

9th (4/day)—crushing hand, foresight, time stop

8th (6/day)—greater shout (DC 27), moment of prescience, power word stun, protection from spells

7th (7/day)—limited wish, mage's magnificent mansion, mage's sword, spell turning

6th (7/day)—chain lightning (DC 25), disintegrate (DC 23), globe of invulnerability, mislead

5th (7/day)—baleful polymorph (DC 22), break enchantment, cone of cold (DC 24), dominate person (DC 22), teleport

4th (7/day)—bestow curse (DC 21), charm monster (DC 21), dimension door, freedom of movement, stoneskin

3rd (8/day)—dispel magic, fly, lightning bolt (DC 22), phantom steed, protection from energy

2nd (8/day)—acid arrow, blur, false life, fog cloud, knock, scorching ray

1st (8/day)—alarm, burning hands (DC 20), mage armor, magic missile, shield, true strike

0 (at will)—acid splash, arcane mark, detect magic, detect poison, light, mending, open/close, prestidigitation, read magic

Bloodline destined

TACTICS

Before Combat The sorcerer casts *false life*, *foresight*, *freedom of movement*, *mage armor*, *moment of prescience*, *protection from spells*, *spell turning*, and *stoneskin*.

During Combat The sorcerer first casts *mislead* and *globe of invulnerability*.

Base Statistics Without *false life*, *foresight*, *mage armor*, *protection from spells*, *spell turning*, and *stoneskin*, the sorcerer's statistics are AC 18, touch 15, flat-footed 16; hp 107; Ref +12; DR none.

STATISTICS

Str 8, Dex 13, Con 12, Int 14, Wis 15, Cha 24

Base Atk +9; CMB +8; CMD 25

Feats Combat Casting, Combat Expertise, Diehard, Dodge, Eschew Materials, Greater Spell Focus (evocation), Improved

Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Mobility, Quicken Spell, Silent Spell, Spell Focus (evocation)

Skills Bluff +20, Diplomacy +17, Fly +11, Intimidate +20, Knowledge (arcana, history) +15, Perception +21, Spellcraft +24

Languages Celestial, Common, Draconic, Elven, Infernal

SQ bloodline arcana (gain luck bonus to saves when casting personal-range spells)

Combat Gear potion of cure moderate wounds, potion of cure serious wounds; **Other Gear** amulet of natural armor +3, cloak of resistance +3, glove of storing, headband of mental prowess +4 (Int, Wis), ring of protection +3, staff of fire (10 charges), diamond dust (worth 500 gp), 7,800 gp

Believing he's destined for greatness, this mage will do anything to succeed.



ARISEN SORCERER	CR 19
HUMAN SORCERER 20	XP 204,800
Medium humanoid (human)	LE

Init +6; **Senses** Perception +16

DEFENSE

AC 30, touch 17, flat-footed 27 (+4 armor, +4 deflection, +2 Dex, +1 dodge, +9 natural)

hp 217 (20d6+145)

Fort +16, **Ref** +11, **Will** +18; +4 morale bonus vs. undead spells and spell-like abilities

DR 5/—; **Immune** cold, nonlethal damage, paralysis, sleep

OFFENSE

Speed 30 ft.

Melee quarterstaff +9/+4 (1d6-1)

Bloodline Spell-Like Abilities (CL 20th; concentration +28)

11/day—grave touch (10 rounds)

3/day—grasp of the dead (20d6 slashing, DC 28)

1/day—incorporeal form (20 rounds)

Sorcerer Spells Known (CL 20th; concentration +28)

9th (6/day)—*energy drain* (DC 29), *imprisonment* (DC 27), *power word kill*, *wail of the banshee* (DC 29)

8th (7/day)—*create greater undead*, *horrid wilting* (DC 28), *polar ray*, *protection from spells*

7th (7/day)—*finger of death* (DC 27), *mass hold person* (DC 25), *prismatic spray*, *waves of exhaustion*

6th (7/day)—*circle of death* (DC 26), *create undead*, *flesh to stone* (DC 24), *undeath to death* (DC 26)

5th (7/day)—*cloudbreak* (DC 23), *cone of cold* (DC 23), *dominate person* (DC 23), *teleport*, *waves of fatigue*

4th (8/day)—*animate dead*, *contagion* (DC 24), *crushing despair* (DC 22), *solid fog*, *wall of ice* (DC 22)

3rd (8/day)—*dispel magic*, *fireball* (DC 21), *gaseous form*, *ray of exhaustion* (DC 23), *vampiric touch*

2nd (8/day)—*blindness/deafness* (DC 22), *false life*, *invisibility*, *mirror image*, *scorching ray*, *spectral hand*

1st (8/day)—*chill touch* (DC 21), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 21), *shield*, *shocking grasp*

0 (at will)—*acid splash*, *bleed* (DC 20), *detect magic*, *disrupt undead*, *ghost sound* (DC 18), *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue* (DC 20)

Bloodline undead

TACTICS

Before Combat The sorcerer casts *false life* and *mage armor*.

During Combat The sorcerer casts *energy drain*, *power word kill*, and *wail of the banshee*. She may deter opponents with *solid fog*, *waves of exhaustion*, or her *grasp of the dead* ability.

Base Statistics Without *false life* and *mage armor*, the sorcerer's statistics are **AC** 26, touch 17, flat-footed 23; **hp** 202.

STATISTICS

Str 8, **Dex** 14, **Con** 20, **Int** 10, **Wis** 12, **Cha** 27

Base Atk +10; **CMB** +9; **CMD** 26

Feats Blind-Fight, Combat Casting, Dodge, Empower Spell,

Eschew Materials, Great Fortitude, Greater Spell Focus (necromancy), Improved Initiative, Iron Will, Mobility, Quicken Spell, Silent Spell, Spell Focus (necromancy), Still Spell, Toughness

Skills Fly +10, Intimidate +21, Knowledge (arcana, religion) +13, Perception +16, Spellcraft +13, Use Magic Device +21

Languages Common

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells), one of us

Combat Gear scrolls of *darkvision* (2), scrolls of *fly* (2), scroll of *see invisibility*, wand of *cure moderate wounds* (25 charges); **Other Gear** quarterstaff, amulet of natural armor +4, belt of mighty constitution +6, cloak of resistance +3, headband of alluring charisma +6, ring of protection +4, robe of bones, diamonds for *protection from spells* (worth 1,500 gp), onyx gems (worth 2,000 gp), 4,650 gp



CAUTIOUS MAGE

CR 1/2

HUMAN WIZARD 1

XP 200

Medium humanoid (human)

N

Init +5; **Senses** Perception +4

DEFENSE

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

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 1st; concentration +4)

1st—*burning hands* (DC 14), *mage armor*

0 (at will)—*bleed* (DC 13), *detect magic*, *resistance*

TACTICS

Before Combat The wizard casts *mage armor*.

During Combat The wizard uses hand of the apprentice to throw her quarterstaff or casts *burning hands*. She offers to use her *scroll of enlarge person* on an ally who'll protect her.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 11, touch 11, flat-footed 10.

STATISTICS

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

Base Atk +0; **CMB** +0; **CMD** 11

Feats Alertness, Combat Casting, Improved Initiative, Scribe Scroll

Skills Knowledge (arcana, history, planes) +7, Linguistics +7, Perception +4, Sense Motive +3, Spellcraft +7

Languages Common, Draconic, Dwarven, Elven, Infernal

SQ arcane bond (raven)

Combat Gear potions of cure light wounds (2), potion of shield of faith, scrolls of comprehend languages (2), scroll of endure elements, scroll of enlarge person, scroll of grease, scroll of mount, scrolls of shield (2), smokesticks (2);

Other Gear quarterstaff, antitoxin, spellbook, sunrods (5), 40 gp

These mages are new adventurers looking for protectors.

HOLDREDA DANTON

Holdreda loves magic, but not risking her life. After low-paying jobs for the captain of the guard, she decided to go adventuring, but wants a strong group to keep her safe.

STREET MAGICIAN

CR 1

GNOME ENCHANTER 2

XP 400

Small humanoid (gnome)

CN

Init +1; **Senses** low-light vision; Perception +2

DEFENSE

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

hp 14 (2d6+5)

Fort +2, **Ref** +1, **Will** +2; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

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

Ranged light crossbow +4 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 2nd; concentration +3)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Arcane School Spell-Like Abilities (CL 2nd; concentration +4)

5/day—dazing touch

Enchanter Spells Prepared (CL 2nd; concentration +4)

1st—*charm person* (DC 13), *color spray* (DC 14), *grease*, *sleep* (DC 13)

0 (at will)—*dancing lights*, *ghost sound* (2, DC 13), *mage hand*

Opposition Schools abjuration, necromancy

TACTICS

During Combat The wizard casts *color spray*, then casts *grease* between himself and foes. If threatened, he drinks his potion of *invisibility*.

STATISTICS

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

Base Atk +1; **CMB** +1; **CMD** 13

Feats Dodge, Scribe Scroll

Skills Bluff +3, Knowledge (arcana, geography, history) +6, Knowledge (local) +7, Perception +2, Spellcraft +6

Languages Common, Dwarven, Gnome, Halfling

SQ arcane bond (amulet), enchanting smile

Combat Gear potions of cure light wounds (2), scrolls of disguise self (2), scrolls of expeditious retreat (2), scroll of invisibility, scrolls of obscuring mist (2), alchemist's fire (2), thunderstones (2);

Other Gear dagger, light crossbow with 10 masterwork bolts, brooch of shielding (10 charges), smokesticks (2), spellbook, 67 gp

The street magician uses his talents to make money.



BATTLE MAGE	CR 2
ELF WIZARD 3	XP 600
Medium humanoid (elf)	NE

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 19 (3d6+6)

Fort +2, **Ref** +3, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6/18-20)

Ranged mwk longbow +4 (1d8+1/x3)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*mirror image, scorching ray*

1st—*magic missile, shield, shocking grasp*

0 (at will)—*daze* (DC 13), *detect magic, light, resistance*

TACTICS

Before Combat The wizard uses her wand to cast *mage armor*.

During Combat The wizard attacks with *scorching ray*, her longbow, and hand of the apprentice. If forced into melee, she casts *mirror image* and *obscuring mist*.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 12, touch 12, flat-footed 10.

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 14

Feats Combat Casting, Point-Blank Shot, Scribe Scroll

Skills Acrobatics +4, Climb +2, Knowledge (arcana) +9, Knowledge (history) +7, Perception +5, Spellcraft +9 (+11 to identify magic item properties), Stealth +4

Languages Common, Draconic, Elven, Orc, Sylvan

SQ arcane bond (rapier), elven magic, weapon familiarity

Combat Gear potion of cure

moderate wounds, scroll of glitterdust, scroll of invisibility, scroll of magic weapon, scrolls of mirror image (2), scroll of obscuring mist, scroll of protection from evil, scroll of scorching ray, wand of *mage armor* (20 charges); **Other Gear** masterwork longbow with 20 arrows, masterwork rapier, spellbook, 113 gp

These mercenary wizards are able to fill many roles, and demand a high fee for their versatility.

INVESTIGATOR WIZARD	CR 3
HUMAN DIVINER 4	XP 800
Medium humanoid (human)	LN

Init +8; **Senses** Perception +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)

hp 22 (4d6+6)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee club +1 (1d6-1)

Ranged light crossbow +4 (1d8/19-20)

Arcane School Spell-Like Abilities (CL 4th; concentration +8) 7/day—diviner's fortune (+2)

Diviner Spells Prepared (CL 4th; concentration +8)

2nd—*cat's grace, detect thoughts* (DC 16), *web* (2, DC 16)

1st—*comprehend languages, feather fall, mage armor, magic missile* (2)

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

Opposition Schools illusion, necromancy

TACTICS

Before Combat The wizard casts *mage armor*.

During Combat If surprised, the wizard uses forewarned to cast *cat's grace* in the surprise round. He uses *web*, *color spray*, or *sleep* against targets he intends to capture.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 15

Feats Combat Casting, Dodge, Improved Initiative, Scribe Scroll

Skills Diplomacy +4, Intimidate +4, Knowledge (arcana, local) +10, Knowledge (geography, history, nobility, religion) +8, Perception +5, Sense Motive +5, Spellcraft +11

Languages Common, Draconic, Dwarven, Elven, Orc

SQ arcane bond (*ring of protection* +1), forewarned

Combat Gear potion of cure moderate wounds, scroll of detect thoughts, scroll of knock, scroll of locate object, scrolls of sleep (2), wand of *color spray* (20 charges);

Other Gear club, light crossbow with 20 bolts, *ring of protection* +1, manacles, spellbook, 125 gp

The investigator mage works with city guards to investigate crimes.



JUNGLE WIZARD

CR 4

ELF TRANSMUTER 5

XP 1,200

Medium humanoid (elf)

NE

Init +7; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural)

hp 28 (5d6+8)

Fort +2, Ref +6, Will +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk longsword +3 (1d8/19-20)

Ranged shortbow +5 (1d6/x3)

Arcane School Spell-Like Abilities (CL 5th; concentration +9)

7/day—telekinetic fist (1d4+2 bludgeoning)

Transmuter Spells Prepared (CL 5th; concentration +9)

3rd—*beast shape I*, empowered *burning hands*

(DC 16), *displacement*

2nd—*invisibility*, *spider climb*, *summon swarm*, *web* (DC 16)

1st—*burning hands* (DC 16), *feather fall*, *grease*, *mage armor*, *obscuring mist*

0 (at will)—*dancing lights*, *ghost sound* (DC 14), *mage hand*, *touch of fatigue* (DC 14)

Opposition Schools divination, enchantment

TACTICS

Before Combat The wizard casts *mage armor*.

When she prepares spells, she uses physical enhancement to increase her Constitution. She studies the combat area for the best places to use spells like *grease* and *web*, then hides in ambush.

During Combat The wizard casts *web* on her opponents or in their path (especially if there is a pit or ravine present). She casts *summon swarm* into the web. If trapped opponents are escaping from the web, she casts empowered *burning hands* on them.

Base Statistics Without *mage armor*, the wizard's statistics are AC 14, touch 13, flat-footed 11.

STATISTICS

Str 10, Dex 16, Con 13, Int 18, Wis 12, Cha 8

Base Atk +2; CMB +2; CMD 15

Feats Empower Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (evocation)

Skills Acrobatics +7, Climb +3, Fly +7, Knowledge (arcana) +12, Knowledge (geography) +10, Knowledge (history) +9, Knowledge (nature) +11, Perception +7, Spellcraft +12 (+14 to identify magic item properties), Survival +4, Swim +1

Languages Common, Draconic, Elven, Gnoll, Goblin, Orc

SQ arcane bond (monkey), elven magic, physical enhancement +2, weapon familiarity

Combat Gear potion of cure moderate wounds, potions of pass without trace (2), scroll of cat's grace, scroll of pyrotechnics, scroll of stinking cloud, scroll of web; **Other Gear** masterwork longsword, shortbow with 20 arrows, amulet of natural armor +1, spellbook, 104 gp

Jungle wizards live in harmony with nature. They're frequently mistaken for druids, and often use such misunderstandings to their advantage. Many jungle wizards use natural materials for their magical gear, such as large leaves or hides for spellbooks and scrolls, unworked tree branches for wands, or grasses that can be knotted into the shapes of rings.

MANDAR TAMARICE

Mandar is a hermit living in the jungle, content to go for weeks without speaking to anyone. When dealing with strangers, she deliberately acts savage and bestial so they underestimate her power and knowledge. She sometimes obtains valuable spell components or minor magic items by treating them like trinkets, thereby keeping anyone from realizing how valuable they actually are. Some assume that since Mandar lives in the wild she has a grudge against civilization, like many druids do. This isn't the case; she simply prefers solitude. In fact, she loves some creature comforts, and might trade spellcasting services or information to nearby villages in exchange for food, clothing, or sweets for both herself and her familiar, Eink. This monkey follows her everywhere, and usually shows better street smarts than his master.

Combat Encounters: Mandar attacks the PCs—or leads villagers to attack them—in order to protect her territory or a magical site. She has allies among both arcane scholars and the druids, and could appear alongside adventurers of either type (though both sides find her a little strange).

Roleplaying Suggestions: Mandar might spy on the PCs using *beast shape* or her monkey familiar before crossing their path to question them. If they notice her savagery is an act, she drops the pretense right away and shows the true depth of her knowledge.



TRIBAL SEER	CR 5
HALF-ORC DIVINER 6	XP 1,600
Medium humanoid (human, orc)	N

Init +8; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +7

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)
hp 41 (6d6+18)

Fort +5, **Ref** +4, **Will** +7

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk falchion +3 (2d4-1/18-20)

Ranged light crossbow +4 (1d8/19-20)

Arcane School Spell-Like Abilities (CL 6th; concentration +10)

7/day—diviner's fortune (+3)

Diviner Spells Prepared (CL 6th; concentration +10)

3rd—*clairaudience/clairvoyance*, *deep slumber* (DC 18), *haste* (DC 17), *hold person* (DC 18)

2nd—*flaming sphere* (DC 16), *fox's cunning*, *pyrotechnics* (DC 16), *see invisibility*, *touch of idiocy*

1st—*charm person* (DC 16), *detect undead*, *mage armor*, *magic missile*, *shield*

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

Opposition Schools illusion, necromancy

TACTICS

Before Combat The wizard casts *mage armor* and *see invisibility*. If she has a few rounds to prepare, she casts *fox's cunning* on herself and uses her *wand of enlarge person* on her allies.

During Combat The wizard casts *haste* on her allies, *hold person* on her most dangerous opponent, and *touch of idiocy* on a spellcaster.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 12, touch 12, flat-footed 11.

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 14

Feats Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (enchantment)

Skills Diplomacy +3, Heal +5, Intimidate +6, Knowledge (arcana) +11, Knowledge (geography, history, local, nature) +8, Knowledge (religion) +9, Perception +7, Sense Motive +3, Spellcraft +12, Survival +3

Languages Auran, Common, Draconic, Dwarven, Giant, Orc

SQ arcane bond (falchion), forewarned, orc blood, weapon familiarity

Combat Gear potions of *cat's grace* (2), potions of *cure light wounds* (2), potion of *cure moderate wounds*, potion of *protection from arrows*, scroll of *comprehend languages*, scrolls of *mage armor* (2), scroll of *mount*, wand of *enlarge person* (20 charges); **Other Gear** light crossbow with 20 bolts, masterwork falchion, cloak of resistance +1, ring of protection +1, spellbook, 239 gp

The tribal seer speaks to hostile spirits and interprets omens that affect her tribe.

GRESHEK THE SIGHTED

Greshek was trained by her father, the tribe's previous seer, and inherited his role when he died in a battle with an angry ghost. She tries to avoid violence and conflict, and would rather pacify an enemy to learn what it knows than kill it outright.

Combat Encounters: Greshek counsels her tribe to capture the PCs because of information she learned from an omen or by spying on them.

Roleplaying Suggestions: Greshek might have seen an omen or heard from a spirit that foretold that the PCs are vital to her or her tribe's survival.



THUNDER WIZARD

CR 6

HALFLING EVOKER 7

XP 2,400

Small humanoid (halfling)

LN

Init +7; Senses Perception +10

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 size)
hp 37 (7d6+10)

Fort +5, Ref +7, Will +10; +2 vs. fear

DR 10/magic (ranged weapon attack only; 30 points)

OFFENSE

Speed 20 ft.

Melee dagger +2 (1d3-2/19-20) or
quarterstaff +2 (1d4-2)

Ranged dagger +7 (1d3-2/19-20)

Special Attacks intense spells (+3 damage)

Arcane School Spell-Like Abilities (CL 7th; concentration +10)
6/day—force missile (1d4+3)

Evoker Spells Prepared (CL 7th; concentration +10)

- 4th—*black tentacles, shout* (DC 17)
- 3rd—*lightning bolt* (2, DC 16), *protection from energy*,
empowered *shocking grasp*
- 2nd—*darkvision, mirror image, protection from arrows*,
scorching ray (2)
- 1st—*color spray* (DC 14), *expeditious retreat, feather fall, mage armor, shocking grasp* (2)
- 0 (at will)—*dancing lights, flare* (DC 13), *mage hand, mending*

Opposition Schools divination, necromancy

TACTICS

Before Combat The wizard casts *mage armor* and *protection from arrows*. If she has an ally who attacks in melee, she casts *protection from energy* (electricity) on that ally to protect him from her *lightning bolt* spells; otherwise, she casts it on herself (warding against fire).

During Combat The wizard tries to catch multiple opponents with *black tentacles*, then follows up with a *lightning bolt* to hit as many targets as possible. She uses her imp to invisibly deliver *shocking grasp* and empowered *shocking grasp*.

Base Statistics Without *mage armor*, the wizard's statistics are AC 15, touch 15, flat-footed 12.

STATISTICS

Str 6, Dex 16, Con 12, Int 16, Wis 13, Cha 12

Base Atk +3; CMB +0; CMD 14

Feats Combat Casting, Empower Spell, Improved Familiar, Improved Initiative, Iron Will, Scribe Scroll

Skills Acrobatics +5 (+1 when jumping), Bluff +6, Climb +0, Knowledge (arcana) +13, Knowledge (dungeoneering) +9, Knowledge (engineering) +7, Knowledge (planes) +8, Perception +10, Spellcraft +13, Stealth +10, Use Magic Device +5

Languages Common, Draconic, Dwarven, Goblin, Halfling, Infernal
SQ arcane bond (imp)

Combat Gear pearl of power (1st), potion of cure moderate wounds, potion of lesser restoration, scroll of black tentacles,

scrolls of invisibility (2), scrolls of lightning bolt (2), scrolls of mirror image (2), scroll of protection from energy; Other Gear dagger, quarterstaff, cloak of resistance +1, ring of protection +1, spellbook, 186 gp

The thunder wizard manipulates sound and electricity to destroy her enemies.

ZUKET AMARAL

Zuket is an unexceptional adventuring wizard with a loud, outgoing personality. She loves visiting new places and exploring, and isn't embarrassed to stare open-mouthed at wondrous cities or landmarks. She likes things that are big and loud, from thunderstorms to parades to monsters.

Combat Encounters: Zuket attacks the PCs to drive them away from a halfling village or a cache of noisy magic items she wants.

Roleplaying Suggestions: Zuket doesn't like bullies, and she might intervene on behalf of a PC, even without being asked, if she sees that the PC is in trouble and thinks he needs help.



SEDUCTIVE ENCHANTER		CR 7
ELF ENCHANTER 8	XP 3,200	
Medium humanoid (elf)	NE	

Init +7; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 natural)

hp 40 (8d6+10)

Fort +4, **Ref** +6, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

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

Ranged dagger +7 (1d4/19-20)

Special Attacks aura of despair (8 rounds/day)

Arcane School Spell-Like Abilities (CL 8th; concentration +12) 7/day—dazing touch

Enchanter Spells Prepared (CL 8th; concentration +12)

4th—*confusion* (DC 19), *dimension door*, *greater invisibility*, *phantasmal killer* (DC 18)

3rd—*deep slumber* (DC 18), *dispel magic*, *hold person* (DC 18), *phantom steed*, *suggestion* (DC 18)

2nd—*alter self*, *daze monster* (DC 17), *hideous laughter* (DC 17), *invisibility*, *resist energy*

1st—*charm person* (2, DC 16), *color spray* (DC 15), *mage armor*, *shield*, *ventriloquism* (DC 15)

0 (at will)—*daze* (DC 15), *mage hand*, *resistance*, *touch of fatigue* (DC 14)

Opposition Schools divination, necromancy

TACTICS

Before Combat The wizard casts *mage armor*.

During Combat The wizard uses *charm person*, *confusion*, and *suggestion* to turn opponents against each other. By casting *greater invisibility* on herself, she can remain hidden while she manipulates her targets. She uses her *wand of touch of idiocy* against enemy spellcasters.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 15, touch 14, flat-footed 12.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 18

Feats Combat Casting, Craft Wand, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (enchantment)

Skills Acrobatics +8, Bluff +9, Diplomacy +6, Knowledge (arcana) +15, Knowledge (local, nobility) +11, Perception +9, Perform (dance) +4, Sense Motive +3, Spellcraft +15 (+17 identify magic item properties)

Languages Common, Draconic, Elven, Gnome, Orc, Sylvan

SQ arcane bond (viper), elven magic, enchanting smile, weapon familiarity

Combat Gear potion of cure moderate wounds, potion of invisibility, scroll of dispel magic, scroll of suggestion, wand of charm person (20 charges), wand of fox's cunning (10 charges), wand of touch of idiocy (10 charges); **Other Gear** dagger, rapier, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, spellbook, 303 gp

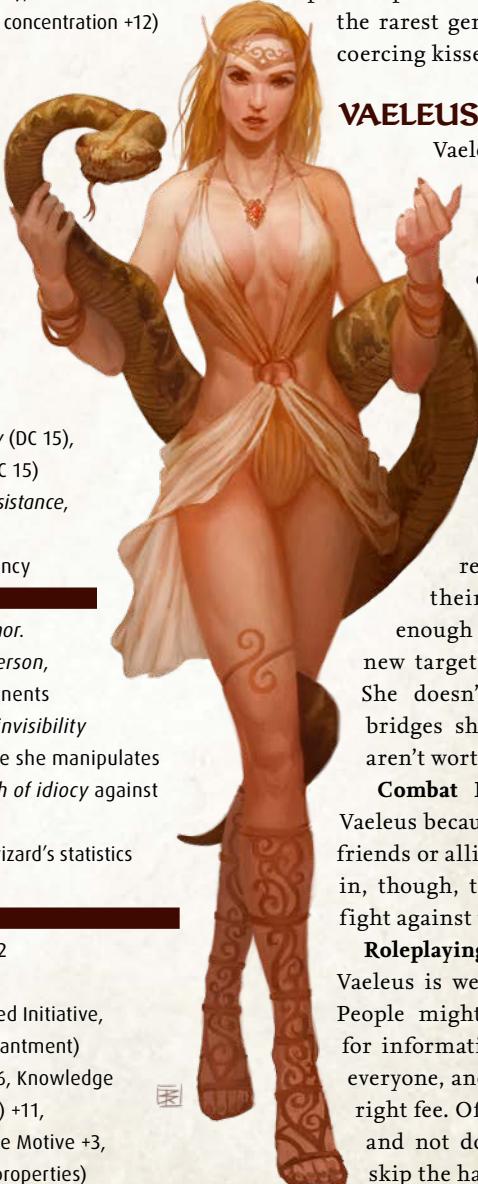
Seductive enchanters use magic so they can enjoy mortal pleasures. This usually means influencing people to give them things. These wizards can be found anywhere they can get the finer things in life. Many of them become connoisseurs of one particular pleasure, going from place to place and scamming people into giving them the rarest gems or pieces from master artists, or coercing kisses from the most attractive nobles.

VAELEUS THE CHARMER

Vaeleus has a reputation for getting what she wants—fine food, quality wine, even sex. What she can't manage to get with ordinary looks, words, and caresses, she gets by using magic. Many people in whatever town she resides in might consider themselves her greatest lover, best friend, or trusted confidant. Vaeleus has gotten used to her lies and tricks eventually falling apart; she often has to leave town in a hurry when lovers or merchants realize they've been compelled against their will. For Vaeleus, it's a simple enough matter to just find a new town with new targets and new pleasures to experience. She doesn't waste time worrying about the bridges she's burned—after all, those people aren't worth anything to her now.

Combat Encounters: The PCs might fight Vaeleus because she took advantage of one of their friends or allies. If she has really sunken her claws in, though, that friend might take her side and fight against the PCs.

Roleplaying Suggestions: In certain circles, Vaeleus is well respected, and can do no wrong. People might recommend the PCs talk to her for information or contacts. She seems to know everyone, and can pull all sorts of strings for the right fee. Of course, she'd rather just take the fee and not do any work, using enchantments to skip the hard part.



CAVE WIZARD

DWARF EVOKER 9

CR 8

Medium humanoid (dwarf)

XP 4,800

NE

Init +3; **Senses** Perception +12

DEFENSE

AC 15, touch 10, flat-footed 15 (+4 armor, +1 deflection, -1 Dex, +1 natural)

hp 92 (9d6+58)

Fort +8, **Ref** +2, **Will** +9; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **Immune** fire (108 points)

OFFENSE

Speed 20 ft.

Melee battleaxe +5 (1d8+1/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, intense spells (+4 damage)

Arcane School Spell-Like Abilities (CL 9th; concentration +13)

At will—elemental wall (9 rounds/day)

7/day—force missile (1d4+4)

Evoker Spells Prepared (CL 9th; concentration +13)

5th—cone of cold (DC 20), *transmute rock to mud*

4th—empowered acid arrow, greater invisibility, *resilient sphere* (DC 19), *stone shape*

3rd—*dispel magic*, fireball (DC 18), *gaseous form*, *ray of exhaustion* (DC 17), *stinking cloud* (DC 17)

2nd—acid arrow, *bear's endurance*, *protection from energy*, *scorching ray*, *spider climb*, *summon swarm*

1st—*burning hands* (2, DC 16), *color spray* (DC 15), *feather fall*, *mage armor*, *ray of enfeeblement* (DC 15)

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The wizard casts *bear's endurance*, *mage armor*, and *protection from energy* (fire).

During Combat The wizard casts *greater invisibility*, then uses *transmute rock to mud* to trap foes. He casts area damage spells at trapped targets and uses *stinking cloud* and *resilient sphere* to hinder those who escape the mud.

Base Statistics Without *bear's endurance*, *mage armor*, and *protection from energy* (fire), the wizard's statistics are **AC** 11, touch 10, flat-footed 11; **hp** 74; **Fort** +6; **Immune** none; **Con** 16.

STATISTICS

Str 12, **Dex** 8, **Con** 20, **Int** 18, **Wis** 16, **Cha** 8

Base Atk +4; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

Feats Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness

Skills Appraise +15 (+17 to assess nonmagical metals or gemstones), Climb +4, Craft (alchemy) +12, Fly +6, Knowledge (arcana, dungeoneering) +16, Knowledge (engineering) +12, Perception +12 (+14 to notice unusual stonework), Sense Motive +4, Spellcraft +16

Languages Common, Dwarven, Goblin, Terran, Undercommon
SQ arcane bond (bat)

Combat Gear potion of cure moderate wounds, scroll of clairaudience/clairvoyance, scroll of solid fog, scroll of stinking cloud, scroll of stone shape; **Other Gear** battleaxe, amulet of natural armor +1, headband of vast intelligence +2, ring of protection +1, spellbook, 665 gp

The cave wizard manipulates the energy of deep rock.

CARACHECK THE CAUSTIC

Caracheck has always felt an affinity for earth, stone, gems, and digging. Uninterested in serving an earth deity or the druidic power of elemental earth, he wanted to bend living rock to his will and chose an arcane path. Now he uses his magic to locate the earth's treasures and scour away the worthless rock around them. If he can't easily reach a prized vein of ore or gems, he collapses the area around it, preventing others from reaching it and giving him time to improve his extraction skills.



PRANKSTER ILLUSIONIST	CR 9
GNOME ILLUSIONIST 10	XP 6,400
Small humanoid (gnome)	CN

Init +6; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 20, touch 15, flat-footed 17 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural, +1 size)

hp 73 (10d6+36)

Fort +7, **Ref** +6, **Will** +10; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk dagger +5 (1d3-2/19-20)

Ranged mwk dagger +9 (1d3-2/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 10th; concentration +11)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Arcane School Spell-Like Abilities (CL 10th; concentration +14)

At will—*invisibility field* (10 rounds/day)

7/day—*blinding ray*

Illusionist Spells Prepared (CL 10th; concentration +14)

5th—*cloudkill* (DC 19), *persistent image* (DC 21), *teleport*

4th—*greater invisibility*, *phantasmal killer* (DC 20), *empowered scorching ray*, *solid fog*, *stone shape*

3rd—*dispel magic*, *displacement*, *fly*, *haste* (DC 17), *major image* (DC 19)

2nd—*detect thoughts* (DC 16), *glitterdust* (DC 16), *hypnotic pattern* (DC 18), *magic mouth*, *mirror image*, *scorching ray*

1st—*color spray* (2, DC 17), *feather fall*, *grease*, *magic missile*, *silent image* (DC 17)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 16), *mage hand*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The wizard casts *mage armor* from her wand.

During Combat The wizard prefers to prank others rather than cause deliberate harm. She casts *greater invisibility*, then harasses and annoys her targets with *glitterdust*, *grease*, *major image*, *persistent image*, and *solid fog*. If attacked with lethal force, she retaliates with *cloudkill*, *empowered scorching ray*, and *magic missile*.

Base Statistics Without *mage armor*, the wizard's statistics are **AC** 16, touch 15, flat-footed 13.

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 18, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +2; **CMD** 16

Feats Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Empower Spell, Improved Initiative, Scribe Scroll, Spell Focus (illusion)

Skills Acrobatics +7 (+3 when jumping), Appraise +12, Craft (sculptures) +14, Fly +12, Knowledge (arcana) +17, Knowledge (geography, local, nature) +10, Perception +9, Perform (oratory) +6, Spellcraft +17, Stealth +11

Languages Common, Draconic, Dwarven, Elven, Gnome, Sylvan
SQ arcane bond (raven), extended illusions (+5 rounds)

Combat Gear potion of cure moderate wounds, potion of cure serious wounds, scroll of displacement, scroll of empowered scorching ray, scroll of teleport, wand of burning hands (CL 5th, 20 charges), wand of invisibility (20 charges), wand of mage armor (20 charges); **Other Gear** masterwork dagger, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +1, headband of vast intelligence +2, ring of protection +1, spellbook, jade dust for *magic mouth* (worth 50 gp), 998 gp

These irreverent illusionists are the bane of humorless adventurers. Their tricks are sometimes mistaken for enemy attacks, and even in dangerous situations, their own amusement comes first.

MIET SILVERVEIN

Miet is an artist who sculpts clay, light, and sound. She is fascinated with the play of light and shadow on physical things, and intensely studies people and objects in order to memorize and understand their shapes and surfaces. She claims that she can create a flawless illusion of anyone she has ever met and anything she has ever touched, and has used her talents for illusion to befuddle, entertain, and confound people for years. She doesn't let herself take anything seriously, even the destruction of her creations—she is comfortable with the ephemeral and impermanent visualizations of her mind's eye, and knows she can always recreate something that was lost.

Combat Encounters: Miet enjoys pranks and often doesn't know when she's pushed things too far. What is innocent play in her mind might be interpreted by the PCs as an attack from a hostile, unseen force.

Roleplaying Suggestions: Miet might volunteer to travel with the PCs (especially if they are famous) so she can study what they look like or examine strange new monsters.



UNDEAD CREATOR

CR 10

HUMAN NECROMANCER 11

XP 9,600

Medium humanoid (human)

N

Init +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +4

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 100 (11d6+59)

Fort +10, **Ref** +6, **Will** +10

Resist fire 30

OFFENSE

Speed 30 ft.

Melee mwk dagger +6 (1d4/19-20)

Special Attacks channel negative energy (DC 17, 8/day)

Arcane School Spell-Like Abilities (CL 11th; concentration +16)

8/day—grave touch (5 rounds)

Necromancer Spells Prepared (CL 11th; concentration +16)

6th—*create undead*, *eyebite* (DC 23)

5th—*baleful polymorph* (DC 20), *magic jar* (DC 22), *teleport*, *waves of fatigue*

4th—*animate dead*, *enervation*, *fear* (DC 21), *solid fog*, *wall of fire*

3rd—*blink*, *fireball* (DC 18), *fly*, *ray of exhaustion* (DC 20), *vampiric touch* (2)

2nd—*blindness/deafness* (DC 19), *false life*, *resist energy*, *see invisibility*, *scare* (DC 19), *scorching ray*

1st—*alarm*, *burning hands* (DC 16), *cause fear* (DC 18), *detect undead*, *expeditious retreat*, *mage armor*, *magic missile*

0 (at will)—*bleed* (DC 17), *detect magic*, *read magic*, *touch of fatigue* (DC 17)

Opposition Schools enchantment, illusion

TACTICS

Before Combat The wizard casts *mage armor*, *false life*, *resist energy* (fire), and *see invisibility*.

During Combat The wizard casts *solid fog* on a group of enemies, then casts *wall of fire* in a circle (focused inward) around the *solid fog*. As opponents leave the fog, he attacks them directly with *eyebite* and *enervation*. He might cast *fear* to drive opponents through the *wall of fire*, or cast *fireball* on a group of opponents grouped together.

Base Statistics Without *false life*, *mage armor*, *resist energy*, and *see invisibility*, the wizard's statistics are

Senses darkvision 60 ft.; **AC** 12, touch 11, flat-footed 11; **hp** 85; **Resist** none.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 16

Feats Brew Potion, Combat Casting, Command Undead, Craft

Wondrous Item, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness

Skills Craft (alchemy) +19, Fly +5, Heal +4, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering, engineering, geography, history, local, nature, nobility, planes) +13, Knowledge (religion) +18, Perception +4, Spellcraft +19

Languages Aklo, Common, Dwarven, Elven, Goblin, Infernal

SQ arcane bond (rat), life sight (10 feet, 11 rounds/day)

Combat Gear potions of cure moderate wounds (2), potion of displacement, potion of invisibility, robe of bones; **Other**

Gear masterwork dagger, *amulet of natural armor* +1, *belt of mighty constitution* +2, *cloak of resistance* +2, *goggles of night*, *headband of vast intelligence* +2, spellbook, crystal for *magic jar* (worth 100 gp), onyx gems (worth 300 gp), 623 gp

The undead creator dispassionately crafts unlife out of dead flesh and bone.

TYREK GLODFER

Tyrek's love of necromancy is not due to evil motives or megalomaniacal goals, but rather stems from his clinical view of other creatures as mere objects to be manipulated in either life or death. He is as likely to purchase an unusual corpse from a poor family as he is to raid a graveyard for the parts he needs.

Though working with negative energy will eventually corrupt him and turn him fully evil, for now he is an amoral scholar of the thin line between life, death, and undeath.

Combat Encounters: Tyrek is usually found with undead minions he created, allied undead creatures, or death cultists paying him for his services. He rarely believes the stakes of a battle are high enough to get involved, unless he's attacked or his enemies threaten to stop him from continuing his work.

Roleplaying Suggestions: Tyrek is willing to join adventurers if their travels involve strange or new kinds of undead for him to examine or capture for further study. If any of his allies die, he's more likely to examine the corpse, raise it from the dead, or use it for parts than to mourn.



TOOTHY TRANSMUTER	CR 11
HALF-ORC TRANSMUTER 12	XP 12,800
Medium humanoid (human, orc)	CE

Init +4; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +11

DEFENSE

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

hp 102 (12d6+58)

Fort +9, **Ref** +6, **Will** +11

Defensive Abilities orc ferocity; **DR** 10/magic (ranged weapon attack only; 100 points); **Immune** fire (120 points)

OFFENSE

Speed 30 ft.

Melee +1 *greataxe* +11/+6 (1d12+5/x3)

Arcane School Spell-Like Abilities (CL 12th; concentration +18)

At will—*change shape* (*beast shape III/elemental body II*, 12 rounds/day)

9/day—*telekinetic fist* (1d4+6 bludgeoning)

Transmuter Spells Prepared (CL 12th; concentration +18)

6th—*chain lightning* (DC 22), *disintegrate* (2, DC 22), *transformation*

5th—*cone of cold* (DC 21), *telekinesis*, *telepathic bond*, *teleport*, *wall of stone*

4th—*black tentacles*, *fire shield*, *greater invisibility*, *ice storm*, *mass enlarge person* (DC 20)

3rd—*dispel magic*, *fly*, *haste*, *lightning bolt* (2, DC 19), *protection from energy*

2nd—*blur*, *bull's strength*, *invisibility*, *levitate*, *protection from arrows*, *scorching ray*, *see invisibility*

1st—*burning hands* (DC 17), *feather fall*, *mage armor*, *magic missile* (2), *reduce person* (DC 17), *true strike*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The wizard casts *mage armor*, *protection from arrows*, *protection from energy* (fire), and *see invisibility*. He uses physical enhancement to increase his Constitution.

During Combat The wizard casts *mass enlarge person* on allies, then casts *black tentacles*, *disintegrate*, and area damage spells. If out of attack spells, he casts *transformation* and enters melee.

Base Statistics Without *mage armor*, *protection from arrows*, *protection from energy* (fire), and *see invisibility*, the wizard's statistics are **Senses** darkvision 60 ft.; **AC** 11, touch 11, flat-footed 11; **DR** none; **Immune** none.

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 22, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 20

Feats Brew Potion, Combat Casting, Craft Wondrous Item, Improved Initiative, Power Attack, Scribe Scroll, Toughness, Vital Strike, Weapon Focus (greataxe)

Skills Climb +8, Fly +8, Handle Animal +4, Intimidate +11, Knowledge (arcana) +19, Knowledge (dungeoneering, geography, history, local, nature) +14, Perception +11, Sense Motive +6, Spellcraft +19, Stealth +3, Survival +6, Swim +8

Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal, Orc
SQ arcane bond (amulet), orc blood, physical enhancement +3, weapon familiarity

Combat Gear potions of bear's endurance (4), potions of bull's strength (4), potion of cure moderate wounds, potions of invisibility (4), scroll of greater dispel magic, scroll of transformation; **Other Gear** +1 *greataxe*, cloak of resistance +2, gloves of arrow snaring, headband of vast intelligence +4, ring of protection +1, spellbook, 930 gp

A toothy transmuter leads savages to victory in battle.

GARASHING TUSK-TAKER

Garashing believes that every enemy slain by someone he makes bigger or stronger is a testament to his skill as a mage. His allies clear out the chaff, allowing him to directly attack enemy leaders.



PYROMANIA MAGE

CR 12

HUMAN EVOKER 13

XP 19,200

Medium humanoid (human)

CE

Init +6; **Senses** Perception +12

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 81 (13d6+33)

Fort +9, **Ref** +11, **Will** +12

Immune fire (120 points); **Resist** fire 30

OFFENSE

Speed 40 ft.

Melee club +6/+1 (1d6)

Special Attacks intense spells (+6 damage)

Arcane School Spell-Like Abilities (CL 13th; concentration +19)

At will—elemental wall (13 rounds/day)

9/day—force missile (1d4+6)

Evoker Spells Prepared (CL 13th; concentration +19)

7th—*delayed blast fireball* (DC 25), *statue*

6th—*elemental body III*, *maximized fireball* (2, DC 21), *greater dispel magic*

5th—*passwall*, *maximized scorching ray* (2), *telekinesis*, *waves of fatigue*

4th—*maximized burning hands* (2, DC 19), *greater invisibility*, *phantasmal killer* (DC 20), *shout* (DC 22), *wall of fire*

3rd—*dispel magic*, *explosive runes*, *fireball* (DC 21), *flame arrow*, *fly*, *protection from energy*

2nd—*flaming sphere* (DC 20), *gust of wind* (DC 20), *pyrotechnics* (2, DC 18), *resist energy*, *scorching ray*, *web* (DC 18)

1st—*burning hands* (DC 19), *expeditious retreat*, *grease*, *mage armor*, *magic missile* (2), *ray of enfeeblement* (DC 17)

0 (at will)—*bleed* (DC 16), *dancing lights*, *mage hand*, *open/close*

Opposition Schools divination, enchantment

TACTICS

Before Combat The wizard casts *mage armor*, *protection from energy* (fire), *resist energy* (fire), and *statue*.

During Combat The wizard casts *greater invisibility*, *fly*, and *maximized fireball*. He follows up with *phantasmal killer*, *shout*, and necromantic rays.

Base Statistics Without *mage armor*, *protection from energy*, and *resist energy*, the wizard's statistics are **AC** 15, touch 14, flat-footed 12; **Immune** none; **Resist** none.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 22, **Wis** 9, **Cha** 12

Base Atk +6; **CMB** +6; **CMD** 20

Feats Combat Casting, Craft Wondrous Item, Dodge, Greater Spell Focus (evocation),

Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Point-Blank Shot, Scribe Scroll, Spell Focus (evocation)

Skills Climb +5, Craft (alchemy) +19, Fly +18, Knowledge (arcana) +21, Knowledge (engineering, planes) +19, Knowledge (geography, history, local, religion) +14, Perception +12, Sense Motive +4, Spellcraft +19, Stealth +12, Survival +4

Languages Abyssal, Common, Draconic, Dwarven, Goblin, Ignan, Infernal

SQ arcane bond (*ring of protection* +1)

Combat Gear elemental gem (fire), potions of cure moderate wounds (2), potion of invisibility, scrolls of protection from energy (2), scrolls of resist energy (2), wand of burning hands (CL 5th, 20 charges), alchemist's fire (10); **Other Gear** club, amulet of natural armor +1, boots of striding and springing, bracers of armor +3, cloak of resistance +3, headband of vast intelligence +4, *ring of protection* +1, spellbook, 1,100 gp

These mages love to cause collateral damage with fires.



MAGE SNIPER	CR 13
HALF-ELF EVOKER 14	XP 25,600
Medium humanoid (elf, human)	LN

Init +4; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +27

DEFENSE

AC 21, touch 16, flat-footed 17 (+4 armor, +2 deflection, +4 Dex, +1 natural)

hp 69 (14d6+18)

Fort +7, **Ref** +10, **Will** +11; +2 vs. enchantments

Defensive Abilities *nondetection*, *spell turning*; **Resist** electricity 30, fire 30

OFFENSE

Speed 30 ft.

Melee dagger +8/+3 (1d4+1/19-20)

Ranged light crossbow +11 (1d8/19-20)

Special Attacks intense spells (+7 damage)

Arcane School Spell-Like Abilities (CL 14th; concentration +20)

At will—elemental wall (14 rounds/day)

9/day—*force missile* (1d4+7)

Evoker Spells Prepared (CL 14th; concentration +20)

7th—enlarged maximized *fireball* (DC 21), *prismatic spray*, *spell turning*

6th—*disintegrate* (DC 23), *greater dispel magic*, enlarged maximized *scorching ray* (2), enlarged *telekinesis* (DC 22)

5th—maximized *acid arrow*, enlarged *black tentacles*, maximized *scorching ray*, *teleport*, *wall of force*

4th—*arcane eye*, *dimension door*, *greater invisibility*, enlarged *lightning bolt* (DC 21), maximized *magic missile*, *shout* (DC 22)

3rd—*clairaudience/clairvoyance* (2), *dispel magic*, *fly*, *nondetection*, *wind wall*

2nd—*acid arrow*, *darkness*, *darkvision*, *glitterdust* (DC 18), *resist energy* (2), *see invisibility*

1st—*endure elements*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*, *true strike* (2)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *message*

Opposition Schools enchantment, necromancy

TACTICS

Before Combat The wizard casts *darkvision*, *endure elements*, *mage armor*, *nondetection*, *resist energy* (electricity, fire), *see invisibility*, and *spell turning*.

During Combat The wizard uses tactics specific to his quarry, choosing spells with saving throws that target his prey's weakest defenses. When facing a target he knows little about, he casts *greater invisibility* and then enlarged *black tentacles* to give him time to find the perfect spell. Against single targets, he casts *disintegrate*, enlarged maximized *scorching ray*, or

maximized *magic missile*. He uses *telekinesis* to hurl boulders if the kill is supposed to look like an accident.

Base Statistics Without *darkvision*, *mage armor*, *resist energy* (electricity, fire), and *see invisibility*, the wizard's statistics are **AC** 17, touch 16, flat-footed 13; **Senses** low-light vision; **Defensive Abilities** none; **Resist** none.

STATISTICS

Str 12, **Dex** 18, **Con** 13, **Int** 22, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 24

Feats Craft Wondrous Item, Enlarge Spell, Greater Spell Focus (evocation), Maximize Spell, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Perception), Spell Focus (evocation, transmutation), Spell Penetration

Skills Acrobatics +9, Climb +11, Fly +17, Handle Animal +4, Knowledge (arcana) +23, Knowledge (geography) +14, Knowledge (local) +19, Knowledge (nature) +15, Perception +27, Spellcraft +23, Stealth +18, Survival +10, Swim +6

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc

SQ arcane bond (*ring of protection* +2), elf blood

Combat Gear potion of cure serious wounds (2), potion of invisibility, potion of pass without trace, scrolls of teleport (2), wand of scorching ray (CL 11th, 20 charges); **Other Gear** dagger, light crossbow with 10 bolts, amulet of natural armor +1, bag of holding (type II), belt of incredible dexterity +2, cloak of resistance +2, eyes of the eagle, headband of vast intelligence +4, *ring of protection* +2, *ring of sustenance*, spellbook, 1,937 gp

The mage sniper kills with spells at extreme range.

HIROKI DARSHAN

Hiroki is a lethal sniper. He hunts only lawbreakers and rabble-rousers, and is insulted when called an assassin. His magic allows him to kill or capture dangerous people who evade or overcome common soldiers, but he considers preparation his greatest weapon.

Combat Encounters: Hiroki might target a PC who has broken a law or reneged on an oath. He usually sets an ambush, possibly aided by other mercenaries, in an area he has studied carefully.

Roleplaying Suggestions: Hiroki sells his services as long-range spellcasting support, though he must be convinced the purpose is legal and serves the cause of justice.



CRUEL CONJURER

CR 14

HUMAN CONJURER 15

XP 38,400

Medium humanoid (human)

LE

Init +6; **Senses** see *invisibility*; **Perception** +15

DEFENSE

AC 22, touch 15, flat-footed 19 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +3 natural)

hp 125 (15d6+70)

Fort +11, **Ref** +10, **Will** +12

Defensive Abilities *magic circle against good*; **Immune** fire (120 points); **Resist** electricity 30

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +7/+2 (1d6-1)

Arcane School Spell-Like Abilities (CL 15th; concentration +21)

At will—dimensional steps (450 feet/day)

9/day—acid dart (1d6+7 acid)

Conjurer Spells Prepared (CL 15th; concentration +21)

8th—*incendiary cloud* (DC 26), *summon monster VIII*

7th—extended *acid fog*, widened *black tentacles*, *mass hold person* (DC 23)

6th—quickened *acid arrow*, *acid fog*, *disintegrate* (DC 22), quickened *invisibility*, *summon monster VI*

5th—*cloudkill* (DC 23), *dismissal* (DC 21), *shadow evocation* (DC 21), *summon monster V*, *teleport*, widened *glitterdust* (DC 20)

4th—*arcane eye*, *confusion* (DC 20), *dimension door*, greater *invisibility*, *phantasmal killer* (DC 20), *solid fog*

3rd—*displacement*, *magic circle against good*, *protection from energy*, *slow* (DC 19), *stinking cloud* (2, DC 21)

2nd—*acid arrow*, *glitterdust* (DC 20), *knock*, *mirror image*, *resist energy*, *see invisibility*, *web* (DC 20)

1st—*charm person* (DC 17), *color spray* (DC 17), *expeditious retreat*, *feather fall*, *grease*, *mage armor*, *mount*

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *read magic*

Opposition Schools evocation, necromancy

TACTICS

Before Combat The wizard casts *mage armor*, *magic circle against good*, *protection from energy* (fire), *resist energy* (electricity), and *see invisibility*.

During Combat The wizard leads with *mass hold person*, followed by widened *black tentacles* or *incendiary cloud* if opponents are immune to enchantments. He banishes creatures summoned by foes, charms enemies with his staff, summons allies to protect him, turns uncharmed enemies against each other with *confusion*, and targets leaders with *disintegrate* or *phantasmal killer*.

Base Statistics Without *mage armor*, *magic circle against good*, *protection from energy* (fire), *resist energy* (electricity), and *see invisibility*, the wizard's statistics are **Senses** normal; **AC** 18, touch 15, flat-footed 15; **Defensive Abilities** none; **Immune** none; **Resist** none.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 23, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +6; **CMD** 21

Feats Augment Summoning, Combat Casting, Craft Wondrous Item, Dodge, Extend Spell, Greater Spell Focus (conjunction), Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Conjunction), Spell Penetration, Toughness, Widen Spell

Skills Bluff +16, Diplomacy +16, Fly +10, Knowledge (arcana, planes) +24, Knowledge (dungeoneering, geography) +14, Knowledge (nature, religion) +19, Perception +15, Ride +7, Sense Motive +10, Spellcraft +24

Languages Abyssal, Aquan, Auran, Common, Ignan, Infernal, Terran

SQ arcane bond (staff), summoner's charm (7 rounds)

Combat Gear potion of cure serious wounds, potion of invisibility, scroll of *summon monster VIII*, staff of charming; **Other Gear** amulet of natural armor +3, belt of mighty constitution +2, cloak of resistance +3, headband of vast intelligence +4, ring of protection +2, spellbook, 2,150 gp

A cruel conjurer directs his minions as if they were pawns in a game.

ALEXI THE STERN

Alexi prefers to work alone or in a position of command. He considers few beings to be his equals, perhaps because of the lifetime he's spent compelling obedience or summoning monstrous slaves to do his bidding. He prefers to be blunt and direct, and knows how to ask favors in a way that leaves no question that the request is actually an order.



DEEP MARSHAL	CR 15
DWARF ABJURER 16	XP 51,200
Medium humanoid (dwarf)	LN

Init +6; **Senses** darkvision 60 ft., *see invisibility*; Perception +17

DEFENSE

AC 26, touch 17, flat-footed 23 (+4 armor, +4 deflection, +2 Dex, +1 dodge, +3 natural, +2 shield)

hp 130 (16d6+72)

Fort +13, **Ref** +11, **Will** +18; +4 vs. mind-affecting, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), energy absorption (48/day), *mind blank*; **DR** 10/adamantine (150 points); **Immune** fire (120 points); **Resist** cold 10, electricity 30

OFFENSE

Speed 20 ft.

Melee +1 spell storing warhammer +8/+3 (1d8/x3)

Ranged light crossbow +10 (1d8/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Abjurer Spells Prepared (CL 16th; concentration +22)

8th—quickened *charm monster* (DC 23), *mind blank*, *prismatic wall*

7th—*banishment* (DC 23), quickened *haste*, *mass hold person* (DC 25), *phase door*

6th—*globe of invulnerability*, *greater dispel magic*, *greater heroism*, *mass bull's strength*, *mass suggestion* (DC 24)

5th—*break enchantment*, *stilled dimension door*, *dominate person* (2, DC 23), *telepathic bond*, *wall of stone*

4th—*arcane eye*, *charm monster* (DC 22), *confusion* (DC 22), *remove curse*, *solid fog*, *stoneskin*

3rd—*dispel magic*, *haste* (DC 19), *hold person* (2, DC 21), *protection from energy*, *wind wall*

2nd—*acid arrow*, *hideous laughter* (DC 20), *invisibility*, *levitate*, *resist energy* (2), *see invisibility*

1st—*alarm*, *charm person* (DC 19), *expeditious retreat*, *feather fall*, *grease*, *mage armor*, *true strike*
0 (at will)—*dancing lights*, *detect magic*, *message*, *resistance*

Opposition Schools evocation, necromancy

TACTICS

Before Combat The wizard casts *mage armor*, *mind blank*, *protection from energy* (fire), *resist energy* (electricity), *see invisibility*, and *stoneskin*. She casts *telepathic bond* on allies.

During Combat The wizard's warhammer contains *hold person*.

Base Statistics Without *mage armor*, *mind blank*, *protection from energy*, *resist energy*, *see invisibility*, and *stoneskin*, the wizard's statistics are **Senses** darkvision 60 ft.; **AC** 22, touch 17, flat-footed 19; **Fort** +13, **Ref** +11, **Will** +18; +2 vs. poison, spells, and spell-like abilities; **Defensive**

Abilities defensive training (+4 dodge bonus to AC vs. giants), energy absorption (48/day); **DR** none; **Immune** none; **Resist** cold 10.

STATISTICS

Str 8, **Dex** 14, **Con** 18, **Int** 22, **Wis** 14, **Cha** 8

Base Atk +8; **CMB** +7; **CMD** 24 (28 vs. bull rush or trip)

Feats Combat Casting, Craft Wondrous Item, Dodge, Forge Ring, Greater Spell Focus (enchantment), Improved Initiative, Iron Will, Quicken Spell, Scribe Scroll, Spell Focus (enchantment), Spell Penetration, Still Spell

Skills Appraise +14 (+16 to assess nonmagical metals or gemstones), Climb +2, Craft (sculpture) +14, Knowledge (arcana, dungeoneering, engineering) +24, Knowledge (geography, history, planes) +19, Perception +17 (+19 to notice unusual stonework), Sense Motive +12, Spellcraft +24, Survival +7, Swim +2

Languages Common, Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon

SQ arcane bond (warhammer), protective ward (6 rounds, +4 deflection, 9/day)

Combat Gear potion of cure moderate wounds, scroll of maze, scroll of summon monster VIII; **Other Gear** +1 spell storing warhammer, amulet of natural armor +3, bag of holding (type I), belt of mighty constitution +2, cloak of resistance +4, gloves of arrow snaring, headband of vast intelligence +4, ring of force shield, ring of protection +4, spellbook, diamond dust (worth 500 gp), 700 gp

These wizards protect underground communities.



MAGE SPY	CR 16
GNOme WIZARD 17	XP 76,800
Small humanoid (gnome)	NE

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 24, touch 17, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +3 natural, +1 size)

hp 79 (17d6+17)

Fort +10, **Ref** +12, **Will** +16; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), *moment of prescience*, *nondetection*; **Immune** detect thoughts, discern lies, alignment detection

OFFENSE

Speed 20 ft.

Melee +1 dagger +10/+5 (1d3+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, hand of the apprentice (9/day), metamagic mastery (5/day)

Wizard Spells Prepared (CL 17th; concentration +23)

9th—*power word kill*

8th—*horrid wilting* (DC 24), *moment of prescience*

7th—*quickened hold person* (DC 24), *insanity* (DC 24), *statue*

6th—*chain lightning* (DC 22), *disintegrate* (DC 23), *greater dispel magic*, *mass suggestion* (DC 23), *true seeing*

5th—*baleful polymorph* (DC 22), *stilled dimension door*, *dominate person* (DC 22), *passwall*, *prying eyes*

4th—*bestow curse* (DC 20), *confusion* (DC 21), *greater invisibility*, *locate creature*, *solid fog*

3rd—*clairaudience/clairvoyance*, *dispel magic*, *hold person* (DC 20), *nondetection*, *slow* (DC 20)

2nd—*alter self*, *darkvision*, *detect thoughts* (DC 18), *invisibility* (2), *knock*

1st—*charm person* (DC 18), *feather fall*, *grease*, *mage armor*, *magic missile*, *obscuring mist*

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *open/close*

TACTICS

Before Combat The wizard casts *darkvision*, *mage armor*, *moment of prescience*, *nondetection*, and *statue*.

During Combat The wizard prefers to evade combat by casting *dimension door* or *greater invisibility*.

Base Statistics Without *darkvision*, *mage armor*, and *moment of prescience*, the wizard's statistics are **Senses** low-light vision;

AC 20, touch 17, flat-footed 16; **Defensive Abilities** defensive training (+4 dodge bonus to AC vs. giants).

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 22, **Wis** 14, **Cha** 10

Base Atk +8; **CMB** +7; **CMD** 23

Feats Combat Casting, Combat Expertise, Craft Wondrous Item, Dodge, Extend Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Spell Focus (transmutation), Spell Penetration, Still Spell

Skills Bluff +15, Climb +5, Craft (alchemy) +14, Diplomacy +5, Disguise +10, Fly +13, Knowledge (arcana) +19, Knowledge

(engineering, geography, history, local, nobility, religion) +14, Perception +19, Sense Motive +17, Spellcraft +19, Stealth +22, Use Magic Device +13

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal, Orc, Sylvan

SQ arcane bond (lizard)

Combat Gear pearl of power (5th), potions of cure moderate wounds (2), potions of cure serious wounds (2), potions of delay poison (3), potion of glibness, potions of invisibility (2), scrolls of detect secret doors (2), scroll of dimension door, scrolls of fly (2), scroll of greater invisibility, scrolls of scorching ray (2), scrolls of see invisibility (2), scrolls of teleport (2), dark reaver powder (2), deathblade (2); **Other Gear** +1 dagger, amulet of natural armor +3, bag of holding (type I), belt of incredible dexterity +2, cloak of resistance +4, hat of disguise, headband of vast intelligence +4, ring of mind shielding, ring of protection +2, slippers of spider climbing, eye ointment for true seeing (worth 500 gp), silver mirror (worth 1,000 gp), spellbook, 1,823 gp

The mage spy is a diplomat and saboteur.



GRAND NECROMANCER		CR 17
HUMAN NECROMANCER 18	XP 102,400	
Medium humanoid (human)	NE	

Init +5; **Senses** see *invisibility*; **Perception** +24

DEFENSE

AC 23, touch 16, flat-footed 22 (+4 armor, +4 deflection, +1 Dex, +1 insight, +3 natural)

hp 170 (18d6+105)

Fort +14, **Ref** +11, **Will** +17; +4 vs. mind-affecting

Defensive Abilities *mind blank, spell turning*; **Resist** cold 20, fire 30

OFFENSE

Speed 30 ft.

Melee mwk silver dagger +9/+4 (1d4-1/19-20)

Special Attacks channel negative energy (DC 19, 11/day)

Arcane School Spell-Like Abilities (CL 18th; concentration +26) 11/day—grave touch (9 rounds)

Necromancer Spells Prepared (CL 18th; concentration +26)

9th—*energy drain* (DC 29), *time stop*, *wail of the banshee* (DC 29)

8th—*create greater undead, horrid wilting* (3, DC 28), *mind blank*

7th—*ethereal jaunt, finger of death* (DC 27), *quickened fireball* (DC 22), *spell turning, waves of exhaustion*

6th—*chain lightning* (DC 25), *create undead, disintegrate* (DC 24), *eyebite* (DC 26), *maximized vampiric touch* (2)

5th—*cloudkill* (DC 23), *quickened magic missile, maximized scorching ray, teleport, wall of force, waves of fatigue*

4th—*animate dead, arcane eye, bestow curse* (2, DC 24), *dimension door, fire shield, maximized ray of enfeeblement*

3rd—*blink, dispel magic* (2), *fireball* (2, DC 22), *fly, vampiric touch* 2nd—*blindness/deafness* (DC 22), *darkvision, false life, glitterdust* (DC 20), *resist energy, scorching ray, see invisibility*

1st—*cause fear* (DC 21), *expeditious retreat, feather fall, grease, mage armor, magic missile, obscuring mist*

0 (at will)—*bleed* (DC 20), *detect magic, mage hand, read magic*
Opposition Schools enchantment, illusion

TACTICS

Before Combat The wizard casts *false life, mage armor, mind blank, resist energy* (fire), *see invisibility*, and *spell turning*.

During Combat The wizard casts *time stop* and *energy drain* on the most dangerous-looking target, then thins out the ranks of his enemies with *chain lightning*.

Base Statistics Without *false life, mage armor, mind blank, resist energy* (fire), *see invisibility*, and *spell turning*, the wizard's statistics are **AC** 19, touch 16, flat-footed 18; **hp** 155; **Fort** +14, **Ref** +11, **Will** +17; **Defensive Abilities** none; **Resist** cold 20.

STATISTICS

Str 8, **Dex** 12, **Con** 18, **Int** 26, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 23

Feats Alertness, Combat Casting, Command Undead, Craft Wondrous Item, Extra Channel, Forge Ring, Greater Spell Focus (necromancy), Improved Channel, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Focus (evocation, necromancy), Toughness, Weapon Focus (ray)

Skills Fly +22, Heal +20, Intimidate +16, Knowledge (arcana, planes, religion) +29, Knowledge (history, local) +21, Perception +24, Sense Motive +24, Spellcraft +29, Stealth +19, Use Magic Device +18

Languages Aklo, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Orc, Undercommon

SQ arcane bond (owl), life sight (30 feet, 18 rounds/day)

Combat Gear potions of cure serious wounds (3), scroll of iron body, scroll of spell turning, scroll of wall of force, wand of inflict moderate wounds (20 charges), wand of invisibility (20 charges); **Other Gear** masterwork silver dagger, amulet of natural armor +3, belt of mighty constitution +4, clear spindle ioun stone, cloak of resistance +4, dusty rose prism ioun stone, headband of vast intelligence +6, restorative ointment, ring of major energy resistance (cold), ring of protection +4, onyx gems (worth 2,000 gp), spellbook, 8,973 gp

These wizards are steeped in the evil of their profession.



PUPPET MASTER	CR 18
HALF-ELF ENCHANTER 19	XP 153,600
Medium humanoid (elf, human)	CE

Init +6; **Senses** low-light vision; **Perception** +24

DEFENSE

AC 24, touch 16, flat-footed 21 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +4 natural)

hp 139 (19d6+70)

Fort +13, **Ref** +12, **Will** +17; +2 vs. enchantments, +4 vs. mind-affecting

Defensive Abilities *mind blank, misdirection, spell turning*;

Immune electricity (120 points), fire (120 points); **Resist** cold 30

OFFENSE

Speed 35 ft.

Melee +1 dagger +9/+4 (1d4/19-20)

Special Attacks aura of despair (19 rounds/day)

Arcane School Spell-Like Abilities (CL 19th; concentration +27)

11/day—dazing touch

Enchanter Spells Prepared (CL 19th; concentration +27)

9th—*dominate monster* (DC 29), *power word kill*,

summon monster IX, weird (DC 27)

8th—*horrid wilting* (DC 26), *incendiary cloud* (DC 26), *irresistible dance, mind blank, polymorph any object* (DC 26)

7th—*extended acid fog, quickened hold person* (2, DC 23), *mass hold person* (DC 27), *project image* (DC 25), *spell turning*

6th—*disintegrate* (DC 24), *greater dispel magic, greater heroism, mass suggestion* (DC 26), *quickened mirror image, repulsion* (DC 24)

5th—*cloudkill* (DC 23), *dominate person*

(DC 25), *feeblemind* (DC 25), *hold monster* (DC 25), *mind fog* (DC 25), *teleport*

4th—*bestow curse* (DC 22), *charm monster* (2, DC 24), *crushing despair* (DC 24), *enervation, greater invisibility, phantasmal killer* (DC 22)

3rd—*displacement, fly, hold person* (DC 23), *magic circle against good, protection from energy* (2), *slow* (DC 21)

2nd—*acid arrow* (2), *ghoul touch* (DC 20), *misdirection, resist energy, touch of idiocy, web* (DC 20)

1st—*charm person* (DC 21), *expeditious retreat, feather fall, mage armor, obscuring mist, ray of enfeeblement* (DC 19), *reduce person* (DC 19)

0 (at will)—*bleed* (DC 18), *daze* (DC 20), *mage hand, mending*

Opposition Schools

divination, evocation

TACTICS

Before Combat The wizard casts *mage armor, mind blank, misdirection, protection from energy* (electricity, fire), *resist energy* (cold), and *spell turning*.

During Combat The wizard uses *dominate monster, weird, and mass hold person* to control enemies, plus *incendiary cloud* and *horrid wilting* if they resist enchantments. She uses *polymorph any object* to change the last survivor into a marionette for her collection.

Base Statistics Without *mage armor, mind blank, misdirection, protection from energy, resist energy, and spell turning*, the wizard's statistics are **AC** 20, touch 16, flat-footed 17; **Defensive Abilities** none; **Immune** none; **Resist** none.

STATISTICS

Str 8, **Dex** 14, **Con** 16, **Int** 26, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** +8; **CMD** 24

Feats Combat Casting, Craft Wand, Craft Wondrous Item, Dodge, Extend Spell, Fleet, Forge Ring, Greater Spell Focus (enchantment), Improved Initiative, Improved Iron Will, Iron Will,

Quicken Spell, Scribe Scroll, Skill Focus (Perception), Spell Focus (enchantment)

Skills Bluff +17, Craft (puppets) +16, Diplomacy +17, Disguise +12, Fly +15, Handle Animal +7, Intimidate +17, Knowledge (arcana) +26, Knowledge (dungeoneering, engineering, geography, nature, nobility, planes, religion) +16, Knowledge (history, local) +21, Perception +24, Perform (comedy) +12, Sense Motive +15, Spellcraft +21

Languages Common, Draconic, Dwarven, Elven, Giant, Goblin, Gnome, Halfling, Sylvan, Undercommon

SQ arcane bond (*ring of protection* +3), elf blood, enchanting smile

Combat Gear potions of cure serious wounds (3), scrolls of *mage's private sanctum* (2), scroll of *power word blind, scrolls of summon monster VI* (2), wand of displacement (20 charges), wand of fly (20 charges), wand of tongues (20 charges); **Other Gear** +1 dagger, amulet of natural armor +4, belt of mighty constitution +4, cloak of resistance +4, figurine of wondrous power (obsidian steed), headband of vast intelligence +6, pearl of power (7th), pearl of power (4th), *ring of protection* +3, spellbook, 2,036 gp

The puppet master treats living minds like a child's toys.

RADILLO

Radillo has always been able to manipulate people with sweet words and subtle promises. Having learned to enforce this with magic, she plays with thoughts for pleasure or power, and has contacts in many cities whose minds belong fully to her.



MASTER UNIVERSALIST	CR 19
ELF WIZARD 20	XP 204,800
Medium humanoid (elf)	N

Init +5; **Senses** low-light vision; **Perception** +18

DEFENSE

AC 26, touch 18, flat-footed 25 (+4 armor, +5 deflection, +1 Dex, +2 insight, +4 natural); never flat-footed

hp 172 (20d6+100)

Fort +14, **Ref** +14, **Will** +18; +2 vs. enchantments, +4 vs. mind-affecting

Defensive Abilities *mind blank, moment of prescience*, never surprised, *spell turning*; **DR** 10/adamantine (150 points); **Immune** fire (120 points), sleep; **Resist** cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee quarterstaff +9/+4 (1d6-1)

Special Attacks hand of the apprentice (12/day), metamagic mastery (7/day)

Wizard Spells Prepared (CL 20th; concentration +29)

9th—maximized *disintegrate* (DC 25), *foresight*, *meteor swarm* (DC 28), *summon monster IX*, *time stop*

8th—*discern location*, *greater shout* (DC 29), *mass charm monster* (DC 27), *mind blank*, *moment of prescience*

7th—*forcecage* (2, DC 28), *prismatic spray* (2, DC 26), *spell turning*

6th—*chain lightning* (2, DC 27), *greater dispel magic* (2), *true seeing*

5th—*baleful polymorph* (DC 24), *break enchantment*, *cloudkill* (DC 24), *feeblemind* (DC 24), *teleport*, *wall of force*

4th—*dimension door* (2), *greater invisibility*, *ice storm* (2), *stoneskin*

3rd—*dispel magic*, *protection from energy*, *stinking cloud* (DC 22), *suggestion* (DC 22), *tongues*, *vampiric touch*

2nd—*invisibility*, *mirror image*, *resist energy* (2), *shatter*, *web* (DC 21)

1st—*charm person* (2, DC 20), *mage armor* (2), *magic missile* (3)

0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*

TACTICS

Before Combat The wizard casts *foresight*, *mage armor*, *mind blank*, *moment of prescience*, *protection from energy* (fire), *resist energy* (cold, electricity), *spell turning*, and *stoneskin*.

During Combat The wizard casts maximized *disintegrate*, *meteor swarm*, *mass charm monster*, and *prismatic spray*.

Base Statistics Without *foresight*, *mage armor*, *mind blank*, *moment of prescience*, *protection from energy*, *resist energy*, *spell turning*, and *stoneskin*, the wizard's base statistics are **AC** 20, touch 16, flat-footed 19; **Fort** +14, **Ref** +12, **Will** +18; +2 vs. enchantments; **Defensive Abilities** none; **DR** none; **Immune** sleep; **Resist** none; **CMD** 25.

STATISTICS

Str 8, **Dex** 12, **Con** 16, **Int** 28, **Wis** 12, **Cha** 13

Base Atk +10; **CMB** +9; **CMD** 27

Feats Combat Casting, Craft Staff, Craft Wondrous Item, Extend Spell, Forge Ring, Greater Spell Focus (evocation), Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Focus (evocation), Spell Penetration, Still Spell, Toughness

Skills Diplomacy +16, Fly +14, Intimidate +11, Knowledge (arcana, history, planes) +32,

Knowledge (geography, local, nature, nobility, religion) +22, Perception +18, Sense Motive +11, Spellcraft +32 (+34 to identify magic item properties), Stealth +11, Use Magic Device +21

Languages Aklo, Celestial, Common, Draconic, Dwarf, Elven, Giant, Gnome, Halfling, Orc, Sylvan

SQ arcane bond (*ring of protection* +5), elven magic, weapon familiarity

Combat Gear potion of cure serious wounds, wand of cure moderate wounds (50 charges), wand of delay poison (20 charges), wand of restoration (20 charges), staff of evocation; **Other Gear** amulet of natural armor +4, bag of holding (type IV), belt of mighty constitution +4, cloak of resistance +5, gloves of arrow snaring, headband of vast intelligence +6, pearl of power (5th), ring of counterspells, ring of protection +5, diamond dust (worth 1,000 gp), eye ointment for *true seeing* (worth 500 gp), spellbook, 4,175 gp

The master universalist draws power and knowledge from all schools of magic.







PRESTIGE CLASSES

Secanus kicked Cambin hard in the back, sending him sprawling. Where the theurge had been standing, a line of flame blistered the stones.

“Looks like we found him,” Secanus said, nocking an arrow. As he drew back the string, the projectile’s shaft lit up with brilliant blue energy.

“Fools!” the dragon sorcerer rumbled. “You think you can take what’s mine?”

“Yours?” Cambin shrieked back, clenched fists blazing with holy light. “You stole that book from the temple not three days ago!”

The reptile-man smiled, exposing jagged rows of bone-yellow fangs.

“Of course,” he said. “At which point it became my property...”

PRESTIGE CLASSES

Prestige classes allow you to customize characters in very specialized ways. However, the prerequisites mean characters with a prestige class tend to be higher level and might require specific kinds of multiclassing to be effective. The *NPC Codex* saves busy GMs the time it would take to create NPCs with prestige classes.

This chapter gives you useful and interesting NPCs at prestige class levels 2, 4, 7, and 10 for each of the 10 prestige classes detailed in the *Pathfinder RPG Core Rulebook*. The NPCs are character levels 9, 13, 17, and 20, allowing you to use them over a wide range of levels in the campaign.

All of the NPCs in this chapter use the “heroic” set of base ability scores (15, 14, 13, 12, 10, 8), and the value of their gear has been determined using the Heroic Level column of Table 14–9: NPC Gear, which can be found on page 454 of the *Core Rulebook*.

In general, the NPCs do not list mundane gear such as rope, torches, belt pouches, and so on unless it is vital to the character (clerics have a holy symbol, rogues with Disable Device have thieves’ tools, and so on). You can assume that an NPC is geared appropriately for his or her profession or adventuring career, and if cost is ever a factor, you can mark off some of the character’s extra gear for this purpose or swap it for expendable items such as potions, nearly expended wands, and so on.

HOW TO USE THIS CHAPTER

As with the characters presented in Chapter 1, the three most common uses for NPCs in this chapter are as enemies, allies, and player characters, and the same guidelines explained there apply to this chapter. If your campaign requires PCs to train with a member of a prestige class before they can take levels in that prestige class, you may wish to use these NPCs as mentors or trainers for PCs interested in pursuing these specific courses of study.

NOTES ON CLASSES

As with the characters in Chapter 1, you always have the option to alter or add to these characters to make them even more useful to your campaign. If you’re considering swapping a character’s core class abilities for those of another class or archetype, be sure the altered character still qualifies for the prestige class. For example, the arcane trickster class requires a character to have sneak attack $+2d6$, so don’t use a class or rogue archetype that removes the character’s sneak attack ability.

The remainder of this section examines specific alternative class and archetype choices for each of the classes in this chapter.

Arcane Archer

This prestige class requires the ability to cast 1st-level arcane spells, so all four of the arcane archers in this chapter have at least one level in bard, sorcerer, or wizard. If you want to alter the flavor of these characters, you can swap levels in these core classes for levels in a similar arcane spellcasting class such as summoner or witch. You can even hand-wave the minor math differences between the classes (such as the Hit Die type of a summoner compared to that of a wizard) and create an NPC with a very different feel. For example, the tournament champion (arcane archer 4) is a bard/sorcerer, but could easily be a summoner/sorcerer or a bard/witch, which presents a very different concept for the character.

Arcane Trickster

This prestige class requires sneak attack $+2d6$, so all of the arcane tricksters presented here have at least three levels in the rogue class (the only class in the *Core Rulebook* with sneak attack). The requirement that the character must be able to cast *mage hand* means the character must have levels in bard, sorcerer, or wizard, so all of the arcane tricksters are multiclassed with rogue and one of those three classes. You could, however, replace the rogue levels in any of these characters with ninja levels (*Pathfinder RPG Ultimate Combat*), since the ninja is a modified rogue. The sandman bard archetype (*Pathfinder RPG Advanced Player’s Guide*) and vivisectionist alchemist archetype (*Pathfinder RPG Ultimate Magic*) also give the sneak attack ability and would be interesting class swaps for arcane tricksters.

Assassin

This prestige class has the easiest requirements to meet (in terms of game mechanics) out of any in the *Core Rulebook*, so the four assassins presented here have a variety of base classes—a cleric/rogue, a druid/fighter, a monk, and a rogue. This gives you many options when it comes to quickly customizing these assassins to suit your campaign without altering much of the math. The cleric/rogue could be an oracle/rogue, a cleric/bard, or druid/rogue. The monk could be a fighter, ranger, or rogue. The druid/fighter could be a druid/barbarian, druid/ranger, or cleric/fighter. The rogue could be a bard, ninja, or even a summoner.

Dragon Disciple

This class requires levels in a spontaneous-casting arcane class (of which there are only two examples in the *Core Rulebook*, the bard and sorcerer), and if the character has sorcerer levels, it requires him to have the draconic bloodline, so this prestige class is perhaps the most specialized in the *Core Rulebook*. Fortunately, changing

the character's dragon type is very easy, allowing you to use these four characters as any of the 10 dragon types listed in the sorcerer class.

Duelist

This class requires three combat feats, so it is naturally suited for fighters (and to a lesser extent rogues, who can use rogue talents to gain extra combat feats). Its reliance on using intelligent tactics, wearing light or no armor, wielding a light or one-handed piercing weapon, and having a free hand makes it a suboptimal choice for barbarians (whose rage-based abilities are a poor thematic match), monks (as they can fight without weapons, and there is only one monk weapon they can use with duelist class abilities), paladins (who usually wear heavier armor), and rangers (who for the most part either are archers or fight in melee with two weapons). Therefore, the four duelists presented here all have fighter or rogue levels. Because the duelist doesn't use specific fighter or rogue class features as requirements, you can easily swap out these features with those of another archetype, such as the free hand fighter, mobile fighter, acrobat rogue, or rake rogue (all of which are detailed in the *Advanced Player's Guide*), to create a new duelist with this stat block.

Eldritch Knight

This class requires proficiency in all martial weapons and 3rd-level arcane spellcasting, so the character must have levels in barbarian, fighter, paladin, or ranger (the only way to gain proficiency in *all* martial weapons listed in the *Core Rulebook*), and levels in bard, sorcerer, or wizard (the only classes in the *Core Rulebook* that have arcane spellcasting). Though the theme of this class is mostly taken over by the magus base class (see *Ultimate Combat*), using the prestige class lets you do things that you can't do as a single-classed magus, such as using higher-level spells or arcane spells that aren't on the magus spell list, mixing arcane and divine magic (as the champion of magic eldritch knight on page 221 does), and using barbarian rage. In most cases, you can swap out the character's spellcasting class for another (such as replacing conjurer levels with summoner levels or sorcerer levels with bard levels) or swap her martial class levels for another martial class (ranger for barbarian, cavalier for fighter, and so on).

Loemaster

Because this class's skill, feat, and spell requirements are very specific and its unique class abilities are not particularly useful in combat, characters of this class are often relegated to NPC status as sages or mentors. The four loremasters presented here focus on knowledge of the gods, nature, humanoid history, and the planes.

However, because the prestige class abilities don't alter the base class's abilities or have specific ties to the character's field of study, you can swap out class levels or change the knowledge focus to whatever you need for your campaign. For example, if you need a 9th-level planar expert, use the divine loemaster and swap her Knowledge (planes) and Knowledge (religion) skill bonuses.

Mystic Theurge

This class requires three or more levels of investment in two different spellcasting classes, and a character interested in this path usually can't afford to dip into other classes on the way to taking prestige class levels. One of the two unique class abilities of the mystic theurge is the ability to use spell slots from one class to cast spells from the character's other class. However, because doing so makes the spell use a higher-level spell slot than normal, this is a suboptimal choice—the character would normally do this only if he needed extra castings of certain spells and didn't have enough spell slots of the right class. Rather than presenting an underpowered character with weaker-than-normal spells, the four mystic theurges in this chapter are not depicted as using that class ability. Feel free to alter their spell lists to take advantage of this ability if it suits your campaign.

Pathfinder Chronicler

This class requires a small skill investment and a roleplaying or background requirement that doesn't need a specific class ability and has no effect on the character's stat block; therefore, the example Pathfinder chroniclers represent a variety of classes. As with the example assassin characters, this means you can easily swap base classes to customize these Pathfinder chroniclers to suit your campaign, such as by changing the mad prophet (page 233) from a cleric to a conjurer, the master storycrafter (page 234) from a sorcerer to an illusionist, or the battle skald (page 235) from a barbarian/bard to a ranger/bard.

Shadowdancer

This class requires three combat feats and a small skill investment, so while it is mainly suited for martial characters, it is within reach for spellcasters as well. However, many of the shadowdancer's class abilities—darkvision, evasion, proficiencies, rogue talents, and uncanny dodge—are available from other classes or races (or can be emulated with other class abilities), so many characters who take levels in this class will have redundant abilities. Creating an effective shadowdancer requires careful selection of base classes and feats to avoid this; if you swap out earlier levels, make sure you minimize the number of these abilities the character gains from two different sources.

GREEN WARDEN	CR 8
ELF FIGHTER 5	
CONJURER 2	XP 4,800
ARCANE ARCHER 2	
Medium humanoid (elf)	N

Init +5; **Senses** low-light vision; **Perception** +14

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)

hp 51 (5d10+2d6+2d10)

Fort +7, **Ref** +9, **Will** +10; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/magic (ranged weapon attack only; 30 points); **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +2 short sword +14/+9 (1d6+4/19-20)

Ranged mwk composite longbow +18/+13 (1d8+5/x3)

Special Attacks enhance arrows (magic), imbue arrow, weapon training (bows +1)

Conjurer Spell-Like Abilities (CL 3rd; concentration +4) 4/day—acid dart

Conjurer Spells Prepared (CL 3rd; concentration +4; arcane spell failure 15%)

2nd—*glitterdust* (DC 13), *web* (DC 13)

1st—*burning hands* (2, DC 12), *color spray* (2, DC 12)

0 (at will)—*bleed* (DC 11), *dancing lights*, *ghost sound* (DC 11), *mage hand*

Opposition Schools divination, necromancy

TACTICS

Before Combat The arcane archer attempts to start combat from a hard-to-reach spot, such as a high tree branch or steep elevation. He casts *heroism* and *protection from arrows* on himself from scrolls.

During Combat The archer keeps his distance and uses his magic arrows first. He casts *glitterdust* and *web* to slow down any approaching enemies, using imbue arrow to increase the range of such spells if needed. He uses Arcane Armor Training each round.

Base Statistics Without *heroism* and *protection from arrows*, the archer's base statistics are **Senses** Perception +12; **Fort** +5, **Ref** +7, **Will** +8; **DR** none; **Melee** +2 short sword +12/+7 (1d6+4/19-20); **Ranged** mwk composite longbow +16/+11 (1d8+5/x3); **Skills** Climb +8, Knowledge (arcana, nature) +7, Perception +12, Spellcraft +7 (+9 to identify magic item properties), Stealth +12, Swim +8.

STATISTICS

Str 14, **Dex** 21, **Con** 10, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 25

Feats Arcane Armor Training, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Climb +10, Knowledge (arcana, nature) +9, Perception +14, Spellcraft +9 (+11 to identify magic items), Stealth +14, Swim +10

Languages Common, Elven, Goblin

SQ arcane bond (masterwork composite longbow), armor training 1, elven magic, summoner's charm (1 round), weapon familiarity

Combat Gear +1 frost arrows (5), +1 human-bane arrows (5), +1 shock arrows (5), potion of cure moderate wounds, scroll of heroism, scrolls of invisibility (2), scroll of protection from arrows; **Other Gear** +1 studded leather, +2 short sword, masterwork composite longbow with 50 arrows, belt of incredible dexterity +2, spell component pouch, spellbook, 165 gp

Protectors of the forest, green wardens are sworn to defend their sylvan homes from enemy encroachment, using magic arrows to kill from the trees' canopy.



TOURNAMENT CHAMPION		CR 12
HALF-ELF BARD 7		
SORCERER 2	XP 19,200	
ARCANE ARCHER 4		
Medium humanoid (elf, human)	N	

Init +7; **Senses** low-light vision; **Perception** +25

DEFENSE

AC 21, touch 15, flat-footed 17 (+6 armor, +1 deflection, +4 Dex)

hp 86 (7d8+2d6+4d10+22)

Fort +6, **Ref** +15, **Will** +11; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +11/+6 (1d6/18-20)

Ranged +2 longbow +21/+16 (1d8+2/x3)

Special Attacks bardic performance 19 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*), enhance arrows (elemental, magic), imbue arrow, seeker arrow (1/day).

Bard Spells Known (CL 10th; concentration +13)

4th (1/day)—*greater invisibility*, *shout* (DC 17)

3rd (4/day)—*charm monster* (DC 16), *crushing despair* (DC 16), *cure serious wounds* (DC 16), *deep slumber* (DC 16)

2nd (5/day)—*cat's grace*, *eagle's splendor*, *invisibility*, *shatter*, *silence* (DC 15)

1st (6/day)—*charm person* (DC 14), *feather fall*, *grease*, *lesser confusion* (DC 14), *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 13), *mage hand*, *mending*, *prestidigitation*

Sorcerer Spells Known (CL 2nd;

concentration +5; arcane spell failure 20%)

1st (5/day)—*magic missile*, *true strike*

0 (at will)—*arcane mark*, *daze* (DC 13), *ghost sound* (DC 13), *open/close*, *read magic*

Bloodline arcane

TACTICS

Before Combat

The arcane archer casts *cat's grace* and drinks her *potion of haste*. She typically prepares *shock arrows* as her enhance arrows ability.

During Combat

The archer's favorite tactic is to cast *greater invisibility*, then make shots from a distance using *true strike*.

Base Statistics

Without *cat's grace*, the arcane archer's statistics are **Init** +5; **Ref** +13; **Ranged** +2 longbow +19/+14 (1d8+2/x3); **Dex** 20; **CMD** 26.

STATISTICS

Str 10, **Dex** 24, **Con** 13, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +10; **CMD** 28

Feats Deadly Aim, Eschew Materials, Far Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Weapon Focus (longbow)

Skills Knowledge (geography) +6, Knowledge (local, nobility) +8, Perception +25, Perform (oratory, sing) +19, Spellcraft +3, Swim +0, Use Magic Device +7

Languages Common, Elven

SQ arcane bond (+2 longbow), bardic knowledge +3, bloodline arcana (+1 DC for spells with metamagic feats that increase spell level), elf blood, lore master 1/day, versatile performance (oratory, sing)

Combat Gear +1 human-bane arrow (2), +1 magical beast-bane arrow (4), potion of haste; **Other Gear** +2 chain shirt, +2 longbow with 40 arrows, masterwork rapier, belt of incredible dexterity +2, cloak of resistance +1, lesser bracers of archery, ring of protection +1, 309 gp

These half-elves travel from fair to fair, entertaining crowds with archery prowess, arcane flourishes, and epic ballads.

CLAIRIAN ARROWSONG

The daughter of a pair of academics, Clairian Arrowsong was never interested in the studious pursuits her parents encouraged. From an early age, Clairian showed promise as both an excellent archer and bard, despite her parents' misgivings about both "hobbies." In the hours she was supposed to be studying in solitude, she escaped to hear

the orators and bards who congregated outside of the city's university. But not until she saw her first archery tournament did she find her real passion. None but her parents were surprised when, as a young woman, she ran away with a sorcerer who served as a soothsayer on the tournament circuit.

Combat Encounters: For extra coin and adventure, Clairian hires herself out as an archer to local princelings, bandit lords, and thieves' guilds. Though she serves with skill, she would rather surrender than die for another's cause.

Roleplaying Suggestions: Quick with song and laughter, Clairian doesn't take the plights of others too seriously. She would rather live the good life and have fun than be tied down to lords or obligations.



UNDEAD BANE	CR 16
HUMAN RANGER 9	XP
SORCERER 1	76,800
ARCANE ARCHER 7	
Medium humanoid (human)	N

Init +9; Senses Perception +22

DEFENSE

AC 26, touch 17, flat-footed 21 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +1 insight, +3 natural)

hp 138 (9d10+1d6+7d10+43)

Fort +16, Ref +17, Will +11

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 short sword +17/+12/+7/+2 (1d6+1/19-20)

Ranged +2 flaming shock shortbow +24/+19/+14/+9 (1d6+2/x3 plus 1d6 electricity and 1d6 fire)

Special Attacks enhance arrows (*distance*, elemental, elemental burst, magic), favored enemy (humans +2, undead +4), imbue arrow, phase arrow (1/day), seeker arrow (2/day)

Bloodline Spell-Like Abilities

(CL 6th; concentration +8)
5/day—touch of destiny

Ranger Spells Prepared (CL 6th; concentration +8)

2nd—*barkskin*, *snare*
1st—*alarm*, *entangle*,
resist energy

Sorcerer Spells Known

(CL 6th; concentration +8; arcane spell failure 20%)
3rd (3/day)—*slow* (DC 15)
2nd (6/day)—*false life*,
mirror image
1st (7/day)—*burning hands* (DC 13), *detect undead*, *silent image* (DC 13), *true strike*
0 (at will)—*acid splash*,
disrupt undead,
light, *mage hand*,
message, *open/close*, *resistance*
Bloodline destined

TACTICS

Before Combat The arcane archer casts *barkskin* and uses her *wand of shield*. She prepares *frost burst* arrows using her enhance arrows ability.

During Combat Preferring to stay out of the reach and sight of powerful enemies, the arcane archer casts *fly* and *greater invisibility*

on herself, takes flight, and pelts her enemies with arrows from relative safety.

Base Statistics Without *barkskin*, the arcane archer's statistics are AC 24, touch 17, flat-footed 19

STATISTICS

Str 10, Dex 20, Con 14, Int 8, Wis 14, Cha 14

Base Atk +16; **CMB** +16; **CMD** 34

Feats Deadly Aim, Dodge, Endurance, Eschew Materials, Great Fortitude, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Focus (shortbow)

Skills Climb +12, Heal +15, Intimidate +12, Knowledge (religion) +9, Perception +22, Stealth +17, Survival +15, Swim +12

Languages Common

SQ bloodline arcana (gains a luck bonus on saves when casting personal-range spells), evasion, favored terrain (forest +2, underground +4), hunter's bond (companions), swift tracker, track +4, wild empathy +11, woodland stride

Combat Gear +1 ghost touch arrows (10), +1 undead-bane arrows (10), potion of cure moderate wounds, potion of cure serious wounds, potion of lesser restoration, potion of remove disease, scrolls of greater invisibility (2), scrolls of invisibility (2), wand of fly (10 charges), wand of shield (20 charges), holy water (10); **Other Gear** +2 chain shirt, +2 flaming shock shortbow with 20 arrows, +1 short sword, amulet of natural armor +1, belt of physical might +2 (Dex, Con), cloak of resistance +2, dusky rose prism ioun stone, efficient quiver, ring of feather fall, ring of protection +1, 238 gp

Though these archers primarily hunt undead, they are dangerous foes for any creatures.

SORINA KALTHORIN

Sorina believes undeath is a scourge and corruption that must be purged. As long as the undead spread their filth, all other moral questions are moot. She sees it as her sacred duty to destroy all undead she comes across. To this end, she is constantly in search of crypts and ruins that hide her hated foes.



CHAOS ARROW	CR 19
GNOme ROGUE 6	
SORCERER 4	XP
ARCANE ARCHER 10	204,800
Small humanoid (gnome)	CE

Init +11; **Senses** low-light vision, *see invisibility*; **Perception** +26

DEFENSE

AC 31, touch 21, flat-footed 24 (+7 armor, +3 deflection, +6 Dex, +1 dodge, +3 natural, +1 size)

hp 140 (6d8+4d6+10d10+40)

Fort +13, **Ref** +21, **Will** +13; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee dagger +17/+12/+7/+2 (1d3/19-20)

Ranged +2 frost shock shortbow +27/+22/+17/+12 (1d4+2/x3 plus 1d6 cold and 1d6 electricity)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, arrow of death, enhance arrows (aligned, *distance*, elemental, elemental burst, magic), imbue arrow, phase arrow (3/day), seeker arrow (4/day), sneak attack +3d6

Gnome Spell-Like Abilities (CL 20th; concentration +24)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Bloodline Spell-Like Abilities (CL 11th; concentration +15)

7/day—laughing touch

Sorcerer Spells Known (CL 11th; concentration +15; arcane spell failure 10%)

5th (4/day)—*cloudkill* (DC 19), *teleport*

4th (7/day)—*confusion* (DC 20), *greater invisibility*, *shout* (DC 18)

3rd (7/day)—*explosive runes*, *haste*, *heroism*, *stinking cloud* (DC 17)

2nd (7/day)—*darkvision*, *glitterdust* (DC 16), *rope trick*, *see invisibility*, *web* (DC 16)

1st (7/day)—*color spray* (DC 16), *entangle* (DC 15), *expeditious retreat*, *magic missile*, *reduce person* (DC 15), *true strike*

0 (at will)—*bleed* (DC 14), *detect magic*, *flare* (DC 14), *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

Bloodline fey

TACTICS

Before Combat The arcane archer casts *see invisibility* and *haste*. She prepares *flaming burst* arrows as her enhance arrows ability.

During Combat A arcane archer uses imbue arrows to fire off *cloudkill*, *stinking cloud*, and *entangle* from a distance.



Base Statistics Without *see invisibility*, the arcane archer's statistics are **Senses** low-light vision; **Perception** +26.

STATISTICS

Str 10, **Dex** 24, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +16; **CMB** +15; **CMD** 36

Feats Deadly Aim, Dodge, Eschew Materials, Improved Initiative, Mobility, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Vital Strike, Weapon Focus (shortbow)
Skills Bluff +27, Craft (bows) +8, Disguise +13, Knowledge (local, nature) +8, Perception +26, Spellcraft +8, Stealth +34, Swim +8, Use Magic Device +12

Languages Common, Gnome

SQ bloodline arcana (+2 DC for compulsion spells), rogue talents (bleeding attack +3, combat trick, surprise attack), trapfinding +3, woodland stride

Combat Gear +1 dwarf-bane arrows (10), +1 elf-bane arrows (10), +1 human-bane arrows (10), +1 holy arrows (5), +1 unholy arrows (5), dust of illusion, potions of cure serious wounds (3); **Other Gear** +3 mithral chain shirt, +2 frost shock shortbow with 20 arrows, daggers (3), amulet of natural armor +3, belt of physical might +4 (Dex, Con), cloak of resistance +3, deck of illusions, efficient quiver, hat of disguise, headband of alluring charisma +2, ring of protection +3, rope of climbing, 621 gp

Often whimsical in their destruction, chaos arrows roam the world playing the cruellest pranks for their own twisted amusement.

TRIS DARKJESTER

It's said that even a few demons that have crossed Tris's path found her a little too malicious for their taste. The gnome's odd looks hide the heart of a capricious and sadistic killer. She enjoys watching other creatures die, burning in arcane fire or crackling and freezing from the energy of her dangerous bow.

Combat Encounters: Tris often strikes without any clear reason or purpose. She does it just to feed her morbid sense of fun, or to see if she can find a new way to murder.

Roleplaying Suggestions: Though she doesn't like to be, Tris can be patient. She sometimes joins a group of adventurers on some quest or another just to see how she can subtly bring about the demise of a few members before they find her out and she can slay them with impunity.

STAGE MAGICIAN

HALF-ORC BARD 4

ROGUE 3

ARCANE TRICKSTER 2

Medium humanoid (human, orc)

CR 8

XP
4,800

N

Init +9; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 17, flat-footed 15 (+3 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 51 (4d8+3d8+2d6+9)

Fort +6, **Ref** +15, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities evasion, orc ferocity, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 light mace +9/+4 (1d6+1)

Ranged dagger +13 (1d4/19-20) or light mace +13 (1d6)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), sneak attack +3d6

Bard Spells Known (CL 6th; concentration +8)

2nd (4/day)—*cat's grace*, *cure moderate wounds* (DC 14), *eagle's splendor*, *suggestion* (DC 14)

1st (5/day)—*animate rope*, *charm person* (DC 13), *silent image* (DC 13), *sleep* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *lullaby* (DC 12), *mage hand*, *mending*, *prestidigitation*

TACTICS

Before Combat The arcane trickster drinks his *potion of heroism* and casts *cat's grace* on himself.

During Combat The trickster starts by throwing the light maces he uses for his juggling act, then casts *charm person* and *suggestion* to help even the odds.

Base Statistics Without *heroism*, the arcane trickster's statistics are **Init** +7; **Fort** +4, **Ref** +11, **Will** +5; **Melee** +1 light mace +7/+2 (1d6+1); **Ranged** dagger +9 (1d4/19-20) or light mace +9 (1d6); **Dex** 17; **CMD** 21; **Skills** Acrobatics +15, Disable Device +15, Escape Artist +15, Handle Animal +3, Intimidate +4, Knowledge (arcana) +11, Perception +11, Perform (comedy) +9, Ride +4, Sense Motive +6, Sleight of Hand +15, Stealth +15, Swim +4, Use Magic Device +14.

STATISTICS

Str 10, **Dex** 21, **Con** 13, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +6; **CMD** 23

Feats Catch Off-Guard, Combat Casting, Dodge, Improved Initiative, Throw Anything

Skills Acrobatics +19, Disable Device +19, Escape Artist +19, Handle Animal +5, Intimidate +6, Knowledge (arcana) +13, Perception +13, Perform (comedy) +11, Ride +8, Sense Motive +8, Sleight of Hand +19, Stealth +19, Swim +6, Use Magic Device +16

Languages Celestial, Common, Goblin

SQ bardic knowledge +2, orc blood, ranged legerdemain, rogue talents (ledge walker), trapfinding +1, versatile performance (comedy), weapon familiarity

Combat Gear potion of delay poison, potion of heroism, potions of invisibility (2), potion of pass without trace, scrolls of summon monster I (3), acid (4), holy water (4), smokesticks (4), tanglefoot bags (4), thunderstones (4); **Other Gear** +1 leather armor, +1 light mace, dagger (6), light mace (6), amulet of natural armor +1, ring of protection +1, everburning torches (4), masterwork thieves' tools, spell component pouch, 53 gp

Stage magicians use their skills to entertain nobles in theaters and crowds of commoners on street corners.



ARCANOTHIEF	CR 12
HALFLING ROGUE 4	
SORCERER 5	XP 19,200
ARCANE TRICKSTER 4	
Small humanoid (halfling)	N

Init +4; **Senses** Perception +16

DEFENSE

AC 22, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 natural, +1 size)

hp 111 (4d8+5d6+4d6+44)

Fort +9, **Ref** +16, **Will** +10; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk rapier +7/+2 (1d4-2)

Ranged +1 heavy crossbow +13 (1d8+1/19-20)

Special Attacks impromptu sneak attack 1/day, sneak attack +4d6

Sorcerer Spells Known (CL 9th; concentration +12; arcane spell

failure 10%)

4th (4/day)—*arcane eye, dimension door*

3rd (7/day)—*dispel magic, flame arrow, gaseous form*

2nd (7/day)—*false life, invisibility, knock, locate object, spider climb*

1st (7/day)—*detect secret doors, erase, feather fall, floating disk, identify, unseen servant*

0 (at will)—*acid splash, detect magic, detect poison, light, mage hand, open/close, prestidigitation, ray of frost*

Bloodline arcane

TACTICS

Before Combat The arcane trickster casts *false life*.

During Combat The arcane trickster stays out of melee, using *invisibility, gaseous form*, and *dimension door* to keep her distance while pelting foes with crossbow bolts. When in dire straits, she uses her *scroll of teleport* to flee.

Base Statistics Without *false life*, the arcane trickster's statistics are **hp** 97.

STATISTICS

Str 6, **Dex** 18, **Con** 16, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +4; **CMD** 19

Feats Arcane Armor Training, Eschew Materials, Extend Spell, Improved Lightning Reflexes, Lightning Reflexes, Nimble Moves, Skill Focus (Disable Device), Still Spell

Skills Acrobatics +15 (+11 when jumping), Climb +9, Disable Device +26, Escape Artist +11, Knowledge (arcana) +10, Perception +16, Stealth +24, Swim +7, Use Magic Device +12

Languages Common, Draconic, Halfling

SQ arcane bond (+1 heavy crossbow), bloodline arcana (+1 DC for spells with metamagic feats that increase spell level), metamagic adept (1/day), ranged legerdemain, rogue talents (quick disable, trap spotter), trapfinding +2

Combat Gear +1 construct-bane bolts (3), +1 undead-bane bolts (3), potions of cure serious wounds (2), scroll of neutralize poison, scroll of remove curse, scroll of remove disease, scroll of



teleport, wand of delay poison (10 charges), antitoxin (5), holy water (5), tindertwigs (5); **Other Gear** +1 mithral chain shirt, +1 heavy crossbow with 20 bolts, masterwork rapier, amulet of natural armor +1, belt of incredible dexterity +2, cloak of resistance +2, gloves of arrow snaring, ring of protection +1, everburning torch, masterwork thieves' tools, spell component pouch, 56 gp

Masters at breaking into wizard towers and sorcerer societies, arcanothieves steal magic items, supplying local fences or selling directly to visiting adventurers.

JILIS QUICKFINGERS

A strange little thief, Jilis cares little for the money or magic she steals. Instead, she enjoys the pure challenge of larceny. She started with simple scores, but her love of thieving quickly turned into an addiction. Like most addicts, she needed more potent fixes over time. It didn't take her long to discover that wizards, sorcerers, and other arcane spellcasters are extremely crafty when safeguarding their treasures. They present unique challenges that, when overcome, provide the rush she craves.

Combat Encounters: Jilis is not alone in her love for challenging theft. She often recruits like-minded rogues, sellswords, and even other spellcasters to aid her with particularly difficult capers.

Roleplaying Suggestions: Jolly and personable, Jilis is a fixture in many taverns favored by arcane spellcasters. She sidles up to patrons, plies them with drinks, and worms her way into their confidence to learn about how to trick magical wards and locals who might make good marks.

Vaultbreaker

HUMAN ROGUE 6

TRANSMUTER 4

ARCANE TRICKSTER 7

Medium humanoid (human)

CR 16

XP

76,800

NE

Init +5; Senses Perception +21

DEFENSE

AC 24, touch 18, flat-footed 18 (+4 armor, +2 deflection, +5 Dex, +1 dodge, +2 natural)

hp 109 (6d8+4d6+7d6+40)

Fort +9, Ref +19, Will +13

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 frost rapier +15/+10 (1d6/18-20)

Ranged mwk dagger +15 (1d4-1/19-20)

Special Attacks impromptu sneak attack 2/day, sneak attack +6d6

Transmuter Spell-Like Abilities (CL 11th; concentration +16)

8/day—telekinetic fist

Transmuter Spells Prepared (CL 11th; concentration +16; arcane spell failure 10%)

6th—*antimagic field, disintegrate* (DC 22)

5th—*passwall, prying eyes, teleport, transmute rock to mud*

4th—*beast shape II, charm monster* (DC 19), *dimension door, greater invisibility, illusory wall* (DC 19)

3rd—*blink, dispel magic, fly, slow* (DC 19), *stinking cloud* (DC 18), *water breathing*

2nd—*flaming sphere* (DC 17), *invisibility, knock, levitate, mirror image, spider climb*

1st—*comprehend languages, detect secret doors, expeditious retreat, feather fall, obscuring mist, shield, sleep* (DC 16), 0 (at will)—*detect magic, ghost sound, mage hand, open/close*

Opposition Schools evocation, necromancy

TACTICS

During Combat The arcane trickster uses *teleport, greater invisibility, blink, and fly* to keep out of melee. If forced into melee, she uses Spring Attack and Vital Strike to make quick, devastating attacks before leaping away.

STATISTICS

Str 9, Dex 20, Con 14, Int 20, Wis 12, Cha 10

Base Atk +9; CMB +8; CMD 26

Feats Arcane Strike, Dodge, Fleet (2), Lightning

Reflexes, Mobility, Point-Blank Shot, Scribe

Scroll, Spell Focus (transmutation), Spring

Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +18 (+22 when jumping),

Appraise +18, Climb +12, Disable Device +25,

Disguise +8, Escape Artist +13, Knowledge

(arcana, geography, history, local, nature,

nobility, planes, religion) +13, Knowledge

(dungeoneering, engineering) +18,

Perception +21, Sleight of Hand +13,

Spellcraft +18, Stealth +25, Survival +6, Swim +7, Use Magic

Device +13

Languages Celestial, Common, Draconic, Dwarven, Elf, Gnome, Goblin

SQ arcane bond (+1 *frost rapier*), physical enhancement +1

(Strength), ranged legerdemain, rogue talents (finesse rogue, surprise attack, trap spotter), trapfinding +3, tricky spells 4/day

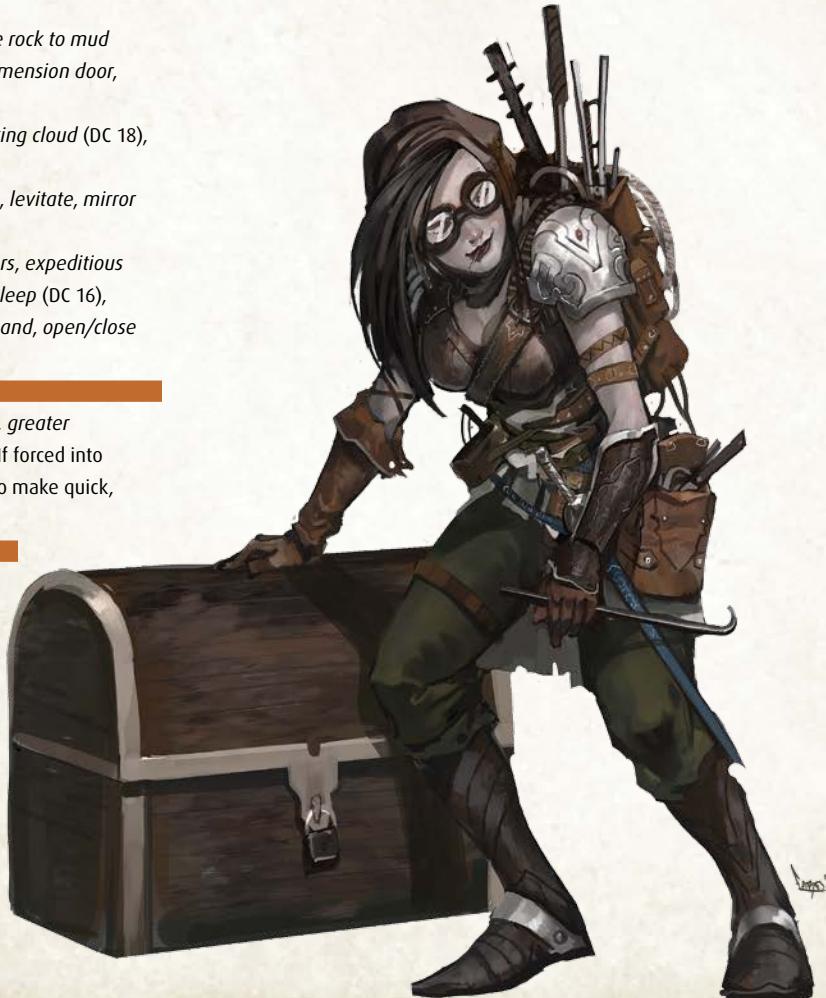
Combat Gear potions of cure serious wounds (2), scrolls of

dispel magic (3); **Other Gear** +2 leather armor, +1 *frost rapier*, masterwork daggers (5), *amulet of natural armor* +2, *belt of incredible dexterity* +4, *boots of speed, chime of opening, cloak of resistance* +2, *headband of vast intelligence* +2, *lens of detection, ring of protection* +2, spell component pouch, spellbook, 167 gp

Masters at breaking into treasure vaults, many arcane tricksters are more interested in the challenge of such break-ins than the riches they gain from them.

DELANT THE BOLD

A true professional, Delant is meticulous and organized, and hates it when her compatriots improvise or otherwise fail to follow her carefully laid plans.



GOD STEALER	CR 19
ELF ROGUE 3	
ENCHANTER 7	XP 204,800
ARCANE TRICKSTER 10	
Medium humanoid (elf)	NE

Init +8; **Senses** low-light vision; **Perception** +25

DEFENSE

AC 23, touch 17, flat-footed 19 (+5 armor, +3 deflection, +4 Dex, +1 natural)

hp 163 (3d8+7d6+10d6+87)

Fort +13, **Ref** +19, **Will** +16; +2 vs. enchantments

Defensive Abilities evasion, trap sense +1; **DR** 10/adamantine (150 points); **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 *unholy rapier* +15/+10 (1d6/18-20)

Ranged ray +15 (by spell)

Special Attacks impromptu sneak attack 2/day, sneak attack +7d6, surprise spells

Enchanter Spell-Like Abilities (CL 17th; concentration +25)

11/day—dazing touch

Enchanter Spells Prepared (CL 17th; concentration +25)

9th—*dominate monster* (DC 29), *energy drain* (DC 27)
8th—*irresistible dance* (DC 28), *mass charm*

monster (DC 28), *polar ray*, *power word stun*
7th—*insanity* (DC 27), *mass hold person*

(DC 27), *phase door*, *power word blind*, *project image* (DC 25)

6th—*acid fog*, *chain lightning* (DC 24), *circle of death* (DC 24), *disintegrate* (DC 24), *eyebite* (DC 24), *mass suggestion*

(DC 26)

5th—*cloudkill* (DC 23), *dominate person* (DC 25), *feeblemind* (DC 25), *hold monster* (DC 25), *mind fog* (DC 25), *teleport*

4th—*charm monster* (DC 24), *confusion* (DC 24), *crushing despair* (DC 24), *dimension door*, *enervation*, *stoneskin*

3rd—*deep slumber* (DC 23), *dispel magic*, *displacement*, *fireball* (DC 21), *hold person* (DC 23), *ray of exhaustion* (DC 21), *suggestion* (DC 23)

2nd—*glitterdust* (DC 20), *hideous laughter* (DC 22), *invisibility*,

protection from arrows, *resist energy* (DC 20), *scorching ray*, *touch of idiocy*

1st—*alarm*, *burning hands* (DC 19), *charm person* (DC 21), *disguise self*, *magic missile* (2), *unseen servant*



0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*

Opposition Schools divination, transmutation

TACTICS

Before Combat The arcane trickster casts *stoneskin*.

During Combat The arcane trickster begins combat by casting *dominate monster*, *mass hold person*, and similar enchantment spells before casting destructive spells augmented by surprise spell.

Base Statistics Without *stoneskin*, the arcane trickster's statistics are DR none.

STATISTICS

Str 8, **Dex** 18, **Con** 18, **Int** 26, **Wis** 10, **Cha** 13

Base Atk +10; **CMB** +9; **CMD** 26

Feats Combat Casting, Empower Spell, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Point-Blank Shot, Scribe Scroll, Spell Focus (enchantment), Weapon Finesse, Weapon Focus (ray)

Skills Acrobatics +27, Bluff +14, Climb +7, Disable Device +27, Escape Artist +27, Fly +10, Intimidate +14, Knowledge (arcana, dungeoneering, engineering, history, local) +16, Knowledge (religion) +21, Perception +25, Sense Motive +8, Sleight of Hand +27, Spellcraft +21 (+23 to identify magic item properties), Stealth +27, Survival +10, Swim +12, Use Magic Device +24

Languages Abyssal, Celestial, Common, Dwarven, Elf, Giant, Goblin, Ignan, Infernal
SQ arcane bond (+1 *unholy longsword*), elven magic, enchanting smile, invisible thief (10 rounds/day), ranged legerdemain, rogue talents (finesse rogue), trapfinding +1, tricky spell 5/day, weapon familiarity

Combat Gear potions of cure serious wounds (2), wand of lightning bolt (15 charges);

Other Gear +1 *unholy rapier*, amulet of natural armor +1, bag of holding (type II), belt of physical might +4 (Dex, Con), bracers of armor +5, cloak of resistance +3, headband of vast intelligence +6, ring of protection +3, 805 gp

Often serving the priesthood of vile cults, these tricksters steal from powerful good temples.

BELLINOS

While Bellinos works with evil cults, in truth he hates all religions. He sees gods as powerful liars who treat mortals as pawns in their sick games.

SACRED KILLER

HALF-ORC CLERIC OF NORGORBER 1

ROGUE 6

ASSASSIN 2

Medium humanoid (human, orc)

CR 8

XP
4,800

NE

Init +5; Senses darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

hp 68 (1d8+6d8+2d8+24)

Fort +7, Ref +11, Will +6; +1 vs. poison

Defensive Abilities evasion, improved uncanny dodge, orc ferocity, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1 short sword +12 (1d6+1/19-20 plus poison)

Ranged mwk dagger +11 (1d4/19-20 plus poison)

Special Attacks channel negative energy 2/day (DC 9, 1d6), death attack (DC 14), sneak attack +4d6

Domain Spell-Like Abilities (CL 1st; concentration +2)
4/day—bleeding touch, copycat

Cleric Spells Prepared (CL 1st; concentration +2)

1st—*bless, disguise self⁰, divine favor*

0 (at will)—*bleed (DC 11), detect poison, guidance*

0 Domain spell; **Domains** Death, Trickery

TACTICS

Before Combat The assassin attempts to cast his *scroll of invisibility* and coats his short sword with greenblood oil.

During Combat The assassin begins combat by studying his foe for a death attack. When making this attack, he uses Channel Smite and Vital Strike to do as much damage as possible.

STATISTICS

Str 10, Dex 20, Con 14, Int 14, Wis 12, Cha 8

Base Atk +5; CMB +5; CMD 21

Feats Channel Smite, Dodge, Step Up, Vital Strike, Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +11, Climb +8, Disguise +7, Intimidate +9, Knowledge (local, nobility, religion) +10, Perception +13, Sense Motive +13, Sleight of Hand +13, Spellcraft +10, Stealth +17

Languages Common, Dwarven, Orc

SQ aura, orc blood, poison use, rogue talents (bleeding attack +4, finesse rogue, surprise attack), trapfinding +3, weapon familiarity

Combat Gear potion of cure serious wounds, *scroll of invisibility*, black adder venom (2), giant wasp poison (2), greenblood oil (2);

Other Gear +1 studded leather, +1 short sword, masterwork dagger, *belt of incredible dexterity* +2, 303 gp

Most evil temples and cults use sacred killers to enforce their twisted will or to eliminate annoying enemies.

DULG GOLDENEYES

When living on the streets as a young orphan, Dulg was abducted by a cult of the god of murder, who originally

planned on using him as a test subject for new poisons they were creating. Intrigued by the young half-orc's spirit, resilience, and intelligence, however, the cult decided to cultivate him instead. They groomed him as an unholy assassin, and the half-orc has been an unquestioning killer for the cult ever since. Truly enjoying his murderous trade, Dulg leaves a grim calling card with each kill. Once his victim is dead, Dulg gouges out the eyes and leaves two polished golden coins in the sockets.

Combat Encounters: If Dulg comes calling, it typically means his marks have somehow crossed his cult, but this is not always the case. Sometimes he murders just to hone his craft and increase his grim renown.

Roleplaying Suggestions: Often silent and sullen, Dulg tends to see people only as potential targets of his foul art. He takes few freelance assignments, doing so only if he believes it can enhance his already fearsome reputation.



DEATH INITIATE	CR 12
HUMAN MONK 9	XP
ASSASSIN 4	19,200
Medium humanoid (human)	LE

Init +5; **Senses** Perception +18

DEFENSE

AC 25, touch 21, flat-footed 19 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +2 monk, +2 natural, +2 Wis)

hp 88 (9d8+4d8+22)

Fort +9, **Ref** +14, **Will** +10; +2 vs. enchantments or poison

Defensive Abilities improved evasion, uncanny dodge; **Immune** disease

OFFENSE

Speed 60 ft.

Melee unarmed strike +15/+10 (1d10+1 plus 1d6 electricity) or mwk quarterstaff +11/+6 (1d6+1) or flurry of blows (unarmed strike) +16/+16/+11/+11/+6 (1d10+1 plus 1d6 electricity)

Ranged +1 shuriken +16/+11 (1d2+2) or

flurry of blows (+1 shuriken) +17/+17/+12/+12/+7 (1d2+1)

Special Attacks death attack (DC 16), flurry of blows, sneak attack +2d6, stunning fist (10/day, DC 18), true death (DC 19)

TACTICS

Before Combat The assassin drinks her *potion of barkskin*, attempts to study her victim for 3 rounds, and drinks her *potion of haste*.

During Combat Disguised as a modest pilgrim, the assassin sidles up to her mark and makes her death attack with a Stunning Fist attack. She then retreats to throw flurries of shuriken.

Base Statistics Without *barkskin*, the assassin's statistics are **AC** 23, touch 21, flat-footed 17.

STATISTICS

Str 12, **Dex** 21, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +13; **CMD** 31

Feats Deadly Aim, Deflect Arrows, Dodge, Extra Ki, Improved Unarmed Strike, Nimble Moves, Point-Blank Shot, Step Up, Stunning Fist, Weapon Finesse, Weapon Focus (shuriken, unarmed strike)

Skills Acrobatics +21 (+42 when jumping), Bluff +6, Climb +11, Diplomacy +2, Disguise +6, Intimidate +7, Knowledge (geography, local, nature) +5, Knowledge (history) +8, Knowledge (religion) +6, Perception +18, Sense Motive +12, Stealth +21, Swim +7

Languages Auran, Common, Infernal

SQ fast movement, hidden weapons, high jump, *ki* pool (8 points, magic), maneuver training, poison use, slow fall 40 ft., wholeness of body

Combat Gear *potion of barkskin*, *potion of cure serious wounds*, *potion of haste*; **Other Gear** +1 human-bane shuriken (5), +1 shuriken (20), adamantine shuriken (10), cold iron shuriken (10), masterwork quarterstaff, *belt of physical might* +2 (Str, Dex), *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *shock amulet of mighty fists*, 235 gp

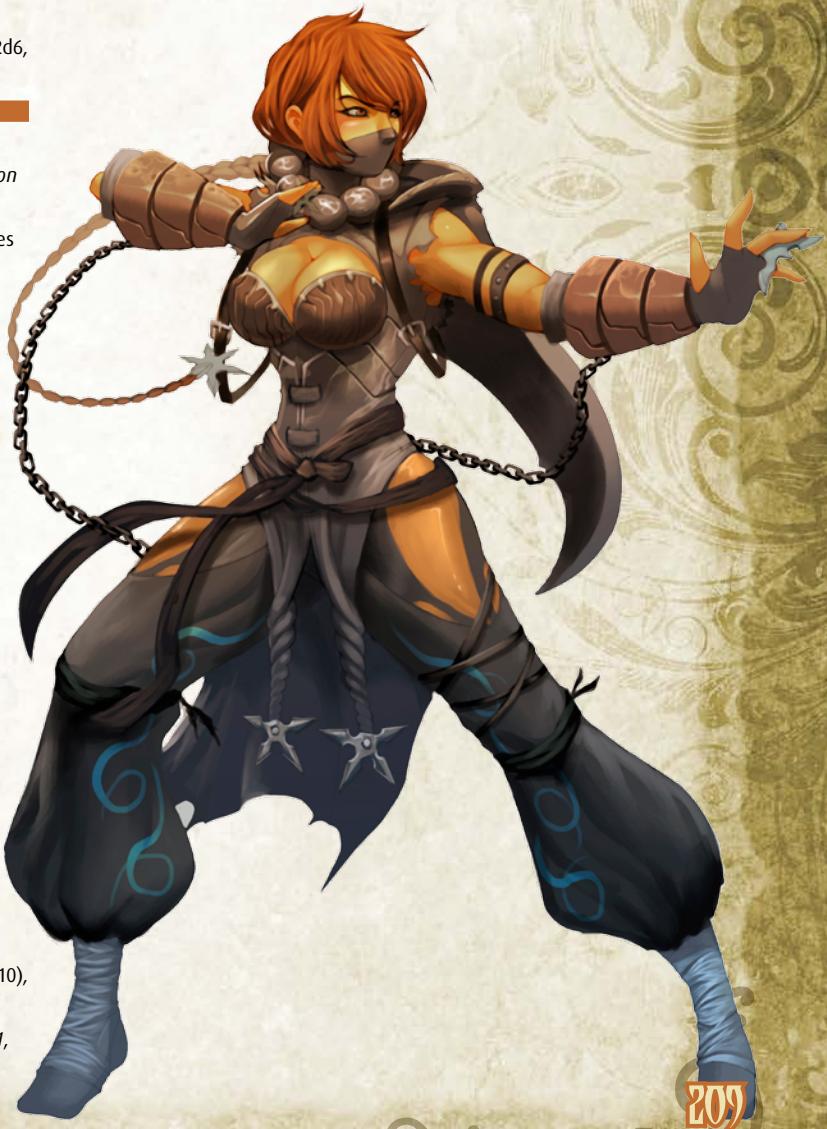
These monks deal swift and dispassionate death to those who threaten or cross their monastery.

KEL SAL KOTH

Little is known about Kel Sal Koth's background or origins, even to her. Her first memories involve the monastery's early lessons about the deadly discipline she was chosen to follow. Kel's philosophy is simple, but her commitment to it is deep. She believes that only in suppressing emotion can one find true harmony with the universe—and the true test of such suppression is dispassionately taking other intelligent creatures' lives.

Combat Encounters: Kel prefers to work alone, but if a target is too strong, she handpicks other members of her monastery to cause diversions or run interference.

Roleplaying Suggestions: To call Kel unfeeling is an understatement. She only apes emotion as a ploy to get closer to her prey.



MURDEROUS SCYTHE

HALF-ELF DRUID 4

FIGHTER 6

ASSASSIN 7

Medium humanoid (elf, human)

CR 16

XP

76,800

NE

Init +4; Senses low-light vision; Perception +24

DEFENSE

AC 26, touch 12, flat-footed 26 (+12 armor, +2 deflection, +2 natural)
hp 144 (4d8+6d10+7d8+57)

Fort +15, Ref +8, Will +11; +2 vs. enchantments, +2 vs. fear, +3 vs. poison, +4 vs. fey and plant-targeted effects

Defensive Abilities bravery +2, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +2 scythe +25/+20/+15 (2d4+15/19-20/x4 plus poison)

Special Attacks death attack (DC 19), quiet death, sneak attack +4d6, true death (DC 22), weapon training (heavy blades +1), wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +6)
5/day—wooden fist

Druid Spells Prepared (CL 4th; concentration +6)

2nd—*barkskin*⁰, *resist energy* (DC 14), *spider climb*, *tree shape*
1st—*entangle*⁰ (DC 13), *faerie fire* (2), *longstrider*, *obscuring mist* 0 (at will)—*detect magic*, *guidance*, *light*, *know direction*

Domain Plant

TACTICS

Before Combat The assassin casts *barkskin* and *longstrider*. He applies poison to his scythe, and wild shapes into an eagle or dire rat.

During Combat In animal form, the assassin studies an enemy spellcaster for 3 rounds before casting *obscuring mist* to sow chaos among his foes. He then takes his real form to make a death attack against his target. In melee, he trips his foes.

Base Statistics Without *barkskin* and *longstrider*, the assassin's statistics are AC 24, touch 12, flat-footed 24; Speed 20 ft.

STATISTICS

Str 24, Dex 10, Con 16, Int 14, Wis 14, Cha 8

Base Atk +14; CMB +21 (+25 trip); CMD 33 (35 vs. trip)

Feats Combat Expertise, Critical Focus, Disruptive, Greater Trip, Improved Critical (scythe), Improved Initiative, Improved Trip, Improved Vital Strike, Natural Spell, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (scythe), Weapon Specialization (scythe)

Skills Climb +13, Disguise +1, Fly +3, Knowledge (geography) +10, Knowledge (local, religion) +7, Knowledge (nature) +12, Perception +24, Sense Motive +19, Stealth +21, Survival +12, Swim +13

Languages Common, Elven, Goblin, Sylvan

SQ armor training 1, elf blood, hidden weapons, nature bond (Plant domain), nature sense, poison use, trackless step, wild empathy +3, woodland stride

Combat Gear potion of cure serious wounds, deathblade poison, purple worm poison (3); **Other Gear** +3 glamered darkwood

full plate, +2 scythe, belt of physical might +4 (Str, Con), cloak of resistance +1, ring of protection +2, 402 gp

Many of these murderers serve as assassins for dark druid circles or dominate savage humanoid tribes.

ZELATH THE REAPER

Knowing that death is just part of the cycle of life, Zelath truly believes his murderous ways enforces the will of nature. Like a deadly gardener, he prunes those who dare thwart death's call or despise nature.

Combat Encounters: Zelath aids other druids in the protection of their homes, bringing his unorthodox talents for mutual defense and strategic offense.

Roleplaying Suggestions: Zelath often offers his expert knowledge of poisons to friends of the natural order.



FATAL AXE	CR 19
DWARF ROGUE 10	XP
ASSASSIN 10	204,800
Medium humanoid (dwarf)	NE

Init +0; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 24, touch 13, flat-footed 24 (+9 armor, +2 deflection, +1 insight, +2 natural)

hp 183 (10d8+10d8+90)

Fort +12, **Ref** +14, **Will** +12; +2 vs. spells and spell-like abilities; +7 vs. poison

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, improved uncanny dodge, trap sense +3, +5 vs. poison

OFFENSE

Speed 25 ft.

Melee +1 flaming frost shock handaxe +20/+15/+10 (1d6+5/19-20/x3 plus 1d6 cold and 1d6 electricity and 1d6 fire)

Ranged +1 returning shock throwing axe +15 (1d6+5/x3 plus 1d6 electricity)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, angel of death 1/day, death attack (DC 26), quiet death, sneak attack +10d6, swift death 1/day, true death (DC 25)

TACTICS

Before Combat The assassin uses Stealth or Disguise to get close to her prey so she can study and strike with her death attack.

During Combat Using her fast stealth and *boots of speed* to rush into the fray, the assassin attacks the most threatening target using bleeding strike. Next, she moves out of melee to soften foes with throwing axe attacks before reentering melee.

STATISTICS

Str 18, **Dex** 10, **Con** 19, **Int** 22, **Wis** 14, **Cha** 6

Base Atk +14; **CMB** +18; **CMD** 31 (35 vs. bull rush or trip)

Feats Cleave, Combat Expertise, Fleet, Improved Critical (handaxe), Improved Feint, Improved Iron Will, Improved Vital Strike, Iron Will, Point-Blank Shot, Power Attack, Vital Strike, Weapon Focus (handaxe)

Skills Acrobatics +12, Bluff +21, Climb +16, Diplomacy +6, Disable Device +12, Disguise +11, Heal +7, Knowledge (dungeoneering) +14, Knowledge (engineering, geography, history, nature, nobility, religion) +11, Knowledge (local) +19, Linguistics +14, Perception +25 (+27 to notice unusual stonework), Sense Motive +25, Sleight of Hand +22, Stealth +22, Survival +12, Swim +16, Use Magic Device +21

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Ignan, Infernal, Orc, Terran

SQ hidden weapons, hide in plain sight, poison use, rogue talents (bleeding attack +10, combat trick, crippling strike, fast stealth, weapon training), trapfinding +5

Gear +5 chain shirt, +1 flaming frost shock handaxe, +1 returning shock handaxe, amulet of natural armor +2, belt of physical might +4 (Str, Con), boots of speed, cloak of resistance +2, dusty

rose prism ioun stone, headband of vast intelligence +2, ring of protection +2, 2,138 gp

Surprisingly quick and nimble for dwarves, fatal axes mix melee prowess with devastating throwing axe strikes to bring down their foes.

THELAN STONEBITER

In Thelan's mind, the task she performs serves the greater good of her clan and her fortress home. The dwarven people have many foes, from savage giants to sociopathic goblins to those capricious and deceptive elves. Her work, though unconventional, deceptive, and contrary to most dwarves' sense of honor and fair play, is essential in evening the odds. Not entirely without honor, she refuses to use her murderous art against fellow dwarves.

Combat Encounters: Though Thelan sometimes takes freelance assignments against non-dwarven targets, her true passion is protecting her people.

Roleplaying Suggestions: When not on a mission, Thelan acts like a normal dwarf. She is loyal to friends, her clan, and the thanes of her fortress. Few who know her suspect her of dark deeds.



STORM PROPHET

DWARF SORCERER 7

CR 8

DRAGON DISCIPLE 2

**XP
4,800**

Medium humanoid (dwarf)

CE

Init +5; **Senses** darkvision 60 ft., Perception +10

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 80 (7d6+2d12+40)

Fort +9, **Ref** +5, **Will** +7; +2 vs. poison, spells, and spell-like abilities; **Resist** electricity 5

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 warhammer +11 (1d8+7/x3) or 2 claws +11 (1d6+6) and bite +10 (1d6+9)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, dragon bite, claws (2, 1d4+4, magic, 5 rounds/day)

Sorcerer Spells Known (CL 8th; concentration +10)

4th (3/day)—*greater invisibility*

3rd (5/day)—*fly*, *heroism*, *lightning bolt* (DC 15)

2nd (7/day)—*false life*, *protection from arrows*, *resist energy*, *scorching ray*

1st (7/day)—*enlarge person* (DC 13), *mage armor*, *magic missile*, *magic weapon*, *shield*, *shocking grasp*

0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 12), *light*, *mage hand*, *message*, *resistance*

Bloodline draconic (blue)

TACTICS

Before Combat The dragon disciple drinks his *potion of bull's strength*, and casts *false life* and *mage armor*.

During Combat At range, the dragon disciple casts *lightning bolt* and *scorching ray*. If forced into melee, he casts *heroism* and *greater invisibility* first.

Base Statistics Without *bull's strength*, *false life*, and *mage armor*, the dragon disciple's statistics are **AC** 15, touch 12, flat-footed 14; **hp** no temporary hit points; **Melee** +1 warhammer +9 (1d8+5/x3) or bite +8 (1d6+6), 2 claws +9 (1d6+4); **Str** 18; **CMB** +8; **CMD** 20 (24 vs. bull rush or trip); **Skills** Climb +4.

STATISTICS

Str 22, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip)

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claws)

Skills Bluff +7, Climb +6, Diplomacy +5, Intimidate +6, Knowledge (arcana) +8, Knowledge (geography) +1, Knowledge (nature) +1, Linguistics +1, Perception +10 (+12 to notice unusual stonework), Perform (oratory) +3, Survival +2

Languages Common, Draconic, Dwarven

SQ blood of dragons, bloodline arcana (electricity spells deal +1 damage per die)

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** +1 warhammer, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +2, ring of protection +1, 138 gp

Storm prophets are as terrible as thunderheads and as capricious as tornados.

GWELLAT HAMMERMIND

The bastard son of a dwarven noble house, Gwellat never fit in among his people, instead craving the open skies. Denied this dream for most of his young life, he grew resentful. His bitterness turned into anger that struck as fast as lightning, and the magical powers he manifested were just as unpredictable and destructive. Upon reaching adulthood, he learned the secret of his true heritage. Angry that the secret was kept from him for so long, he unleashed his most destructive spells on his clan, killing many of them. He fled his home to chase the storms he always longed to be a part of.



ACID TERROR	CR 12
HUMAN SORCERER 9	XP
DRAGON DISCIPLE 4	19,200
Medium humanoid (human)	LE

Init +6; **Senses** Perception +12

DEFENSE

AC 24, touch 15, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +5 natural)

hp 108 (9d6+4d12+48)

Fort +9, **Ref** +10, **Will** +11; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+3 plus 1d6 acid), bite +10 (1d6+4) or quarterstaff +10/+5 (1d6+3)

Special Attacks breath weapon (30-foot cone, 13d6 acid, DC 22, 2/day), claws (2, 1d6+3 plus 1d6 acid, magic, 9 rounds/day), dragon bite

Sorcerer Spells Known (CL 12th; concentration +18)

6th (4/day)—*acid fog, form of the dragon I*

5th (6/day)—*cloudkill* (DC 23), *feeblemind* (DC 22), *spell resistance*

4th (7/day)—*black tentacles, confusion* (DC 21), *dimension door, fear* (DC 20)

3rd (7/day)—*displacement, fly, hold person* (DC 20), *stinking cloud* (DC 21), *suggestion* (DC 20)

2nd (8/day)—*acid arrow, glitterdust* (DC 20), *hideous laughter* (DC 19), *invisibility, resist energy, web* (DC 20)

1st (8/day)—*charm person* (DC 18), *color spray* (DC 17), *mage armor, magic missile, reduce person* (DC 17), *silent image* (DC 17)

0 (at will)—*acid splash, dancing lights, daze* (DC 17), *detect magic, mage hand, message, open/close, ray of frost, read magic*

Bloodline draconic (green)

TACTICS

Before Combat As soon as she suspects combat is imminent, the dragon disciple casts *mage armor* and *spell resistance*.

During Combat The dragon disciple prefers to keep her distance, and starts combat by casting quickened *web* followed by *acid fog*. She then casts *fly*, *black tentacles*, *acid arrow*, *feeblemind*, and *cloudkill*, with judicious uses of Quickened Spell.

Base Statistics Without *mage armor*, the dragon disciple's statistics are **AC** 20, touch 15, flat-footed 17.

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 8, **Cha** 22

Base Atk +7; **CMB** +10; **CMD** 25

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (conjunction), Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Spell Focus (conjunction, enchantment), Toughness

Skills Climb +4, Fly +6, Intimidate +19, Knowledge (arcana) +8, Linguistics +1, Perception +12, Spellcraft +7, Stealth +9

Languages Common, Draconic

SQ blood of dragons, bloodline arcana (acid spells deal +1 damage per die)

Combat Gear potion of cure serious wounds, potion of delay poison, wand of detect thoughts (15 charges); **Other Gear** quarterstaff, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +2, hat of disguise, headband of alluring charisma +2, ring of protection +2, 800 gp

Cunning and manipulative, these dragon disciples trap their foes with schemes and spells before showering them with deadly acid.

REMEL LEVATH

Remel Levath has always craved control. She's certain that if people just did what she wanted them to, there would be peace and order—for her, at least. When the petty motivations and stupid behaviors of the “rabble” get in the way, she has no choice but to magically manipulate them into doing the “right” thing. If they still don't, she unleashes her righteous fury in a spray of purifying acid.

Combat Encounters: Remel sees all altercations as the fault of the other parties, and tends to shout her disappointment throughout the battle, encouraging them to lay down their arms—though not all who surrender receive mercy.

Roleplaying Suggestions: Always arrogant and often argumentative, Remel employs enchantment spells even in casual conversation. Despite her prejudices, she knows that she needs like-minded individuals to aid in enforcing her will. She can be surprisingly flattering and friendly toward those with the good sense to follow her directions in all things.



DRAGON CHIEFTAIN

HALF-ORC BARD 10

CR 16

DRAGON DISCIPLE 7

XP
76,800

Medium humanoid (human, orc)

CE

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; **Perception** +18

DEFENSE

AC 27, touch 12, flat-footed 27 (+9 armor, +2 deflection, -1 Dex, +1 insight, +6 natural)

hp 189 (10d8+7d12+95)

Fort +16, **Ref** +11, **Will** +14; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities orc ferocity; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee bite +19 (1d6+9 plus 1d6 fire), 2 claws +19 (1d6+6) or +1 heavy mace +19/+14/+9 (1d8+10)

Special Attacks bardic performance 26 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion), breath weapon (30-foot cone, 7d6 fire, DC 17, 1/day), claws (2, 1d6+6, magic, 7 rounds/day), dragon bite

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

1/day—*form of the dragon I* (red dragon only)

Bard Spells Known (CL 15th; concentration +19)

5th (3/day)—*greater heroism*, *mass cure light wounds*, *shadow walk* (DC 19), *song of discord* (DC 20)

4th (5/day)—*cure critical wounds*, *dominate person* (DC 19), *neutralize poison*, *shout* (DC 18)

3rd (6/day)—*clairaudienceclairvoyance*, *fear* (DC 17), *haste*, *invisibility sphere*, *phantom steed*

2nd (6/day)—*blur*, *cure moderate wounds*, *detect thoughts* (DC 16), *silence* (DC 16), *summon swarm*, *whispering wind*

1st (6/day)—*charm person* (DC 16), *cure light wounds*, *expeditious retreat*, *feather fall*, *remove fear*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 14), *mage hand*, *message*, *resistance*

TACTICS

During Combat The dragon disciple casts *greater heroism* and *haste*, then uses *dominate person* and *charm person* to create allies among his enemies. In melee, he uses his breath weapon and *Dazzling Display*.

STATISTICS

Str 22, **Dex** 8, **Con** 18, **Int** 12,

Wis 10, **Cha** 18

Base Atk +12; **CMB** +18; **CMD** 30

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting,

Dazzling Display, Great Fortitude, Improved Initiative, Power Attack, Spell Focus (enchantment), Toughness, Weapon Focus (bite, claws)

Skills Climb +12, Intimidate +6, Knowledge (arcana, dungeoneering) +14, Knowledge (geography, history, local, nature, religion) +10, Linguistics +5, Perception +18, Perform (oratory, percussion, sing) +17, Ride +2, Spellcraft +9, Stealth +10, Swim +9

Languages Common, Draconic, Goblin, Orc

SQ bardic knowledge +5, blood of dragons, jack-of-all-trades (use any skill), lore master 1/day, orc blood, versatile performance (oratory, percussion, sing), weapon familiarity

Combat Gear potions of cure serious wounds (2), potion of eagle's splendor; **Other Gear** +5 hide armor, +1 heavy mace, amulet of natural armor +2, belt of physical might +2 (Str, Con), cloak of resistance +3, dusty rose prism ioun stone, headband of alluring charisma +2, ring of protection +2, 1,723 gp

These half-orcs become chieftains of savage tribes by brutally and publicly assassinating the former chieftains.



ICE MAIDEN	CR 19
ELF SORCERER 10	XP
DRAGON DISCIPLE 10	204,800
Medium humanoid (elf)	NE

Init +7; **Senses** blindsense 60 ft., low-light vision; Perception +20

DEFENSE

AC 32, touch 18, flat-footed 28 (+4 armor, +3 deflection, +3 Dex, +1 dodge, +1 insight, +10 natural)

hp 222 (10d6+10d12+120)

Fort +18, **Ref** +12, **Will** +17; +2 vs. enchantments; **DR** 10/adamantine (150 points); **Immune** cold, paralysis, sleep

OFFENSE

Speed 30 ft., fly 90 ft. (average)

Melee 2 claws +15 (1d6+1 plus 1d6 cold), bite +15 (1d6+1 plus 1d6 cold)

Ranged +1 composite longbow +16/+11/+6 (1d8+2/x3)

Special Attacks breath weapon (30-foot cone, 20d6 cold, DC 27, 4/day), claws (2, 1d6+1 plus 1d6 cold, magic, 10 rounds/day), dragon bite

Dragon Disciple Spell-Like Abilities (CL 20th; concentration +27 2/day)—*form of the dragon II* (white dragon only)

Sorcerer Spells Known (CL 17th; concentration +24)

8th (4/day)—*form of the dragon III, polar ray, sunburst* (DC 27)

7th (7/day)—*delayed blast fireball* (DC 26), *form of the dragon II, mass hold person* (DC 24), *prismatic spray*

6th (7/day)—*control water, disintegrate* (DC 23), *form of the dragon I, freezing sphere* (DC 25)

5th (7/day)—*blight* (DC 22), *cone of cold* (DC 24), *dream, spell resistance, wall of force*

4th (7/day)—*dimension door, fear* (DC 21), *ice storm, stoneskin, wall of ice* (DC 23)

3rd (8/day)—*displacement, fly, lightning bolt* (DC 22), *sleet storm, vampiric touch*

2nd (8/day)—*darkvision, gust of wind* (DC 21), *invisibility, resist energy, see invisibility, web* (DC 19)

1st (8/day)—*charm person* (DC 18), *expeditious retreat, mage armor, magic missile, shield, silent image* (DC 18)

0 (at will)—*dancing lights, detect magic, disrupt undead, mage hand, mending, ray of frost, read magic, resistance, touch of fatigue* (DC 17)

Bloodline draconic (white)

TACTICS

Before Combat The dragon disciple casts *stoneskin*.

During Combat The dragon disciple casts *shield* and *spell resistance* on herself, then takes flight and rains down destructive spells augmented with Empower Spell.



Base Statistics Without *stoneskin*, the dragon disciple's statistics are **DR** none.

STATISTICS

Str 12, **Dex** 16, **Con** 20, **Int** 16, **Wis** 10, **Cha** 25

Base Atk +12; **CMB** +13; **CMD** 31

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Mobility, Nimble Moves, Quicken Spell, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Finesse
Skills Climb +6, Diplomacy +12, Fly +11, Heal +5, Intimidate +15, Knowledge (arcana) +11, Knowledge (geography, local, nature, nobility, planes) +8, Perception +20, Sense Motive +5, Spellcraft +11 (+13 to identify magic item properties), Stealth +13, Survival +5, Use Magic Device +15

Languages Auran, Common, Draconic, Elven, Goblin

SQ blood of dragons, bloodline arcana (cold spells deal +1 damage per die), elven magic, weapon familiarity, wings
Combat Gear *wand of cure serious wounds* (10 charges), *wand of lightning bolt* (10 charges); **Other Gear** +1 composite longbow (+1 Str) with 20 arrows, amulet of natural armor +3, belt of mighty constitution +6, boots of the winterlands, bracers of armor +4, cloak of resistance +3, dusty rose prism ioun stone, headband of alluring charisma +6, ring of force shield, ring of protection +3, 3,099 gp

With the patience of elves and the majesty of dragons, ice maidens are masters of subtle machinations—and of the battlefield.

KORIEL DRAGONCHILD

The descendant of a white dragon and an elf, Koriel was driven to prove herself by killing a draconic relation and eating his heart, claiming his territory and hoard.

Combat Encounters: Koriel maintains a vast expanse of mountains as her domain, and those who enter it must pay tribute or surrender their lives.

Roleplaying Suggestions: Koriel sees herself as more dragon than elf, and lives as if she were a full-blooded dragon, killing those who say otherwise.

TRIBAL CHAMPION

HALF-ELF FIGHTER 7

DUelist 2

Medium humanoid (elf, human)

CR 8

XP

4,800

CN

Init +6; Senses low-light vision; Perception +14

DEFENSE

AC 21, touch 17, flat-footed 15 (+3 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 70 (7d10+2d10+16)

Fort +8, Ref +10, Will +4; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2, canny defense +1, parry; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 shortspear +14/+9 (1d6+6) or
mwk short sword +14/+9 (1d6+2/19-20)

Ranged mwk shortspear +16 (1d6+5)

Special Attacks precise strike +2, weapon training (spears +1)

TACTICS

During Combat The duelist uses Mobility to press her advantage against spellcasters. In the thick of the fray, she uses parry and Combat Expertise to augment her defenses.

STATISTICS

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

Base Atk +9; CMB +11; CMD 27

Feats Combat Expertise, Dodge, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Finesse, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Skills Acrobatics +6, Climb +6, Heal +1, Intimidate +6, Knowledge (geography, history, nature) +2, Perception +14, Perform (dance) +1, Ride +8, Stealth +10, Survival +4, Swim +6

SQ armor training 2, elf blood, improved reaction +2

Combat Gear potion of cure serious wounds; **Other Gear** +1 leather armor, +1 shortspear, masterwork short sword, masterwork shortspear, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, 236 gp

These brave warriors gain prestige within their tribes and clans by challenging and defeating enemy spellcasters.

YALLATHOON

The daughter of a warrior who was branded as a coward and a traitor by his tribe, Yallathoon had to work hard to prove her worth to her people. The shame of her father's misdeeds spurred her on, and she quickly moved up the ranks of the warrior caste. But it wasn't until she defeated a powerful wizard who tried to subjugate her tribe that Yallathoon's calling manifested. Branded with the title "Mageslayer," Yallathoon is hailed as the savior of her tribe, and the sins of her father have been long forgotten.

Though she despises arcane spellcasters and is leery of any divine casters who aren't obviously servants of her tribe's favored deities, Yallathoon isn't blinded by her

role or her pride. If offered the chance to ally with a caster against a greater foe, she takes it—though nominally only to show up the caster with her martial prowess.

Combat Encounters: Yallathoon typically runs into the fray with other members of her tribe, but quickly breaks off from the pack to confront enemy spellcasters—in single combat, if at all possible.

Roleplaying Suggestions: Yallathoon is focused and proud, and is used to being treated with respect. She quickly dismisses those who do not treat her thus, but happily shares stories of her exploits with those who do. Warriors who disdain obvious magic items earn her approval, while anyone who notes the magic on her spear receives a flinty glare.



FEISTY HOTSPUR	CR 12
HALFLING ROGUE 9	XP
DUelist 4	19,200
Small humanoid (halfling)	NE
Init +7; Senses Perception +19	
DEFENSE	
AC 26, touch 19, flat-footed 19 (+6 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural, +1 size)	
hp 101 (9d8+4d10+35)	
Fort +9, Ref +18, Will +10; +2 vs. fear	
Defensive Abilities canny defense +2, enhanced mobility, evasion, grace +2, improved uncanny dodge, parry, trap sense +3	
OFFENSE	
Speed 20 ft.	
Melee +1 rapier +18/+13 (1d4/18-20)	
Special Attacks sneak attack +5d6, precise strike +4	
TACTICS	
During Combat The duelist drinks her <i>potion of haste</i> . She attempts to disarm opponents, then makes sneak attacks even if she must feint to do so.	
STATISTICS	
Str 8, Dex 20, Con 15, Int 14, Wis 12, Cha 12	
Base Atk +10; CMB +14 (+16 to disarm); CMD 25 (27 vs. disarm)	
Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Greater Feint, Improved Disarm, Improved Feint, Iron Will, Mobility, Weapon Finesse, Weapon Focus (rapier)	
Skills Acrobatics +23 (+19 when jumping), Bluff +17, Climb +1, Diplomacy +17, Disguise +17, Intimidate +17, Knowledge (dungeoneering, local) +10, Knowledge (nobility) +7, Perception +19, Perform (comedy) +5, Perform (sing) +6, Sleight of Hand +13, Stealth +25	
Languages Common, Halfling	
SQ improved reaction +2, rogue talents (combat trick, finesse rogue, surprise attack, weapon training), trapfinding +4	
Combat Gear potions of cure serious wounds (2), potion of haste;	
Other Gear +2 mithral chain shirt, +1 rapier, amulet of natural armor +1, belt of physical might +2 (Str, Con), cloak of resistance +2, ring of protection +1, 180 gp	

Anyone who questions the martial prowess of halflings should keep quiet around feisty hotspurs, as these diminutive bravos excel at poking holes in large people who underestimate them.

LYLIN DALTHAINOL

Growing up in a rough neighborhood, Lylin had to learn at a young age to fight fast and dirty. Her grace and feisty nature caught the attention of a traveling swordmaster and assassin, who took in the halfling as a student and raised her as a daughter. He cultivated her kill-or-be-killed nature, and trained her to be fearless and utterly

ruthless in both battle and life. Her former master is long dead, but she has taken his lessons to heart, becoming a bold and competent killer. These days she's something of a loner, but still keeps an eye out for promising young halflings similar to herself as a child, so that she might pass on her advice and training. Though much of her knowledge is loudly proclaimed to be a "trade secret," she has often been known to boast of its central maxim: "Hit first, hit hard, and don't stop till you're painted red."

Combat Encounters: Lylin is proud, but also a selfish and opportunistic combatant who is quick to turn on allies when her own life is on the line. Though an assassin and mercenary by trade—one who might easily be hired by any villain and sent against the PCs—Lylin disdains anonymity, and would prefer to finish her kills in public (though she isn't averse to starting with a sneak attack from the shadows).

Roleplaying Suggestions: Lylin's master taught her social graces, but even when diplomatic and pleasant, she is always sizing up potential opponents, and feels no qualms about taking life at the slightest provocation. She is far more likely to ally with a party that contains other halflings, though those who rely too much on racial camaraderie may be surprised by how quickly her backslapping friendship disappears if they dare question her methods.



IRON DUELIST

DWARF FIGHTER 10

CR 16

DUELIST 7

**XP
76,800**

Medium humanoid (dwarf)

N

Init +8; **Senses** darkvision 60 ft., Perception +11

DEFENSE

AC 24, touch 15, flat-footed 20 (+8 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

hp 159 (10d10+7d10+61)

Fort +14, **Ref** +13, **Will** +10; +2 vs. poison, spells, and spell-like abilities; +3 vs. fear

Defensive Abilities bravery +3, canny defense +1, defensive training (+4 dodge bonus to AC vs. giants), elaborate defense +2, enhanced mobility, grace +2, parry

OFFENSE

Speed 20 ft.

Melee +1 flaming frost light pick +27/+22/+17/+12 (1d4+10/19-20/x4 plus 1d6 cold and 1d6 fire) or

mwk punching dagger +24/+19/+14/+9 (1d4+6/x3)

Ranged +1 light crossbow +20 (1d8+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, acrobatic charge, precise strike +7, riposte, weapon training (axes +2, light blades +1)

TACTICS

During Combat The duelist drinks his *potion of invisibility*, and gets into a tactical position. He uses Spring Attack, Lunge, and Improved Vital Strike to make hit-and-run attacks.

STATISTICS

Str 21, **Dex** 14, **Con** 16, **Int** 13, **Wis** 12, **Cha** 6

Base Atk +17; **CMB** +22; **CMD** 36 (40 vs. bull rush or trip)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Weapon Focus (light pick), Improved Critical (light pick), Improved Initiative, Improved Vital Strike, Iron Will, Lunge, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (light pick), Weapon Specialization (light pick)

Skills Acrobatics +7 (+3 when jumping), Appraise +6 (+8 to assess nonmagical metals or gemstones), Climb +13, Craft (weapons) +9, Diplomacy +3, Disable Device +7, Knowledge (dungeoneering, engineering) +9, Knowledge (history) +6, Perception +11 (+13 to detect unusual stonework), Perform (percussion) +0, Stealth +7, Survival +6, Swim +9

Languages Common, Dwarven, Orc

SQ armor training 2, improved reaction +2

Combat Gear *potion of cure serious wounds*, *potion of invisibility*;

Other Gear +4 chain shirt, +1 flaming frost light pick, +1 light crossbow, masterwork punching dagger, amulet of natural armor +1, belt of giant strength +4, boots of speed, cloak of resistance +2, ring of protection +1, 759 gp

Nimble for a dwarf, an iron duelist excels at hit-and-run tactics.

UNTHAL RUMBLEGUT

Born into a family of miners, Unthal learned at an early age that when wielded properly, the pick could become an effective weapon. When his clan's mines dug too deep into the Darklands, he was forced to defend his family mines against duergar and drow incursions, working with shielded defenders to lunge out from protective shield walls, using his mobility to take down dangerous foes before moving back behind the moveable walls of iron and dwarven muscle. His unorthodox tactics were mocked at first, with some seeing him as cowardly for not standing and fighting with feet planted like a normal dwarven warrior, but as the corpses of the clan's enemies mounted into piles, then great mounds, the whispers and jokes died. Now he enjoys high status within his clan, and teaches his ways to a new generation of dwarves, occasionally making pilgrimages out onto the surface to take his tactics to other holds.

Combat Encounters: Unthal's tactics work best when used in conjunction with more traditional dwarven defense strategies, and he often works in concert with other dwarven warriors. PCs intruding on dwarven territory—whether intentionally or not—may find themselves facing his pick.

Roleplaying Suggestions: Family and

clan mean everything to Unthal.

He is friendly to those who respect that, and hostile to those who do not.



MASTER DUELIST	CR 19
HUMAN FIGHTER 10	XP
DUelist 10	204,800
Medium humanoid (human)	N

Init +14; **Senses** Perception +20

DEFENSE

AC 28, touch 22, flat-footed 20 (+3 armor, +3 deflection, +7 Dex, +1 dodge, +1 insight, +3 natural)

hp 224 (10d10+10d10+110)

Fort +17, **Ref** +19, **Will** +11; +3 vs. fear

Defensive Abilities bravery +3, canny defense +1, elaborate defense +3, enhanced mobility, grace +2, parry

OFFENSE

Speed 30 ft.

Melee +1 *human-bane shock rapier* +29/+24/+19/+14 (1d6+9/15-20 plus 1d6 electricity)

Ranged mwk dagger +29/+24/+19/+14 (1d4+6/19-20)

Special Attacks acrobatic charge, crippling critical, no retreat, precise strike +10, riposte, weapon training (light blades +2, crossbows +1)

TACTICS

During Combat Constantly moving in order to take advantage of his Wind Stance, the duelist strikes other sword wielders first, attempting to suss out who among them is the most talented and then focusing his attentions on that one.

STATISTICS

Str 18, **Dex** 22, **Con** 18, **Int** 13, **Wis** 10, **Cha** 8

Base Atk +20; **CMB** +24; **CMD** 45

Feats Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Deflect Arrows, Dodge, Improved Critical (rapier), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Mobility, Power Attack, Spring Attack, Toughness, Vital Strike, Weapon Finesse, Weapon Specialization (rapier), Wind Stance

Skills Acrobatics +16, Bluff +4, Climb +17, Diplomacy +4, Heal +5, Intimidate +12, Knowledge (history, local, nobility) +6, Perception +20, Perform (dance) +4, Ride +14, Stealth +16

SQ armor training 2, improved reaction +4

Combat Gear potion of cure serious wounds; **Other Gear** +1 *human-bane shock rapier*, masterwork dagger, amulet of natural armor +3, belt of physical perfection +4, boots of speed, bracers of armor +3, cloak of resistance +3, dusty rose prism ioun stone, hat of disguise, ring of protection +3, 2,526 gp

Paragons of swordplay, these master duelists constantly search for foes to defeat in order to enhance their already formidable reputations.

DANCER

No one knows Dancer's real name, and he has no intention of giving it. Some surmise from his foppish manners and arrogant

attitude that he is the scion of some far-flung regent, but that guess is far from the mark.

Born in the slums, Dancer conned his way into aristocratic circles and learned swordplay from true masters of the art. He became a favored proxy for aristocrats not wanting to risk their lives when challenged to a duel, and killed innumerable nobles and their champions before growing full of himself and challenging one of the highest-ranking nobles personally. Rather than face him in the dueling circle, the noble sent a full legion of soldiers to kill the upstart, and Dancer barely escaped with his life.

Now, having discarded his given name, Dancer actively seeks out warriors with reputations for deft swordplay and finagles his way into challenging them. His sole purpose is to push himself to greater heights of prestige and skill.

Combat Encounters: Dancer always fights alone, trying to best powerful foes and groups to increase his reputation.

Roleplaying Suggestions: In social situations, Dancer plays the part of the flippant dandy, luring opponents into a false sense of security.



QUEEN OF STAVES

CR 8

ELF FIGHTER 2

XP
4,800

ABJURER 5

N

ELDRITCH KNIGHT 2

Medium humanoid (elf)

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

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

hp 67 (2d10+5d6+2d10+23)

Fort +9, Ref +6, Will +8; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1; Immune sleep; Resist 5 fire

OFFENSE

Speed 30 ft.

Melee +1 quarterstaff +11/+6 (1d6+7)

Abjurer Spells Prepared (CL 6th; concentration +8)

3rd—displacement, lightning bolt (DC 15), protection from energy

2nd—darkness, false life, mirror image (2), protection from arrows

1st—cause fear (DC 13), magic missile, shield (2), true strike

0 (at will)—ghost sound (DC 12), message, open/close, touch of fatigue (DC 12)

Opposition Schools conjuration, enchantment

TACTICS

During Combat The eldritch knight casts *shield* and *displacement* on herself, then casts *lightning bolt* and *magic missile* before casting *mirror image* and entering melee.

STATISTICS

Str 16, Dex 16, Con 12, Int 14, Wis 10, Cha 8

Base Atk +6; CMB +9; CMD 23

Feats Arcane Armor Training, Craft Wand, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Scribe Scroll, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Knowledge (arcana) +10, Knowledge (local, nobility, planes, religion) +6, Perception +11, Ride +7, Sense Motive +5, Spellcraft +12 (+14 to identify magic item properties), Stealth +8

Languages Common, Draconic, Elven, Sylvan

SQ arcane bond (+1 quarterstaff), diverse training, elven magic, protective ward (2 rounds, +2 deflection, 5/day), weapon familiarity

Combat Gear potion of cure serious wounds, scroll of displacement, scrolls of false life (2), wand of invisibility (20 charges); **Other Gear** +2 leather armor, +1 quarterstaff, amulet of natural armor +1, cloak of resistance +1, spell component pouch, spellbook, 276 gp

A lone, lightly armored traveler carrying a walking staff, a queen of staves mixes spell power with whirling quarterstaff attacks.

ESMERELDA DARKSHADOW

Those who think all elves are creatures of light and joy have not met Esmerelda. Dressing in dark colors with a temperament to match, Esmerelda believes she is doomed to a life of pain and gloom. Only when her

enemies lie broken at her feet does she crack the slightest hint of a smile. Yet this dour disposition is not simply part of her nature—as a young woman, Esmerelda was told by an oracle that she would bring ruin and destruction to everything she ever loved. Two days later, her wife-to-be was slain by orcs. Resolved to never love again, she paints herself gray with ash to symbolize the death she carries.

Combat Encounters: Esmerelda travels the world alone, attacking those who trigger her mercurial temper (such as by not keeping their distance). Any sort of romantic proposition or prophecy magic sends her into a rage.

Roleplaying Suggestions: All Esmerelda can talk about is the ultimate futility of life and the inevitability of death and decay.



SPRIT AVENGER	CR 16
HALF-ORC BARBARIAN 4	
SORCERER 6	XP
ELDRITCH KNIGHT 7	76,800
Medium humanoid (human, orc)	N

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 18, flat-footed 20 (+5 armor, +3 deflection, +4 Dex, +1 dodge, +2 natural)

hp 139 (4d12+6d6+7d10+48)

Fort +17, **Ref** +12, **Will** +16

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge; **Resist** acid 5, cold 5

OFFENSE

Speed 40 ft.

Melee +1 spear +15/+10/+5 (1d8+1/x3)

Ranged +1 shortbow +20/+15/+10 (1d6+3/x3)

Special Attacks rage (12 rounds/day), rage powers (no escape, superstition +3)

Bloodline Spell-Like Abilities (CL 12th; concentration +15) 6/day—heavenly fire (1d4+3 divine energy)

Sorcerer Spells Known (CL 12th; concentration +15)

6th (3/day)—*disintegrate* (DC 19)

5th (5/day)—*dismissal* (DC 18), *summon monster V*

4th (6/day)—*dimensional anchor*, *locate creature*, *resilient sphere* (DC 17)

3rd (7/day)—*halt undead* (DC 16), *haste*, *lightning bolt* (DC 16), *magic circle against evil*, *summon monster III*

2nd (7/day)—*blindness/deafness* (DC 15), *false life*, *mirror image*, *resist energy*, *rope trick*, *see invisibility*

1st (7/day)—*bless*, *cause fear* (DC 14), *detect undead*, *magic missile*, *shield*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *disrupt undead*, *flare* (DC 13), *mage hand*, *message*, *open/close*, *prestidigitation*, *resistance*

Bloodline celestial

TACTICS

Before Combat The eldritch knight casts *false life*.

During Combat The knight starts combat with *shield* and summoning spells, letting conjured allies run interference while he contains or damages his foes.

Base Statistics Without *false life*, the eldritch knight's statistics are **hp** 125.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +14; **CMB** +14; **CMD** 32

Feats Arcane Armor Mastery, Arcane Armor Training, Blind-Fight, Combat Casting, Dodge, Eschew Materials, Great Fortitude, Iron Will, Point-Blank Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow)

Skills Climb +8, Diplomacy +5, Handle Animal +11, Intimidate +5, Knowledge (nature) +8, Knowledge (planes, religion) +5, Linguistics +1, Perception +16, Survival +11, Swim +8

Languages Celestial, Common, Giant, Orc

SQ bloodline arcana (summoned creatures gain DR 3/evil), diverse training, fast movement, orc blood, weapon familiarity

Combat Gear +1 *ghost touch arrows* (10), +1 *undead-bane arrows* (10), *scroll of neutralize poison*, *scroll of remove disease*, *scrolls of restoration* (2); **Other Gear** +1 shortbow with 20 arrows, +1 spear, *amulet of natural armor* +2, *belt of incredible dexterity* +2, *bracers of armor* +5, *cloak of resistance* +3, *headband of mental prowess* +2 (Wis, Cha), *ring of protection* +3, 246 gp

Dedicated to protecting the world from evil outsiders and undead, spirit avengers realize it's better to contain an enemy than to destroy it.



MITHRAL WIZARD	CR 19
HUMAN FIGHTER 2	
EVOKER 8	XP
ELDRITCH KNIGHT 10	204,800
Medium humanoid (human)	NE

Init +5; **Senses** Perception +20

DEFENSE

AC 34, touch 15, flat-footed 33 (+14 armor, +4 deflection, +1 Dex, +5 natural)

hp 198 (2d10+8d6+10d10+100)

Fort +18, **Ref** +9, **Will** +14; +1 vs. fear

Defensive Abilities bravery +1, 50% chance to negate critical hit or sneak attack; **DR** 10/adamantine (150 points)

OFFENSE

Speed 20 ft.

Melee +3 longsword +24/+19/+14/+9 (1d8+8/17-20)

Special Attacks intense spells (+4 damage), spell critical

Evoker Spell-Like Abilities (CL 17th; concentration +25)

At will—elemental wall (8 rounds/day)

11/day—force missile (1d4+4)

Evoker Spells Prepared (CL 17th; concentration +25, arcane spell failure 25%)

9th—*meteor swarm, time stop*

8th—*mass charm monster* (DC 26), *mind blank*, quickened *phantasmal killer, polar ray*

7th—*banishment* (DC 25), quickened *fireball* (2), *mass hold person* (DC 25), *reverse gravity*

6th—*chain lightning* (DC 24), *disintegrate* (DC 24), quickened *glitterdust, greater dispel magic*, stilled *teleport, wall of iron*

5th—*cloudkill* (DC 23), stilled *dimension door, interposing hand, teleport, wall of force* (2)

4th—*beast shape II, confusion* (DC 22), *dimension door, fire shield, stilled fireball, stoneskin, wall of ice* (DC 22)

3rd—*dispel magic* (2), *fireball* (2, DC 21), *fly, lightning bolt* (2, DC 21)

2nd—*acid arrow* (2), *darkvision, invisibility, mirror image, scorching ray, web* (DC 20)

1st—*feather fall, magic missile* (4), *mount, shield*

0 (at will)—*detect magic, light, mage hand, message*

Opposition Schools divination, necromancy

TACTICS

Before Combat The eldritch knight casts *stoneskin*.

During Combat The knight casts *time stop*, then *shield, expeditious retreat, fly, and mirror image*.

Base Statistics Without *stoneskin*, the knight's statistics are **DR** none.

STATISTICS

Str 16, **Dex** 13, **Con** 20, **Int** 26, **Wis** 10, **Cha** 8

Base Atk +16; **CMB** +19; **CMD** 34

Feats Arcane Armor Mastery, Arcane Armor Training, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Disruptive,

Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Iron Will, Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration, Still Spell, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +19, Fly +22, Intimidate +22, Knowledge (arcana, planes) +31, Knowledge (dungeoneering, engineering, geography, history, local, nobility) +21, Perception +20, Ride +17, Spellcraft +31

Languages Abyssal, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan, Infernal

SQ arcane bond (+2 longsword), diverse training

Combat Gear *wand of greater invisibility* (15 charges), *wand of see invisibility* (10 charges); **Other Gear** +5 moderate fortification *mithral full plate, +3 longsword, amulet of natural armor +5, belt of physical might +4 (Str, Con), cloak of resistance +3, headband of vast intelligence +6, ring of protection +4, granite and diamond dust* (worth 500 gp), *iron sheet and gold dust* (worth 50 gp), 3,585 gp

Clad in full plate, these eldritch knights mix an impenetrable defense with a relentless spell offense.



DIVINE LOREMASTER	CR 8
HALFLING CLERIC OF ABADAR	XP
LOREMASTER 2	4,800
Small humanoid (halfling)	LN

Init +2; **Senses** Perception +14

DEFENSE

AC 20, touch 14, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 size)

hp 42 (7d8+2d6)

Fort +9, **Ref** +8, **Will** +12; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +6/+1 (1d6-2)

Special Attacks channel positive energy 5/day (DC 15, 4d6)

Domain Spell-Like Abilities (CL 9th; concentration +12)

6/day—resistant touch, touch of law

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*breadth of life, spell resistance*⁰

4th—*discern lies* (DC 17), *divination, order's wrath*⁰

3rd—*invisibility purge, locate object, magic circle against chaos*⁰, *magic vestment, remove disease*

2nd—*augury, hold person* (DC 15), *lesser restoration, status, shield other*⁰, *zone of truth* (DC 15)

1st—*bane, bless, command* (DC 14), *comprehend languages, obscuring mist, sanctuary*⁰ (DC 14)

0 (at will)—*detect magic, detect poison, guidance, light*

► **Domain spell; Domains** Law, Protection

TACTICS

Before Combat The loremaster casts *magic vestment*.

During Combat The loremaster casts *spell resistance* and stays out of combat, instead supporting her allies with healing spells and information about the foes they face.

Base Statistics Without *magic vestment*, the loremaster's statistics are **AC** 18, touch 14, flat-footed 16.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 17, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +3; **CMD** 16

Feats Brew Potion, Combat Casting, Empower Spell, Scribe Scroll, Skill Focus (Knowledge [religion])

Skills Acrobatics +3 (-1 when jumping), Bluff +7, Climb -1, Diplomacy +14, Heal +11, Intimidate +7, Knowledge (arcana, engineering, geography, nature) +4, Knowledge (dungeoneering) +6, Knowledge (history, local, nobility) +9, Knowledge (planes) +14, Knowledge (religion) +19, Perception +14, Sense Motive +11

Languages Common, Halfling

SQ aura, lore +1, secrets (instant mastery)

Combat Gear potions of *cure light wounds* (5), potion of *lesser restoration*, potions of *remove disease* (2), scrolls of *consecrate* (2), scrolls of *delay poison* (2), scrolls of *resist energy* (2), scrolls of *spiritual weapon* (2); **Other Gear** masterwork chain shirt, masterwork heavy mace, *cloak of resistance* +1, *headband of vast intelligence* +2, *ring of protection* +1, incense (worth 50 gp), marked sticks (worth 25 gp), pair of platinum rings (worth 50 gp), 463 gp

Divine loremasters support allies with divinations and healing rather than slinging combat spells or taking up arms in melee.

ONORA GOLDENFIELDS

Onora never wanted to be an adventurer. Loving knowledge for its own sake, she joined the clergy of the god of wealth so she'd have good connections and resources to help her collect rare books and increase the stores of knowledge she's already begun to accumulate. But as her

studies progressed, she became weary of the inaccuracies and blatant lies she found in secondary sources, and decided she needed to seek out knowledge in a more direct way. Now she travels with any adventuring group that will journey to a place where she can gain knowledge of the world or history firsthand. She swears that her own historical and philosophical treatises and volumes will be far more accurate than the ones written by her predecessors.

Combat Encounters: Nearly always supporting a group of adventurers, Onora cares more about accumulating

knowledge than the goals of the group she's joined. Though she usually provides support via spells, she's been known to slip away and pilfer books from an enemy spellcaster's library while her allies fight the menace.

Roleplaying Suggestions: Honest to a fault, Onora is never stingy with her knowledge. She believes everyone should have access to the truth—and that truth should be unvarnished and free of all the inaccuracies, alterations made by political powers, and rampant hyperbole that plague so many publications claiming to be factual.



NATURE SCHOLAR	CR 12
ELF DRUID 9	XP
LOREMASTER 4	19,200
Medium humanoid (elf)	N

Init +3; **Senses** low-light vision; **Perception** +19

DEFENSE

AC 23, touch 15, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +1 natural, +3 shield)

hp 106 (9d8+4d6+48)

Fort +12, **Ref** +8, **Will** +15; +2 vs. enchantments, +4 vs. fey and plant-targeted effects,

Defensive Abilities *freedom of movement*; **Resist** fire 10; **Immune** poison, sleep

OFFENSE

Speed 40 ft.

Melee +1 sickle +9/+4 (1d6)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—*speak with animals* (12 rounds/day)

Druid Spells Prepared (CL 13th; concentration +17)

7th—*animal shapes*⁰, *heal*

6th—*antilife shell*⁰, *stone tell*, *transport via plants*

5th—*animal growth* (DC 19), *beast shape III*⁰ (animals only), *call lightning storm* (DC 19), *insect plague*

4th—*cure serious wounds*, *flame strike* (DC 18), *freedom of movement*, *rusting grasp*, *scrying* (DC 18), *summon nature's ally IV*⁰ (animals only)

3rd—*dominate animal*⁰ (DC 17), *meld into stone*, *poison* (DC 17), *protection from energy*, *quench*, *speak with plants*

2nd—*animal messenger*, *fog cloud*, *heat metal* (DC 16), *hold animal*⁰ (2, DC 16), *owl's wisdom*

1st—*calm animals*⁰ (DC 15), *detect animals or plants*, *entangle* (DC 15), *faerie fire*, *hide from animals*, *speak with animals*

0 (at will)—*detect poison*, *know direction*, *light*, *purify food and drink*

D Domain spell; **Domain** Animal

TACTICS

Before Combat The loremaster drinks her *potion of resist energy* (fire) and casts *freedom of movement*.

During Combat The loremaster casts *call lightning storm* and *flame strike*.

Base Statistics Without *resist energy* and *freedom of movement*, the loremaster's statistics are **Defensive Abilities** none; **Resist** none.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 15, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +7; **CMD** 22

Feats Brew Potion, Craft Wondrous Item, Extend Spell, Iron Will, Skill Focus (Knowledge [nature], Stealth), Toughness, Weapon Focus (sickle)

Skills Acrobatics +8 (+12 when jumping), Climb +7, Fly +11, Handle Animal +13, Heal +12, Knowledge (arcana, history, local) +6, Knowledge (dungeoneering, engineering, nobility, planes, religion) +4, Knowledge (geography) +14, Knowledge (nature) +25, Perception +19, Sense Motive +9, Stealth +11, Survival +14, Swim +7

Languages Auran, Common, Draconic, Druidic, Elven, Sylvan

SQ animal companion (effective druid level 6th), elven magic, lore +2, nature bond (Animal domain), nature sense, secrets (lore of true stamina, secret health), trackless step, weapon familiarity, wild empathy +9, woodland stride

Combat Gear potion of cure moderate wounds, potion of neutralize poison, potion of remove disease, potions of resist energy (fire) (2), potion of water breathing; **Other Gear** +2 leather armor, +2 light wooden shield, +1 sickle, amulet of natural armor +1, belt of mighty constitution +2, boots of striding and springing, cloak of resistance +1, headband of inspired wisdom +2, ring of protection +2, 2,706 gp

More aggressive than most other loremasters, nature scholars use terrain and the magic of the natural world to avoid enemies while calling down destruction.



MASTER HISTORIAN

DWARF BARD 10

CR 16

LOREMASTER 7

**XP
76,800**

Medium humanoid (dwarf)

N

Init -1; **Senses** darkvision 60 ft., see *invisibility*; Perception +16

DEFENSE

AC 19, touch 11, flat-footed 19 (+6 armor, +2 deflection, -1 Dex, +2 natural)
hp 120 (10d8+7d6+51)

Fort +13, **Ref** +15, **Will** +17; +2 vs. poison, spells, and spell-like abilities, +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee mwk short sword +11/+6 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, bardic performance 32 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, *suggestion*)

Bard Spells Known (CL 17th; concentration +21)

6th (2/day)—*find the path*, *permanent image* (DC 20), *summon monster VI*

5th (4/day)—*dream*, *mirage arcana* (DC 19), *mislead*, *seeming* (DC 19)

4th (5/day)—*cure critical wounds*, *greater invisibility*, *legend lore*, *secure shelter*, *shadow conjuration* (DC 18)

3rd (6/day)—*charm monster* (DC 19), *clairaudience/clairvoyance*, *displacement*, *remove curse*, *scrying* (DC 17), see *invisibility*

2nd (6/day)—*detect thoughts* (DC 16), *enthall* (DC 18), *hold person* (DC 18), *locate object*, *suggestion* (DC 18), *tongues*

1st (6/day)—*charm person* (DC 17), *detect secret doors*, *disguise self*, *feather fall*, *remove fear*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *open/close*

TACTICS

Before Combat The loremaster casts *see invisibility*.

During Combat The loremaster casts *greater invisibility*, then *summon monster VI* to keep opponents busy, and uses illusions to cover his escape.

Base Statistics Without *see invisibility*, the loremaster's statistics are

Senses darkvision 60 ft.

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +10; **CMB** +10; **CMD** 21 (25 vs. bull rush or trip)

Feats Combat Casting, Combat Expertise, Extend Spell, Extra

Performance, Greater Spell Focus (enchantment), Heighten Spell, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge [history]), Spell Focus (enchantment)

Skills Climb +7, Handle Animal +9, Heal +8, Intimidate +12,

Knowledge (dungeoneering, local, religion) +18, Knowledge (engineering, nature, planes) +14,

Knowledge (geography) +19, Knowledge (history) +36, Knowledge (nobility) +20, Perception +16 (+18 to notice unusual stonework), Perform (act, oratory, sing) +17,

Perform (percussion) +8, Ride +3, Sense Motive +7, Spellcraft +15 (+25 to identify magic item properties), Swim +0, Use Magic Device +17

Languages Common, Dwarven, Elven, Giant, Terran

SQ bardic knowledge +5, greater lore, jack-of-all-trades (use any skill), lore +3, lore master 1/day, secrets (applicable knowledge, instant mastery, lore of true stamina, secret knowledge of avoidance), versatile performance (act, oratory, sing)

Combat Gear scrolls of greater dispel magic (5), scrolls of greater invisibility (4), scrolls of irresistible dance (6), scrolls of neutralize poison (4), scrolls of shadow walk (5); **Other Gear** +2 chain shirt, masterwork short sword, amulet of natural armor +2, cloak of resistance +3, headband of alluring charisma +4, ring of protection +2, handy haversack, slippers of spider climbing, incense (worth 250 gp), ivory (worth 200 gp), silver mirror (worth 1,000 gp), 1,865 gp

These academics search for historical clues and relics.

RINDOL RUNEHAND

Orphaned in a giant attack, Rindol dedicated his life to learning about giantkind so he can aid the dwarven people in destroying them. He specializes in magic that can confound giants' unsophisticated minds, and has memorized grand tales and songs of dwarven glory.



DEMONOLOGIST	CR 19
HUMAN CONJURER 10	XP
LOREMASTER 10	204,800
Medium humanoid (human)	CE

Init +4; **Senses** see *invisibility*, Perception +22

DEFENSE

AC 27, touch 15, flat-footed 27 (+7 armor, +5 deflection, +5 natural)
hp 112 (10d6+10d6+40)

Fort +14, **Ref** +13, **Will** +21

OFFENSE

Speed 30 ft.

Melee quarterstaff +9/+4 (1d6-1)

Conjurer Spell-Like Abilities (CL 10th; concentration +17)

At will—dimensional steps (300 feet/day)

10/day—acid dart (1d6+5 acid)

Conjurer Spells Prepared (CL 20th; concentration +27)

9th—*dominate monster* (DC 28), *foresight*, *quickened hold monster* (DC 24), *prismatic wall*, *summon monster IX*

8th—*maze* (2), *moment of prescience*, *summon monster VIII* (2)

7th—*banishment* (DC 24), *quickened displacement*, *mass hold person* (DC 26), *phase door*, *plane shift* (DC 26), *spell turning*

6th—*acid fog*, *chain lightning* (DC 23), *forceful hand*, *geas/quest*, *quickened glitterdust*, *mass suggestion* (DC 25)

5th—*cloudkill* (2, DC 24), *contact other plane*, *sending*, *teleport* (2)

4th—*confusion* (DC 23), *dimensional anchor*, *fire shield*, *greater invisibility*, *stoneskin*, *summon monster IV*

3rd—*arcane sight*, *dispel magic* (2), *fireball* (DC 20), *invisibility sphere*, *protection from energy*, *stinking cloud* (DC 22)

2nd—*acid arrow*, *detect thoughts* (DC 19), *invisibility* (2), *scorching ray*, *see invisibility*, *web* (DC 21)

1st—*alarm*, *charm person* (DC 20), *disguise self*, *floating disk*, *magic missile*, *protection from evil*, *unseen servant*

0 (at will)—*dancing lights*, *daze* (DC 19), *detect magic*, *ray of frost*
Opposition Schools necromancy, transmutation

TACTICS

Before Combat The loremaster casts *see invisibility*.

During Combat The loremaster casts *greater invisibility*. He summons demons, then casts *maze*, *hold monster*, and *mass suggestion*.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 24, **Wis** 14, **Cha** 17

Base Atk +10; **CMB** +9; **CMD** 24

Feats Augment Summoning, Blind-Fight, Combat Casting, Craft Wondrous Item, Forge Ring, Greater Spell Focus (conjuration, enchantment), Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge [planes]), Spell Focus (conjuration, enchantment), Spell Penetration, Toughness

Skills Diplomacy +13, Fly +18, Intimidate +23, Knowledge (arcana, dungeoneering, religion) +25, Knowledge (engineering, geography, history, local, nature, nobility) +20, Knowledge (planes) +41, Perception +22, Sense Motive +22, Spellcraft +30 (+40 to identify magic item properties), Stealth +20, Use Magic Device +21

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Ignan, Infernal, Orc, Undercommon

SQ arcane bond (*staff of charming*), greater lore, lore +5, secrets (applicable knowledge, lore of true stamina, secret health, secret knowledge of avoidance, secrets of inner strength), summoner's charm (5 rounds), true lore

Combat Gear potions of cure serious wounds (3), potion of darkvision, scroll of ethereal jaunt, scroll of mage's lucubration, *staff of charming*; **Other Gear** amulet of natural armor +5, bracers of armor +7, cloak of resistance +5, figurine of wondrous power (ebony fly), portable hole, ring of freedom of movement, ring of protection +5, forked rods, diamond dust (worth 500 gp), 3,188 gp

Demonologists compel and manipulate their foes, and summon demon minions to do their dirty work.



CELESTIAL THEURGE	CR 8
HUMAN CLERIC OF SARENRAE 3	
SORCERER 4	XP 4,800
MYSTIC THEURGE 2	
Medium humanoid (human)	NG

Init +0; **Senses** Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+7 armor, +1 natural)

hp 69 (3d8+4d6+2d6+31)

Fort +8, **Ref** +4, **Will** +11

Resist acid 5, cold 5

OFFENSE

Speed 20 ft.

Melee +1 spear +13 (1d8+7/x3)

Ranged mwk heavy crossbow +6 (1d10/19–20)

Special Attacks channel positive energy 6/day (DC 12 [DC 14 against undead], 2d6)

Bloodline Spell-Like Abilities (CL 4th; concentration +5 4/day—heavenly fire (1d4+2)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—rebuke death, touch of glory

Cleric Spells Prepared (CL 5th; concentration +7)

3rd—*prayer, searing light*⁰

2nd—*bless weapon*⁰, *delay poison*, *remove paralysis*, *shield other*

1st—*cure light wounds*⁰, *divine favor* (2), *protection from evil*, *remove fear*

0 (at will)—*create water*, *guidance*, *purify food and drink*, *stabilize*

► **Domain spell; Domains** Glory, Healing

Sorcerer Spells Known (CL 6th; concentration +7; 25% spell failure)

3rd (3/day)—*haste*

2nd (5/day)—*bull's strength*, *protection from arrows*

1st (7/day)—*bless*, *burning hands* (DC 12), *enlarge person*, *shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *mage hand*, *mending*, *message*, *read magic*

Bloodline celestial

TACTICS

Before Combat The mystic theurge casts *bull's strength*.

During Combat The mystic theurge casts *haste* and *shield*, then supports her companions with spells. She targets undead with channeled energy and *searing light*.

Base Statistics Without *bull's strength*, the mystic theurge's statistics are **Melee** +1 spear +11 (1d8+5/x3); **Str** 18; **CMB** +9; **CMD** 19.

STATISTICS

Str 22, **Dex** 10, **Con** 14, **Int** 8, **Wis** 14, **Cha** 12

Base Atk +5; **CMB** +11; **CMD** 21

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Extra Channel, Toughness, Weapon Focus (spear)

Skills Diplomacy +7, Knowledge (arcana, religion) +5, Knowledge (nobility) +4, Perception +8, Spellcraft +3

Languages Common

SQ aura, bloodline arcana (summoned creatures gain DR 2/evil), combined spells (1st)

Combat Gear +1 bolts (3), +1 evil outsider-bane bolts (3), +1 undead-bane bolts (3), scrolls of cure serious wounds (2), scrolls of neutralize poison (2), scroll of remove disease, antitoxin (2), holy water (2); **Other Gear** +1 breastplate, +1 spear, masterwork heavy crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, pair of platinum rings (worth 50 gp), 287 gp

These theurges support righteous causes, especially ones that involve destroying undead.

TRAICA KALADON

The survivor of a zombie plague that ravaged her small town, Traica now quests to destroy any undead threat.

Combat Encounters: Allying with paladins, inquisitors, and clerics, Traica works to make the world safe for good people everywhere.

Roleplaying Suggestions: Gracious and kind, Traica is always willing to help the downtrodden.



SOUND WARRIOR		CR 12
HALFLING BARD 5		
DRUID 4	XP 19,200	
MYSTIC THEURGE 4		
Small humanoid (halfling)	N	

Init +3; Senses Perception +17

DEFENSE

AC 24, touch 17, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +3 natural, +1 size)

hp 76 (5d8+4d8+4d6+18)

Fort +10, Ref +11, Will +14; +2 vs. fear, +4 vs. fey and plant-targeted effects, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee mwk dagger +10/+5 (1d3/19-20)

Ranged mwk dagger +13/+8 (1d3/19-20)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), wild shape 2/day

Domain Spell-Like Abilities (CL 4th; concentration +6) 5/day—lightning arc (1d6+2 electricity)

Bard Spells Known (CL 9th; concentration +14)

3rd (4/day)—charm monster (DC 20), displacement, haste, sculpt sound

2nd (5/day)—hold person (DC 19), scare (DC 17), shatter, sound burst (DC 17)

1st (7/day)—alarm, cause fear (DC 16), charm person (DC 18), remove fear, ventriloquism (DC 16)

0 (at will)—ghost sound (DC 15), know direction, light, mage hand, message, resistance

Druid Spells Prepared (CL 8th; concentration +10)

4th—air walk⁰, cure serious wounds, freedom of movement

3rd—call lightning (DC 15), cure moderate wounds, gaseous form⁰, neutralize poison

2nd—barkskin, cat's grace, delay poison, lesser restoration, wind wall⁰

1st—cure light wounds, faerie fire, goodberry, longstrider, obscuring mist⁰, pass without trace

0 (at will)—create water, detect poison, mending, stabilize

D Domain spell; Domains Air

TACTICS

Before Combat The mystic theurge casts barkskin, freedom of movement, and pass without trace.

During Combat While aiding her companions with bardic performance, the mystic theurge harasses her opponents with *call lightning*, *charm monster*, and *wind wall*.

Base Statistics Without barkskin, the mystic theurge's statistics are AC 21, touch 17, flat-footed 17.

STATISTICS

Str 10, Dex 16, Con 10, Int 10, Wis 15, Cha 20

Base Atk +8; CMB +7; CMD 23

Feats Combat Casting, Dodge, Great Fortitude, Greater Spell Focus (enchantment), Natural Spell, Spell Focus (enchantment), Toughness

Skills Acrobatics +5 (+1 when jumping), Climb +6, Diplomacy +9, Fly +9, Heal +6, Knowledge (arcana, religion) +8, Knowledge (geography, local) +9, Knowledge (history) +10, Knowledge (nature) +12, Perception +17, Perform (oratory, sing) +9, Sense Motive +9, Stealth +20, Survival +12

Languages Common, Druidic, Halfling

SQ bardic knowledge +2, combined spells (2nd), lore master 1/day, nature bond (Air domain), nature sense, trackless step, versatile performance (oratory), wild empathy +9, woodland stride

Combat Gear potion of cure serious wounds, smokesticks (5), thunderstones (5); **Other Gear** +2 leather armor, masterwork daggers (2), belt of mighty constitution +2, cloak of resistance +1, druid's vestment, headband of alluring charisma +2, ring of protection +2, 486 gp

Using a mix of rousing oratory, song, and thunderous spells, a sound warrior is often heard before she's seen.

RINDRA THUNDERPATH

Rindra always loved loud noises and the jolt of surprise they caused to those around her. She sought out ways to make more and bigger noises, and eventually turned to magic so she could call down cacophonous thunder anytime she wanted to. She prefers the sounds of storms and beasts over those of the cities, so she lives out in the wild.

Combat Encounters: Rindra protects many canyons and mountain passes, and loves how the noises from her thunderous spells bounce off the stone walls.

Roleplaying Suggestions: Rindra speaks loudly and forcefully, often stomping her feet for emphasis or letting out a

▀ surprisingly powerful belly laugh.



DEATH MASTER	CR 16
HALF-ELF CLERIC OF URGATHOA 5	
EVOKER 5	XP 76,800
MYSTIC THEURGE 7	
Medium humanoid (elf, human)	NE

Init +4; **Senses** low-light vision; **Perception** +28

DEFENSE

AC 28, touch 13, flat-footed 28 (+12 armor, +3 deflection, +3 natural)
hp 182 (5d8+5d6+7d6+100)

Fort +14, **Ref** +7, **Will** +20; +2 vs. enchantments

Immune charm monster, fireball, lightning bolt, sleep

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +10/+5 (1d8+2)

Special Attacks channel negative energy 4/day (DC 11, 3d6), hand of the acolyte (8/day), intense spells (+2 damage)

Domain Spell-Like Abilities (CL 5th; concentration +10)
8/day—bleeding touch (2 rounds)

Evoker Spell-Like Abilities (CL 5th; concentration +8)
6/day—force missile (1d4+2)

Cleric Spells Prepared (CL 12th; concentration +17)

6th—*antimagic field*⁰, *heal*, *word of recall*

5th—*flame strike* (3, DC 20), *slay living*⁰ (DC 20), *wall of stone*

4th—*death ward*⁰, *dimensional anchor*, *freedom of movement*, *spell immunity*, *unholy blight* (DC 19)

3rd—*contagion* (2, DC 18), *dispel magic*⁰, *invisibility purge*, *prayer*, *summon monster III*

2nd—*cure moderate wounds* (2), *death knell*⁰ (DC 17), *hold person* (DC 17), *silence* (DC 17), *spiritual weapon*

1st—*cause fear*⁰ (DC 16), *cure light wounds* (3), *deathwatch*, *entropic shield*, *obscuring mist*

0 (at will)—*bleed* (DC 15), *detect poison*, *mending*, *stabilize*
D Domain spell; **Domains** Death, Magic

Evoker Spells Prepared (CL 12th; concentration +15; 15% spell failure)

6th—*forceful hand*, *freezing sphere* (DC 19), *mislead*

5th—*stilled dimension door*, *telekinesis*, *wall of force* (2)

4th—*black tentacles*, *fire shield*, *stilled fireball*, *greater invisibility*

3rd—*displacement*, *fireball* (DC 16), *fly*, *haste*, *invisibility sphere*, *lightning bolt* (DC 16)

2nd—*false life*, *flaming sphere* (DC 15), *gust of wind* (DC 15), *invisibility*, *mirror image*, *misdirection*

1st—*comprehend languages*, *expeditious retreat*, *feather fall*, *magic missile* (2), *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *read magic*
Opposition Schools abjuration, enchantment

TACTICS

Before Combat The mystic theurge casts *deathwatch*, *false life*, *freedom of movement*, and *spell immunity*.

During Combat The mystic theurge casts attack and slaying spells.

Base Statistics Without *false life* and *spell immunity*, the theurge's statistics are **hp** 168; **Immune** sleep.

STATISTICS

Str 12, **Dex** 10, **Con** 18, **Int** 16, **Wis** 20, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 22

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Command Undead, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Improved Initiative, Scribe Scroll, Skill Focus (Perception), Still Spell, Toughness

Skills Heal +13, Intimidate +9, Knowledge (arcana, planes) +16, Knowledge (dungeoneering, history, local, religion) +11, Perception +28, Ride +0, Spellcraft +16

Languages Abyssal, Common, Elven, Infernal, Undercommon

SQ aura, arcane bond (*staff of swarming insects*), combined spells (4th), elf blood

Combat Gear *staff of swarming insects*; **Other Gear**

+3 mithral full plate, +1 heavy mace, amulet of natural armor +3, belt of mighty constitution +4, cloak of resistance +3, hat of disguise, headband of mental prowess +4 (Int, Wis), ring of protection +3, 5,838 gp

A death master slings a spell with each stride.



HOLY BATTLE MAGE	CR 19
DWARF CLERIC OF TORAG 5	
WIZARD 5	XP
MYSTIC THEURGE 10	204,800
Medium humanoid (dwarf)	NG

Init +3; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 30, touch 14, flat-footed 30 (+11 armor, +5 deflection, -1 Dex, +5 natural)

hp 237 (5d8+5d6+10d6+159)

Fort +16, **Ref** +6, **Will** +23; +6 vs. poison, +4 vs. fear, +2 vs. spells and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), 20% miss chance; **DR** 10/adamantine (150 points); **Immune** electricity (120 points), fire (120 points)

OFFENSE

Speed 20 ft.

Melee +1 holy warhammer +13/+8 (1d8+1/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy 5/day (DC 12, 3d6), hand of the apprentice (9/day), spell synthesis

Domain Spell-Like Abilities (CL 5th; concentration +12)

10/day—artificer's touch (1d6+2), resistant touch

Cleric Spells Prepared (CL 15th; concentration +22)

8th—greater spell immunity, mind blank^o

7th—ethereal jaunt, holy word (2, DC 25), repulsion^o (DC 24)

6th—harm (DC 23), heal (2), heroes' feast, major creation^o

5th—breath of life, disrupting weapon, flame strike (DC 23), righteous might, spell resistance^o, true seeing

4th—air walk, divine power, freedom of movement, neutralize poison (2), spell immunity^o

3rd—invisibility purge, meld into stone, prayer, protection from energy (2), remove curse, stone shape^o

2nd—aid, bull's strength (2), hold person (2, DC 19), wood shape^o

1st—animate rope^o, bless (2), divine favor (2), shield of faith (2)

0 (at will)—detect magic, mending, purify food and drink, stabilize

D Domain spell; **Domains** Artifice, Protection

Wizard Spells Prepared (CL 15th; concentration +21; arcane spell failure 20%)

8th—prismatic wall

7th—giant form I, prismatic spray

6th—chain lightning (2, DC 23), disintegrate (DC 22), transformation

CR 19

XP

204,800

NG

5th—cloudkill (DC 21), hold monster (2, DC 21), wall of stone (2)
4th—arcane eye, dimension door, greater invisibility (2), stoneskin
3rd—fireball (DC 20), haste (2), heroism, suggestion (DC 19)
2nd—acid arrow, invisibility, see invisibility (2), web (2, DC 18)
1st—charm person (DC 17), magic missile (3), shield (2)
0 (at will)—detect poison, disrupt undead, mage hand, message

TACTICS

Before Combat The mystic theurge casts *heroes' feast*, *protection from energy* (electricity, fire), *see invisibility*, and *stoneskin*.

During Combat The mystic theurge uses spells to foil opponents and bolster allies. If entering melee combat, he casts *righteous might* and *transformation*.

Base Statistics Without *heroes' feast*, *protection from energy*, and *stoneskin*, the mystic theurge's statistics are **hp** 223; **Will** +22; +2 vs. poison, spells, and spell-like abilities; **DR** none; **Immune** none; **Melee** +1 holy warhammer +12/+7 (1d8+1/x3).

STATISTICS

Str 10, **Dex** 8, **Con** 22, **Int** 22, **Wis** 24, **Cha** 11

Base Atk +10; **CMB** +10; **CMD** 24 (28 vs. bull rush or trip)

Feats Arcane Armor Mastery, Arcane Armor Training, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Forge

Ring, Improved Initiative, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Focus (warhammer)

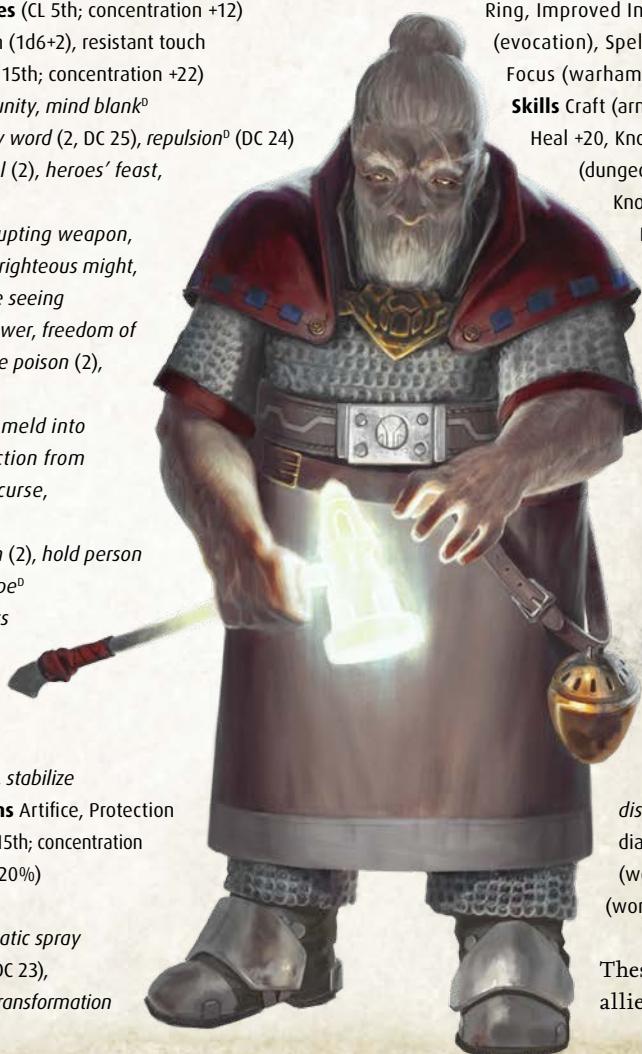
Skills Craft (armor, weapons) +14, Diplomacy +13, Heal +20, Knowledge (arcana, religion) +29, Knowledge (dungeoneering, engineering, planes) +19, Knowledge (history, local) +14, Perception +27 (+29 to notice unusual stonework), Sense Motive +20, Spellcraft +19, Use Magic Device +10

Languages Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Undercommon
SQ aura, arcane bond (+1 holy warhammer), combined spells (5th)

Combat Gear
potions of bull's strength (2), wand of cure serious wounds (20 charges), holy water (5);

Other Gear +5 mithral chainmail, +1 holy warhammer, amulet of natural armor +5, belt of mighty constitution +6, minor cloak of displacement, ring of protection +5, diamond dust (worth 500 gp), eye ointment (worth 250 gp), pair of canine statuettes (worth 50 gp), 1,863 gp

These master theurges mix support for allies with offensive might.



ALOOF SCHOLAR

HUMAN BARD 7

CR 8

PATHFINDER CHRONICLER 2

XP
4,800

Medium humanoid (human)

N

Init +6; **Senses** Perception +13

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 61 (7d8+2d8+18)

Fort +6, **Ref** +9, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities live to tell the tale (1/day)

OFFENSE

Speed 30 ft.

Melee mwk dagger +6/+1 (1d4-1/19-20)

Special Attacks bardic performance 25 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 7th; concentration +10)

3rd (2/day)—*glibness, scrying* (DC 16)
2nd (4/day)—*blur, daze monster* (DC 17), *detect thoughts* (DC 15), *locate object*
1st (5/day)—*charm person* (DC 16), *comprehend languages, detect secret doors, silent image* (DC 14), *unseen servant*
0 (at will)—*dancing lights, detect magic, know direction, mage hand, message, open/close*

TACTICS

During Combat The Pathfinder chronicler casts *blur*, then casts *haste* from her scroll. Preferring to stay out of melee, she uses bardic performance to aid her allies, and casts *daze monster* or *charm person* on enemies who come close. If threatened, she withdraws, drinks her *potion of invisibility*, and makes her escape.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 19

Feats Dodge, Extra Performance, Greater Spell

Focus (enchantment), Improved Initiative, Mobility, Spell Focus (enchantment)

Skills Knowledge (arcana, local, nobility, religion) +17, Knowledge (history) +13, Linguistics +7, Perception +13, Perform (keyboard instruments) +7, Perform (oratory) +15, Profession (scribe) +9, Spellcraft +12 (+14 to identify magic item properties), Stealth +12

Languages Celestial, Common, Draconic, Dwarven

SQ bardic knowledge +4, deep pockets (200 gp), elven magic,

lore master 1/day, master scribe, pathfinding, versatile performance (keyboard, oratory)

Combat Gear potion of invisibility, scroll of cure serious wounds, scroll of disguise self, scroll of haste, scroll of identify, scroll of see invisibility, scroll of speak with animals, scroll of tiny hut, wand of cure light wounds (20 charges); **Other Gear** +1 leather armor, masterwork dagger, amulet of natural armor +1, cloak of resistance +1, ring of protection +1, silver mirror (worth 1,000 gp), 63 gp

Often lost in their own thoughts, sometimes these scholars forget others are around them. They're usually solitary, but have to go out exploring in search of information—or pay adventurers to retell their stories.

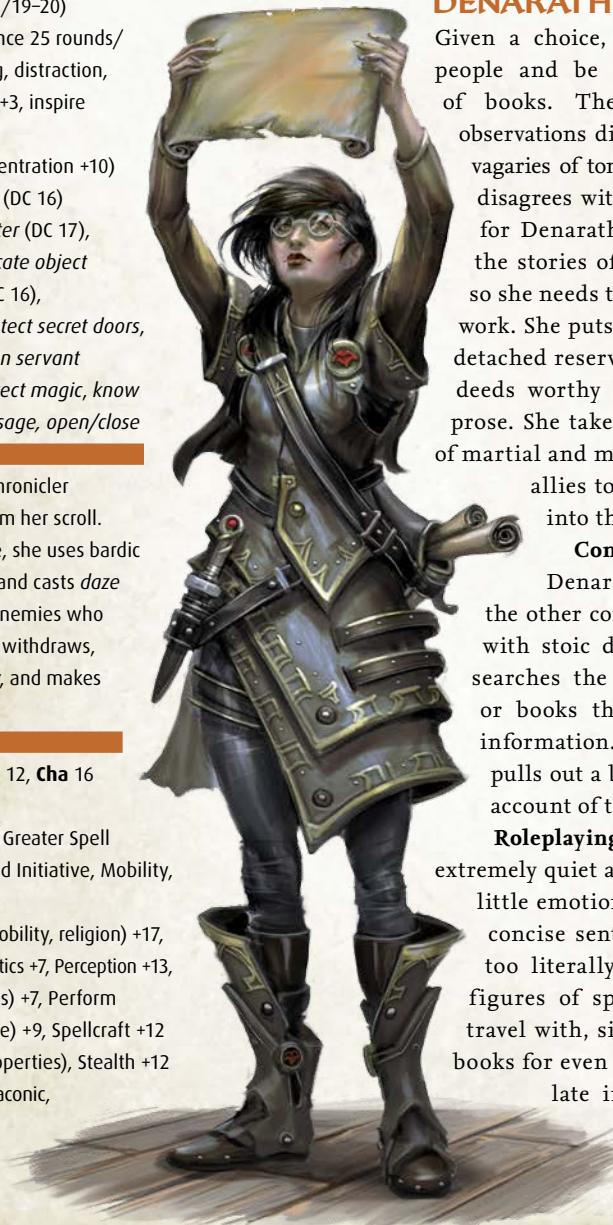
DENARATH LITHERNORN

Given a choice, Denarath would rather avoid people and be left alone with the company of books. They give their opinions and observations directly and without deceit or the vagaries of tone, and never talk back when she disagrees with their opinions. Unfortunately for Denarath, chronicles are by definition the stories of other people and their deeds, so she needs to deal with other people for her work. She puts up with them with a quiet and detached reserve, waiting for them to perform deeds worthy of being immortalized in her prose. She takes an equal interest in all types of martial and magical prowess, and encourages allies to invite new, different members into their group.

Combat Encounters:

During battle, Denarath sheepishly hovers behind the other combatants and gives her support with stoic detachment. After a battle, she searches the bodies for any maps, scrolls, or books that might be good sources of information. After that, she immediately pulls out a book and quill to write down an account of the high points of the battle.

Roleplaying Suggestions: Denarath is extremely quiet and withdrawn. Her face betrays little emotion, and she speaks only in brief, concise sentences. Tending to take things too literally, she often scoffs at common figures of speech. She can be a hassle to travel with, since she packs a giant trunk of books for even the shortest journey. She reads late into the night, and refuses to leave until she's had time to pick up the tomes she's left scattered around.



MAD PROPHET	CR 12
GNOME CLERIC OF THE OLD CULTS 9	XP
PATHFINDER CHRONICLER 4	19,200
Small humanoid (gnome)	CE

Init +5; **Senses** low-light vision; **Perception** +17

DEFENSE

AC 19, touch 12, flat-footed 18 (+5 armor, +1 Dex, +2 natural, +1 size)
hp 97 (9d8+4d8+35)

Fort +11, **Ref** +7, **Will** +13; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), live to tell the tale (2/day)

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +9/+4 (1d6-1)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, aura of madness (DC 18, 9 rounds/day), bardic performance 7 rounds/day (countersong, distraction, epic tales, fascinate, inspire courage +1), channel negative energy 8/day (DC 17, 5d6)

Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—lore keeper, remote viewing (9 rounds/day)
7/day—vision of madness

Gnome Spell-Like Abilities (CL 13th; concentration +16)

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

Cleric Spells Prepared (CL 9th; concentration +13)

5th—slay living (DC 20), true seeing⁰
4th—chaos hammer (DC 18), confusion⁰ (DC 18), summon monster IV, tongues
3rd—blindness/deafness (DC 18), invisibility purge, prayer, rage⁰, searing light
2nd—cure moderate wounds, hold person (2, DC 16), resist energy, spiritual weapon, touch of idiocy
1st—cause fear (DC 16), doom (DC 16), entropic shield, lesser confusion⁰ (DC 15), obscuring mist, shield of faith
0 (at will)—bleed (DC 15), detect poison, light, read magic
D Domain spell; **Domains** Knowledge, Madness

TACTICS

During Combat The Pathfinder chronicler drinks his potion of *fly*. While flying above his enemies, he activates his aura of madness, casts *chaos hammer*, and swoops down to cast *slay living* on spellcasters.

STATISTICS

Str 6, **Dex** 12, **Con** 12, **Int** 14, **Wis** 19, **Cha** 16

Base Atk +9; **CMB** +6; **CMD** 17

Feats Combat Casting, Command Undead, Extra Channel, Great Fortitude, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Bluff +11, Diplomacy +11, Heal +12, Intimidate +11, Knowledge (arcana, dungeoneering, history) +12, Knowledge (planes, religion) +17, Linguistics +8, Perception +17, Perform (oratory) +11, Profession (scribe) +14

Languages Abyssal, Aklo, Common, Draconic, Gnome, Sylvan

SQ aura, bardic knowledge +2, deep pockets (400 gp), improved aid, master scribe, pathfinding

Combat Gear potion of cure serious wounds, potion of fly, scroll of flame strike, scroll of summon monster V, scroll of summon monster VI; **Other Gear** +2 studded leather, +1 heavy mace, amulet of natural armor +2, brooch of shielding, cloak of resistance +1, headband of inspired wisdom +2, 363 gp

These Pathfinders know some paths are twisted and mad.

TALMINUS THE ESOTERIC

Talminus believes the religions and cults of the past favored modes of thought that offer more truths about the nature of the universe than the uninspired religions popular today. Obsessed with discovering and understanding these cults' ancient beliefs, he desires to disseminate their teachings and herald a return to their profound truths.



MASTER STORYCRAFTER	CR 16
HALF-ELF SORCERER 10	XP
PATHFINDER CHRONICLER 7	76,800
Medium humanoid (elf, human)	N

Init +2; **Senses** low-light vision; Perception +23

DEFENSE

AC 22, touch 15, flat-footed 20 (+5 armor, +3 deflection, +2 Dex, +2 natural)

hp 86 (10d6+7d8+17)

Fort +10, **Ref** +13, **Will** +15; +2 vs. enchantments

Defensive Abilities live to tell the tale (3/day); **DR** 10/magic (ranged weapon attack only, 100 points); **Immune** sleep

OFFENSE

Speed 40 ft.

Melee quarterstaff +11/+6 (1d6-1)

Ranged dagger +14/+9 (1d4-1/19-20)

Special Attacks bardic performance

23 rounds/day (countersong, distraction, epic tales, fascination, inspire action [move], inspire courage +2, inspire competence +2, whispering campaign)

Sorcerer Spells Known

(CL 10th; concentration +17)

5th (4/day)—*break*

enchantment, persistent image

(DC 24)

4th (6/day)—*dimension door, hallucinatory terrain, phantasmal killer* (DC 23)

3rd (8/day)—*dispel magic, heroism, invisibility sphere, major image* (DC 22)

2nd (8/day)—*invisibility, mirror image, protection from arrows, scorching ray, web* (DC 19)

1st (8/day)—*animate rope, color spray* (DC 20), *disguise self, floating disk, identify, shield*

0 (at will)—*dancing lights, detect magic, flare* (DC 17), *light, ghost sound* (DC 19), *mage hand, message, open/close, prestidigitation*

Bloodline arcane

TACTICS

Before Combat The Pathfinder chronicler casts *heroism* and *protection from arrows*.

During Combat The chronicler casts *shield* on herself, then supports allies with bardic performance and illusions.

Base Statistics Without *heroism* and *protection from arrows*, the Pathfinder chronicler's statistics are **Fort** +8, **Ref** +11, **Will** +13; **DR** none; **Melee** quarterstaff +9/+4 (1d6-1); **Ranged** dagger +12/+7 (1d4-1/19-20); **Skills** -2 on all skills.

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 14, **Wis** 10, **Cha** 24

Base Atk +10; **CMB** +9; **CMD** 24

Feats Arcane Armor Training, Combat Casting, Enlarge Spell, Eschew Materials, Extend Spell, Extra Performance, Greater Spell Focus (illusion), Silent Spell, Skill Focus (Perception), Spell Focus (illusion), Widen Spell

Skills Acrobatics +9 (+13 when jumping), Bluff +17, Diplomacy +17, Knowledge (arcana, dungeoneering, geography, history, local, nature, nobility, planes, religion) +15, Linguistics +10, Perception +23, Perform (oratory, string) +17, Profession (scribe) +10, Sense Motive +7, Spellcraft +12, Stealth +14, Survival +10, Use Magic Device +22

Languages Common, Draconic, Dwarven, Elf, Gnome, Halfling, Orc

SQ arcane bond (*staff of charming*), bardic knowledge +3, bloodline arcana (+1 DC for spells augmented by metamagic feats that increase spell level), call down the legends, deep pockets (700 gp), elf blood, improved aid, master scribe, metamagic adept (2/day), new arcana, pathfinding

Combat Gear potions of cure serious wounds (2), potion of gaseous form, *staff of charming*; **Other Gear** +3 leather armor, amulet of natural armor +2, boots of striding and springing, cloak of resistance +2, handy haversack, headband of alluring charisma +4, ring of protection +3, 1,290 gp

These chroniclers travel with intrepid adventurers to record tales of their exploits.

YENELIS HALFELVEN

Story is everything to Yenelis Halfelven. She yearns to craft the most amazing story of her generation, but such a story cannot be a mere fiction—it must be based in fact.

She travels with promising adventurers, hoping their deeds will spark her perfect story, but so far has always been disappointed.

Combat Encounters: At first, Yenelis only observed the adventurers she traveled with, but now she aids them, hoping her abilities can push them in the right direction.

Roleplaying Suggestions:

Yenelis scours taverns and pubs, looking for the group that will finally give her the perfect story.



BATTLE SKALD	CR 19
HUMAN BARBARIAN 6	
BARD 4	XP
PATHFINDER CHRONICLER 10	204,800
Medium humanoid (human)	N

Init +1; **Senses** Perception +19

DEFENSE

AC 23, touch 13, flat-footed 21 (+7 armor, +3 deflection, +1 Dex, +1 dodge, +3 natural, -2 rage)

hp 261 (6d12+4d8+10d8+146)

Fort +20, **Ref** +17, **Will** +17; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities improved uncanny dodge, live to tell the tale (5/day), trap sense +2

OFFENSE

Speed 50 ft.

Melee +1 shock handaxe

+24/+19/+14/+9

(1d6+7/19-20/×3

plus 1d6

electricity)

Ranged +1 shock shortbow

+18/+13/+8/+3 (1d6+1/

×3 plus 1d6 electricity)

Special Attacks bardic

performance 28 rounds/day (countersong, dirge

of doom, distraction, epic

tales, fascinate, greater epic

tales, inspire action [standard],

inspire competence +4,

inspire courage +3, inspire

greatness, soothing performance,

suggestion, whispering campaign),

rage (24 rounds/day), rage powers (clear

mind, moment of clarity, renewed vigor)

Bard Spells Known (CL 4th; concentration +6)

2nd (2/day)—*mirror image, rage*

1st (4/day)—*expeditious retreat, feather fall, remove fear, unseen servant*

0 (at will)—*dancing lights, know direction, mage hand, mending, message, prestidigitation*

TACTICS

During Combat The Pathfinder chronicler casts *mirror image* on herself, uses bardic performance to aid her allies, and shoots arrows at her foes. When raging, she uses moment of clarity to cast spells when necessary.

Base Statistics When not raging, the Pathfinder chronicler's statistics are **AC** 25, touch 15, flat-footed 23; **hp** 241; **Fort** +18, **Will** +15; **Melee** +1 shock handaxe +22/+17/+12/+7 (1d6+5/19-20/×3 plus 1d6 electricity); **Str** 18, **Con** 18; **CMB** +20; **Skills** Climb +17, Swim +12.

STATISTICS

Str 22, **Dex** 13, **Con** 22, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +16; **CMB** +22; **CMD** 35

Feats Dazzling Display, Dodge, Extra Rage, Fleet (2), Improved Critical (handaxe), Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (handaxe)

Skills Acrobatics +1 (+5 when jumping), Bluff +10, Climb +19, Handle Animal +15, Heal +4, Intimidate +15, Knowledge (geography, local, nobility) +16, Knowledge (history) +18, Linguistics +6, Perception +19, Perform (oratory) +15, Profession (scribe) +7, Ride +14, Stealth +21, Survival +7, Swim +14, Use Magic Device +15

Languages Common, Celestial, Draconic, Dwarven

SQ bardic knowledge +7, call down the legends, deep pockets

(1,000 gp), fast movement, improved aid, lay of the exalted dead, master scribe, pathfinding, versatile performance (oratory)

Combat Gear +1 flaming arrows (5), +1 thundering arrows (5), dragon slaying arrow, greater human slaying arrow, javelins of lightning (5); **Other**

Gear +5 leather armor, +1 shock handaxe, +1 shock shortbow, amulet of natural armor +3, belt of mighty constitution +4, cloak of resistance +5, figurines of wondrous power (ivory goats), ring of protection +3, 1,930 gp

Singing odes of battle and bravery, these chroniclers make sure the living never forget those traditions, and even try to encourage the living to surpass the great deeds of the heroes of past ages. They believe battle is the truest test of a person's mettle.



YGULDA GOLDENBROW

At a young age, Ygulda fell in love with ancient ballads and odes, and now she considers herself a living valkyrie. She aids any warriors she believes carry the true spark of heroism, hoping they will serve as muses for future songs in which she can immortalize their great deeds.

Combat Encounters: Ygulda travels with a cadre of heroic warriors, mostly barbarians. She tells them that it's better to die a glorious death in battle than to survive through cowardice.

Roleplaying Suggestions: A hard fighter and a hard drinker, Ygulda believes that victory should be met with celebration. She scorns anyone she considers a coward.

BLACKSTRIKE	CR 8
HUMAN FIGHTER 7	XP
SHADOWDANCER 2	4,800
Medium humanoid (human)	CN

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 86 (7d10+2d8+34)

Fort +9, **Ref** +8, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 greatsword +17/+12 (2d6+13/19–20)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat The shadowdancer drinks her *potion of bull's strength*. If she knows where the battle will take place, she scouts the location to find good hiding places.

During Combat The shadowdancer drinks her potion of *blur*, then keeps to the shadows, delivering greatsword attacks to foes on the perimeter of battle so she doesn't get dragged into the melee.

Base Statistics Without *bull's strength*, the shadowdancer's statistics are **Melee** +1 greatsword +15/+10 (2d6+10/19–20); **Str** 18; **CMB** +12; **CMD** 26.

STATISTICS

Str 22, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +14; **CMD** 28

Feats Combat Reflexes, Disruptive, Dodge, Lightning Reflexes, Mobility, Power Attack, Toughness, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Acrobatics +14, Climb +10, Handle Animal +3, Heal +1, Knowledge (arcana) +4, Knowledge (geography, local, religion) +2, Perception +12, Perform (dance) +4, Ride +6, Stealth +14, Swim +10

SQ armor training 2, hide in plain sight

Combat Gear *potion of blur*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other**

Gear +1 chain shirt, +1 greatsword, masterwork shortbow with 20 arrows, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 219 gp



Like gnawing nightmares dwelling in shadow, blackstrikes stalk just out of sight, yet still close enough to strike.

KRESIS HELGOLD

Nothing more than a murderer for hire, Kresis will take nearly any job if the money is right. Possessing no loyalty to any one group, she rarely accepts jobs from the same people twice, and has been known to carry out assassinations for both sides of a single conflict. Sometimes, this means an aggravated employer sends assassins after Kresis herself. In these situations, she retreats rather than staying to fight—unless she knows one of her would-be killers has a high price on his head that she could claim.

Though she almost always takes jobs she's offered, Kresis draws the line at murdering children and people she considers innocents. In times of doubt, she leaves the fate of her prey to a simple coin toss. If the result favors the victim, she doesn't accept the money she was promised for the job, and leaves it at that. If her employer hires another assassin, it's no longer her problem.

Combat Encounters: Kresis does not kill for fun; she kills for pay. It's not her job to collect information, to help out other mercenaries, or to deliver messages—just to kill her target and get paid. She takes as few personal risks as possible, and makes sure she's prepared before a battle so she can fight on her own terms.

Once a mercenary, she turned to assassination in order to have more control over her actions and lower her own risk of death, and she's not about to stick her neck out now. She almost never fights in the middle of the day, preferring to attack at night or near dusk or dawn when the shadows are long.

Roleplaying Suggestions: Sullen and withdrawn, Kresis says little about herself, and seems distracted by her own thoughts. She is actually an attentive listener, though, and rarely forgets what she hears. She eavesdrops on tavern conversations to get information about her targets before the kill. She couldn't care less about the fallout after the hit—as long as she gets the money she was promised, she considers the venture a success.

MIDNIGHT DANCER	CR 12
HALF-ORC BARD 9	XP
SHADOWDANCER 4	19,200
Medium humanoid (human, orc)	NE

Init +2; **Senses** darkvision 90 ft., *see invisibility*; **Perception** +15

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 71 (9d8+4d8+9)

Fort +4, **Ref** +12, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities evasion, orc ferocity, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 dagger +12/+7 (1d4+3/19-20)

Ranged +1 light crossbow +12 (1d8+1/19-20)

Special Attacks bardic performance 24 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, *suggestion*)

Shadowdancer Spell-Like Abilities (CL 4th; concentration +8)

2/day—shadow illusion (DC 15)

1/day—shadow call (DC 18)

Bard Spells Known (CL 9th; concentration +13)

3rd (4/day)—*cure serious wounds*, *deep slumber* (DC 18), *gaseous form*, *see invisibility*

2nd (5/day)—*darkness*, *invisibility*, *silence* (DC 16), *suggestion* (DC 17)

1st (6/day)—*cure light wounds*, *lesser confusion* (DC 16), *remove fear*, *silent image* (DC 15), *sleep* (DC 16)

0 (at will)—*daze* (DC 15), *ghost sound* (DC 14), *lullaby* (DC 15), *mage hand*, *message*, *open/close*

TACTICS

Before Combat The shadowdancer casts *see invisibility*.

During Combat Keeping to the shadows at the edge of battle, the shadowdancer supports allies and uses crossbow shots and debilitating spells against enemies.

Base Statistics Without *see invisibility*, the shadowdancer's statistics are **Senses** darkvision 90 ft.

STATISTICS

Str 14, **Dex** 14, **Con** 10, **Int** 15, **Wis** 8, **Cha** 18

Base Atk +9; **CMB** +11; **CMD** 25

Feats Combat Casting, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Mobility, Spell Focus (enchantment)

Skills Acrobatics +15, Climb +10, Disable Device +12, Disguise +10, Intimidate +6, Knowledge (dungeoneering) +19, Knowledge (local) +14, Perception +15, Perform (act) +15, Perform (dance) +14, Sleight of Hand +10, Stealth +23, Swim +7, Use Magic Device +17

Languages Common, Goblin, Orc

SQ bardic knowledge +4, hide in plain sight, lore master 1/day, orc blood, rogue talent (fast stealth), shadow jump (40 feet/day), summon shadow, versatile performance (act, dance), weapon familiarity

Combat Gear +1 human-bane bolts (5), +1 undead-bane bolts (5);

Other Gear +3 leather armor, +1 dagger, +1 light crossbow with 20 bolts, dagger, amulet of natural armor +1, cloak of elvenkind, headband of alluring charisma +2, ring of protection +1, 1,038 gp

These bards grant support through a subtle dance of shadows.

MELLAK THE RAVEN

Mellak sees life as a dance and death as its finale. A performer at heart, he makes each death he deals an act in his play of mortality, often using a dancing flourish to make it as artistic as possible. He expounds upon his philosophy of a beautiful death to his victims, explaining that they are lucky to receive an elegant death rather than the ugly end of sickness and infirmity.



BLACK ICE	CR 16
GNOме ILLUSIONIST 10	XP
SHADOWDANCER 7	76,800
Small humanoid (gnome)	NE

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 23, touch 17, flat-footed 20 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +2 natural, +1 size)

hp 147 (10d6+7d8+78)

Fort +12, **Ref** +15, **Will** +15; +2 vs. illusions

Defensive Abilities defensive roll, defensive training (+4 dodge bonus to AC vs. giants), evasion, greater invisibility, improved uncanny dodge, slippery mind; **DR** 10/adamantine (100 points)

OFFENSE

Speed 30 ft.

Melee *staff of frost* +10/+5 (1d4-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 17th; concentration +19)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

Arcane School Spell-Like Abilities (CL 10th; concentration +15)

At will—*invisibility field* (10 rounds/day)

8/day—*blinding ray*

Shadowdancer Spell-Like Abilities (CL 7th; concentration +9)

3/day—*shadow illusion* (DC 13)

2/day—*shadow call* (DC 16)

Illusionist Spells Prepared (CL 10th; concentration +15)

5th—*feeblemind* (DC 20), *nightmare* (DC 23), *shadow evocation* (DC 23), *teleport*

4th—*charm monster* (DC 19), *greater invisibility*, *phantasmal killer* (DC 22), *solid fog*, *stoneskin*

3rd—*blink*, *displacement*, *fly*, *major image* (DC 21), *slow* (DC 18)

2nd—*acid arrow*, *darkness*, *hypnotic pattern* (DC 20), *invisibility* (2), *resist energy*

1st—*charm person* (DC 16), *color spray* (DC 19), *feather fall*, *mage armor*, *magic missile* (2), *shield*

0 (at will)—*daze* (DC 15), *ghost sound* (DC 18), *mage hand*, *ray of frost*

Opposition Schools divination, necromancy

TACTICS

Before Combat The shadowdancer casts *mage armor* and *stoneskin*.

During Combat The shadowdancer casts *greater invisibility* and *shield*, then harries his foes with *phantasmal killer*, *hypnotic pattern*, and spells from his *staff of frost*.

Base Statistics Without *mage armor* and *stoneskin*, the shadowdancer's statistics are **AC** 19, touch 17, flat-footed 16; **DR** none.

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +7; **CMD** 23

Feats Combat Casting, Combat Reflexes, Dodge, Fleet (2),

Greater Spell Focus (illusion), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Scribe Scroll, Spell Focus (illusion), Toughness

Skills Acrobatics +20, Bluff +20, Craft (alchemy) +7, Diplomacy +20, Fly +17, Knowledge (arcana) +23, Knowledge (dungeoneering, geography) +13, Knowledge (planes) +23, Perception +20, Perform (dance) +8, Spellcraft +23, Stealth +24, Swim +2

Languages Aklo, Common, Draconic, Gnome, Sylvan

SQ arcane bond (*staff of frost*), extended illusions (+5 rounds), hide in plain sight, rogue talents (combat trick, fast stealth), shadow jump (80 feet/day), summon shadow

Combat Gear *restorative ointment* (5 applications), *staff of frost* (10 charges); **Other Gear** *amulet of natural armor* +2, *cloak of resistance* +4, *headband of vast intelligence* +2, *ring of protection* +3, diamond dust (worth 500 gp), 3,800 gp

These evasive spellcasters make frustrating enemies.

SCAL WISTALVAK

Gnomes love pranks and practical jokes, but few are as dark, devious, and deadly as those of Scal Wistalvak. The entire time he uses illusions and ice magic to bring about psychological torture and chilling death, he stays out of sight, laughing maniacally.



DARKSTAR	CR 19
HALFLING ROGUE 10	XP
SHADOWDANCER 10	204,800
Small humanoid (halfling)	N

Init +12; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 31, touch 21, flat-footed 24 (+7 armor, +3 deflection, +6 Dex, +1 dodge, +3 natural, +1 size)

hp 143 (10d8+10d8+50)

Fort +13, **Ref** +25, **Will** +15; +2 vs. fear

Defensive Abilities defensive roll, improved evasion, improved uncanny dodge, slippery mind, trap sense +3

OFFENSE

Speed 20 ft.

Melee +1 flaming short sword +25/+20/+15 (1d4+1/19-20 plus 1d6 fire)

Ranged +1 sling +24/+19/+14 (1d3+1)

Special Attacks sneak attack +5d6

Shadowdancer Spell-Like Abilities (CL 10th; concentration +10)

5/day—shadow illusion (DC 11)
4/day—shadow call (DC 14)
2/day—shadow power (DC 15)

TACTICS

During Combat The shadowdancer drinks his *potion of invisibility*, summons a shadow to flank with him, and focuses on dropping foes one at a time.

STATISTICS

Str 11, **Dex** 26, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +14; **CMB** +13; **CMD** 35

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Spring Attack, Stand Still, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +28 (+24 when jumping), Climb +10, Disable Device +31, Escape Artist +16, Heal +7, Intimidate +8, Knowledge (arcana, engineering, planes) +5, Knowledge (dungeoneering, local) +8, Perception +27, Perform (dance) +8, Sleight of Hand +16, Stealth +35, Swim +8, Use Magic Device +8

Languages Common, Halfling

SQ rogue talents (combat trick, defensive roll, fast stealth, finesse rogue, opportunist, stand up, surprise attack, trap spotter), shadow jump (320 feet/day), shadow master, summon shadow, trapfinding +5

Combat Gear +1 demon-bane bullets (5), +1 human-bane bullets (5), potions of cure serious wounds (2), potions of invisibility (2); **Other Gear** +5 leather armor, +1 flaming short sword, +1 sling with 20 bullets, amulet of natural armor +3, bag of holding (type I), belt of incredible dexterity +6, boots of speed, cloak of resistance +4, glove of storing, ring of protection +3, rope of climbing, 3,969 gp

Short but deadly, a darkstar skirts the shadows with his shadow companion.

FILAGAN UMBRAFLAME

A thief and a liar, Filagan is more interested in filling his coin purse and enjoying the good life than he is in carnage or murder. Though deadly in combat, he avoids it whenever possible. He employs dirty tricks when cornered, knowing his small size is a disadvantage in a straight physical fight. Once he gets the best of his opponent, he escapes to a nearby tavern or gambling hall to lose himself in the crowd and relax.

Combat Encounters: A daring thief, Filagan knows adventurers are typically lucrative marks. This often causes him to take too big of risks and get himself into trouble stealing from them. Filagan rarely travels with allies, but might jump into a larger battle if doing so means there's less risk to him personally.

Roleplaying Suggestions: Jovial and fun-loving, Filagan is the life of the party, buying drinks and telling good-natured and self-deprecating jokes. He doesn't let on that he's an experienced killer—at least not until someone threatens one of his drinking buddies.







NPC CLASSES

The chickens!" Doga yelled. "We've got to save my chickens!"

"Asmodeus take your chickens!" Pelam roared. "It's your chickens what got us into this mess!"

Behind them, masonry exploded as the dragon tore through the shop wall. Doga quit trying to scoop up his birds and flung himself at the ground, arms over his head. Pelam reached out and dragged him in under the cart.

"Idiot!" he shrieked. "What do you think happens when you go messing with a wizard's things?"

Doga sniffed, tears dripping from the end of his nose.

"The egg was so big... I was just gonna borrow it long enough to win the prize at the fair. I was gonna bring it right back..."

NPC CLASSES

The Pathfinder Roleplaying Game may be about heroes and monsters, but the game world also has thousands or even millions of completely normal people living in it—innkeepers, town guards, bakers, and so on. When the PCs are around, trouble happens, and sometimes you need stat blocks for those NPCs—perhaps because you need to know how many rounds the innkeeper will survive inside a burning building, or how many hits the mind-controlled city guard can take from a reluctant PC. This chapter gives you example NPC stat blocks for the five NPC classes presented in the *Pathfinder RPG Core Rulebook*. Even though those classes go up to level 20, in most campaigns even the most worldly peasant, merchant, or king is no more than 10th level, and anything higher than that is the realm of legendary heroes and player characters. Consequently, this chapter presents these NPC classes from only levels 1 to 10.

The stat blocks presented here are not meant to represent specific named NPCs; rather, they are used for common roles these sorts of characters play in the game—shopkeepers, minor cultists, swineherds, and so on. You should be able to use these stat blocks for most NPCs in a particular role, or make only a simple change to do so, such as changing the Profession skill of the journeyman carpenter (page 261) from carpentry to stonemasonry to use the stat block as a mason.

All of the NPCs in this chapter use the “basic” set of base ability scores (13, 12, 11, 10, 9, 8). Because the NPC classes have no significant class abilities, it is easy to assign different roles to these NPCs by altering their skills or feats.

You can also customize the NPCs by adding limited forms of certain PC-class abilities, such as giving the miner (commoner 4) a +1 damage bonus when flanking an opponent, the brigand (warrior 2) 1 round of barbarian rage per day, or the doom prophet (adept 4) a 1/day usage of an appropriate 1st-level domain power. Compared to PC classes and monsters, the NPC classes are weak and intentionally generic, and giving the NPCs a taste of a 1st-level PC class ability makes them more interesting in play without affecting their overall CR.

NPC CLASS GEAR

The NPCs in this chapter have gear according to the Basic Level column of Table 14–9: NPC Gear on page 454 of the *Core Rulebook*. However, keep in mind that the table is designed for adventuring NPCs, not common townsfolk. Just because the table says a 2nd-level commoner has 390 gp doesn’t mean every 2nd-level pig farmer actually has 390 gp worth of portable valuables on his person or at his home! The farmer owns a few pigs, some miscellaneous

farm tools, a handful of gold and silver coins, and (in a country where peasants can own land) a few acres and a cozy shack, but otherwise doesn’t have any assets of interest to adventurers. For the sake of following the table, the characters in this chapter are listed with appropriate gear (and perhaps some livestock) according to their professions, and the remainder of their level-appropriate gold is listed, but it would be exceedingly rare for these normal people to have savings equivalent to multiple years of work stored in a mattress or buried under the house. Given that a character working for a week can earn gp equal to half the result of a Craft or Profession check, a typical NPC-class character is probably carrying one-tenth of that amount (at most) at any particular time. Attacking farmers for their gold is not profitable for adventurers!

There are exceptions, of course. For example, adepts in hostile tribes or bandit gangs tend to have treasure indicated by the table, as do aristocrats (who are generally wealthy or have access to significant resources) and warriors (who are paid and equipped in anticipation of battle). Members of those three classes usually have armor, weapons, and magic items that PCs would consider treasure. Some experts, such as skilled artisans or merchants, may have valuable merchandise or a stash of coin intended for buying more supplies. Use common sense to decide whether an NPC’s listed “surplus” gold is reasonable or not, and award treasure accordingly.

HOW TO USE THIS CHAPTER

The four most common uses for NPCs in this chapter are as allies, enemies, minions, and player characters.

ALLIES

As with the NPCs in the other chapters, these characters have a role to play in the campaign story, though normally in a subservient or secondary manner. A village’s constable (commoner 9) is tough enough to keep the peace for routine squabbles, but must defer to the PCs when a tribe of orcs begins raiding. The PCs might hire the local blacksmith (expert 6) to arm their hired guards (warriors 3) who’ll protect the old fort the heroes just recaptured, but the PCs are still the focus of the campaign and the NPC-class characters are less important to the story than the PCs. You can even use these NPCs as mentors or teachers for low-level characters, with the PCs exceeding the capabilities of their trainers and becoming local legends as “the greatest students I ever had.”

ENEMIES

You can use these NPCs as opponents for your campaign, though they lack the special powers that make combat interesting and most PCs won’t find them a challenge except in large numbers. In a low-magic or gritty

campaign, humanoid opponents are the norm and skilled opponents and monsters are rare exceptions; the villain of the campaign may have levels in a PC class, but the rest of his minions are experts and warriors. An evil adversary might use deception or magic to turn a mob against the PCs, forcing the heroes to dispatch their misguided opponents, preferably in a nonlethal way that doesn't give them a reputation as casual murderers.

MINIONS

If an NPC-class character has a recurring role in the campaign, a player might want to make that character a permanent addition to the group by using the Leadership feat or offering a ridiculously high wage (offering an NPC a 1,000 gp bonus for taking a job is roughly equivalent to 4 years of normal pay). Whether the player intends the NPC to be a cohort, an important follower, or just a reliable lackey, few NPCs are likely to refuse the opportunity to associate with an incredibly wealthy patron. If the NPC overcomes many challenges and gains levels, it is fair to allow the PC to suggest class levels, feats, and skills for the minion to pursue (including PC-class levels, if the PC provides suitable training for that purpose).

PLAYER CHARACTERS

In some campaigns, the PCs start out as normal people who encounter extraordinary circumstances; the PCs begin play with NPC classes and only later take levels in PC classes (if at all). In other campaigns, the main heroes could each have a minion, and some game sessions focus on what the minions are doing while the heroes are off saving the world. You can use these sample NPCs for these kinds of campaigns, but keep in mind that NPC classes are much less powerful than PC classes and have few or no special class abilities that allow them to deal with special monster attacks and defenses; the characters will have to rely on wits and skills to overcome challenges, and

combats should be limited to other NPC-class characters and common animals, or else the PCs may die quickly.

HUMAN NAMES

The *Core Rulebook* lists sample names for all PC races except humans, as human names vary by region and many fantasy games, including the Pathfinder RPG, take their inspiration from a wide variety of regions and traditions. A sampling of human names representing numerous cultures is given below.

To get a feel for creating human names that reflect different cultural traditions, languages, and flavors, try searching online for names from real-world nations and cultures more akin to your setting. Even if your setting doesn't have a direct cultural analogue in the real world, baby name websites that allow you to filter by origin and ethnicity can often introduce you to names you're unfamiliar with, as well as naming conventions and constructions that sound realistic and organic. Such sites are great places to harvest NPC names when you're in a hurry.

Female Names: Alerdene, Alinza, Aula, Bach Hien, Belka, Beshkee, Chammady, Chao, Do Quyen, Eshe, Eudomia, Gerda, Hiriko, Ilinica, Indah, Ingirt, Izora, Jalket, Jayazi, Kaede, Kalizama, Kamshi, Lestari, Leyli, Marisan, Me'amesa, Meilin, Mirelinda, Mpaandi, Nalmida, Nanya, Narantuyaa, Ntisi, Pasara, Pontia, Que Xuan, Revhi, Runa, Sahba, Shirin, Shivkah, Sinkitah, Surencinua, Udara, Umie, Valki, Waajida, Xemne, Xue, Zalika, Zova.

Male Names: Aakif, Andrezi, Arasmes, Bahram, Baolo, Barid, Batsaikan, Belor, Budi, Darvan, Dolok, Eilif, Garidan, Gellius, Hadzi, Hamengku, Harisko, Iacobus, Jaali, Jianguo, Kjell, Kousei, Kronug, Menas, Mitabu, Narsius, Nonek, Pateba, Pratahv, Qorchi, Ragnar, Rubani, Seckor, Shokamb, Shuo, Sunaki, Suryo, Tabansi, Teruawa, Thanh Liem, Toan Hao, Tomorbatara, Tuong Kinh, Ursion, Vachedi, Viorec, Yekskya, Zaiho, Zhen.



ACOLYTE	CR 1/3
HUMAN ADEPT 1	XP 135
Medium humanoid (human)	N

Init +1; **Senses** Perception +1

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 5 (1d6+2)

Fort -1, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee morningstar +0 (1d8) or silver dagger +0 (1d4/19-20)

Ranged silver dagger +1 (1d4/19-20)

Adept Spells Prepared (CL 1st; concentration +2)

1st—*bless, cure light wounds*

0 (at will)—*guidance, light, mending*

TACTICS

During Combat The adept reads her *scroll of sleep* and commands her dog to attack. She then casts *bless* and attacks with her morningstar.

STATISTICS

Str 10, **Dex** 12, **Con** 8, **Int** 9, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** +0; **CMD** 11

Feats Skill Focus (Handle Animal), Toughness

Skills Handle Animal +7, Heal +7, Spellcraft +3

Languages Common

Combat Gear *scroll of cure light wounds, scroll of sleep, alchemist's fire*; **Other Gear** studded leather, morningstar, silver dagger, guard dog, healer's kit, silver holy symbol, smokestick, spell component pouch, tindertwig, 9 gp

An acolyte has just begun to unravel the mysteries of her faith, and lacks the fervent zeal that more indoctrinated members of her religion have. She is eager to learn, but her incomplete teachings mean she is more easily swayed by contrary rhetoric.

Settlements that have adepts rather than clerics are often primitive or remote. Their religious practices may be a strange or heretical offshoot of a main religion, weaker than the common form but giving access to spells that are normally unavailable to true clerics (such as *minor creation* and *sleep*). A person trained by a cleric who instead manifests adept abilities may be cast out as a blasphemer or witch.



SHAMAN	CR 1/2
HALF-ORC ADEPT 2	XP 200
Medium humanoid (human, orc)	NE

Init -1; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 11 (2d6+4)

Fort +1, **Ref** +1, **Will** +5

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4-1/19-20)

Ranged dart +0 (1d4-1)

Adept Spells Prepared (CL 2nd; concentration +4)

1st—*burning hands* (DC 13), *sleep* (DC 13)

0 (at will)—*ghost sound* (DC 12), *read magic*, *touch of fatigue* (DC 12)

TACTICS

During Combat If fighting foes that lack darkvision, the adept reads his *scroll of darkness*. He looks for groups to target with *burning hands* or *sleep*, resorting to darts or alchemist's fire otherwise.

STATISTICS

Str 9, **Dex** 8, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 9

Feats Combat Casting

Skills Heal +9, Intimidate +2, Knowledge (religion) +5

Languages Common, Orc

SQ orc blood, summon familiar (weasel), weapon familiarity

Combat Gear *scroll of bless, scrolls of cure light wounds* (2), *scroll of darkness, scroll of protection from good, alchemist's fire* (2); **Other Gear** leather armor, dagger, darts (10), healer's kit, smokestick, spell component pouch, tindertwig, unholy symbol (bone-and-tooth necklace worth 5 gp), 2 gp

A shaman serves a small tribe as a visionary and source of wisdom—the sole authority on supernatural matters, and the only one who can communicate with the worlds beyond. His familiar may be a representation of his spirit animal or a spy who allows him to learn more about other tribesfolk and appear wiser than he is.

This stat block can also be used as a lesser adept apprenticed to an initiate (adept 3), doom prophet (adept 4), or guru (adept 6).

INITIATE	CR 1
HUMAN ADEPT 3	XP 400
Medium humanoid (human)	CE

Init +0; **Senses** Perception +1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor); +2 vs. good

hp 16 (3d6+6)

Fort +4, **Ref** +1, **Will** +4; +2 vs. good

OFFENSE

Speed 30 ft.

Melee spear +1 (1d8/x3) or

mwk cold iron dagger +2 (1d4/19-20)

Ranged dart +1 (1d4)

Adept Spells Prepared (CL 3rd; concentration +4)

1st—*burning hands* (DC 12), *detect good, protection from good*

0 (at will)—*detect magic, light, read magic*

TACTICS

Before Combat The adept casts *protection from good*.

During Combat The adept casts *burning hands*

whenever she can catch two or more foes in the area.

When she runs out of spells, scrolls, and acid, she fights with her spear.

Base Statistics Without *protection from good*, the adept's statistics are **AC** no bonus vs. good;

Saves no bonus vs. good.

STATISTICS

Str 10, **Dex** 11, **Con** 12, **Int** 8, **Wis** 13,

Cha 11

Base Atk +1; **CMB** +1; **CMD** 11

Feats Combat Casting, Great Fortitude, Scribe Scroll

Skills Knowledge (arcana, local, planes) +3, Knowledge (religion) +5, Spellcraft +5

Languages Common

SQ summon familiar (toad)

Combat Gear scrolls of *burning hands* (2,

CL 3rd), scrolls of *cure light wounds* (2),

scroll of *obscuring mist* (CL 3rd), scroll

of *sleep* (CL 3rd),

acid (2); **Other Gear**

leather armor, darts (6),

masterwork cold iron

dagger, spear, belt pouch, masterwork

manacles, scroll case, silver holy symbol (cracked moon), spell component pouch, 9 gp

The initiate never knew her true calling until strange visions opened her eyes to the terrors beyond reality. Now touched by madness, she tries to bring others into the darkness.

DOOM PROPHET	CR 2
HALF-ORC ADEPT 4	XP 600
Medium humanoid (human, orc)	CE

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 30 (4d6+16)

Fort +3, **Ref** +1, **Will** +6

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +7 (1d8+4)

Ranged mwk sling +3 (1d4+4)

Adept Spells Prepared (CL 4th; concentration +6)

2nd—*darkness*

1st—*burning hands* (DC 13), *cause fear* (DC 13), *command* (DC 13)

0 (at will)—*detect magic, guidance, read magic*

TACTICS

Before Combat The adept reads his *scrolls of bear's endurance* and *bull's strength*.

During Combat The adept casts *darkness* on his mace, then casts *scorching ray* or *burning hands*.

Base Statistics Without *bear's endurance* and *bull's strength*, the adept's statistics are **hp** 22; **Fort** +1;

Melee mwk heavy mace +5 (1d8+2); **Ranged** mwk sling +3 (1d4+2); **Str** 14, **Con** 11; **CMB** +4; **CMD** 14.

STATISTICS

Str 18, **Dex** 10, **Con** 15, **Int** 9, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 16

Feats Skill Focus (Intimidate), Toughness

Skills Fly +3, Intimidate +7, Knowledge (religion) +3

Languages Common, Orc

SQ orc blood, summon familiar (bat), weapon familiarity

Combat Gear scroll of *bear's endurance*, scroll of *bull's strength*, scroll of *cure light wounds*, scroll of *scorching ray* (3), alchemist's fire (2); **Other Gear** masterwork studded leather, masterwork heavy mace, masterwork sling with

10 bullets, silver unholy symbol, spell component pouch, 118 gp

A doom prophet preaches his dire portents to any who listen.



ENFORCER	CR 3
HUMAN ADEPT 5	XP 800
Medium humanoid (human)	NE

Init +1; **Senses** Perception +4

DEFENSE

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

hp 27 (5d6+10)

Fort +2, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft.

Melee mwk club +7 (1d6+6)

Ranged dagger +3 (1d4+4/19-20)

Adept Spells Prepared (CL 5th; concentration +7)

2nd—*bull's strength, mirror image*

1st—*cause fear* (DC 13), *command* (DC 13), *cure light wounds*

0 (at will)—*ghost sound* (DC 12), *light, stabilize*

TACTICS

Before Combat The adept casts *bull's strength*.

During Combat The adept casts *mirror image*, then attacks with his club. If he has trouble landing blows, he switches to his *wand of burning hands*.

Base Statistics Without *bull's strength*, the adept's statistics are **Melee** mwk club +5 (1d6+3); **Ranged** dagger +3 (1d4+2/19-20); **Str** 14; **CMB** +4; **CMD** 15.

STATISTICS

Str 18, **Dex** 12, **Con** 11, **Int** 9, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 17

Feats Cleave, Light Armor Proficiency, Power Attack, Toughness

Skills Intimidate +4, Knowledge (local) +4, Knowledge (religion) +3, Perception +4

Languages Common

SQ summon familiar (weasel)

Combat Gear scroll of *cure moderate wounds*, *wand of burning hands* (CL 5th, 9 charges), alchemist's fire (3), tanglefoot bag; **Other Gear** chain shirt, dagger, masterwork club, *cloak of resistance* +1, belt pouch, manacles (2), silver holy symbol, spell component pouch, 2 gp

The enforcer uses threats and violence to serve a dual purpose: to intimidate enemies of his religion, and to pass judgment on members who believe they can betray or desert the holy cause.

GURU	CR 4
DWARF ADEPT 6	XP 1,200
Medium humanoid (dwarf)	LN

Init +0; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 27 (6d6+6)

Fort +7, **Ref** +2, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee quarterstaff +2 (1d6-1)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

Adept Spells Prepared (CL 6th; concentration +9)

2nd—*invisibility, mirror image*

1st—*bless, cure light wounds, obscuring mist*

0 (at will)—*create water, guidance, mending*

TACTICS

During Combat The adept attacks for nonlethal damage only (the attack penalty for this is not included in her melee entry).

She tries to escape combat entirely with her spells and items.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 9, **Wis** 16,

Cha 10

Base Atk +3; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

Feats Eschew Materials, Great Fortitude, Skill Focus (Knowledge [religion])

Skills Diplomacy +6, Knowledge (religion) +11

Languages Common, Dwarven

SQ summon familiar (rat)

Combat Gear potion of *gaseous form, scroll of cure moderate wounds; Other Gear* quarterstaff, ring of sustenance, book (describes personal meditations and philosophy), wooden holy symbol, 34 gp

The guru achieved inner peace and developed magical talents through meditating and abandoning her attachment to physical burdens and obligations. She lives on the street, seeking students to enlighten and free from their bonds, and though most people ignore her as a beggar, she is wise and content.



HERMIT	CR 5
HUMAN ADEPT 7	XP 1,600
Medium humanoid (human)	N

Init +0; **Senses** Perception +3

DEFENSE

AC 13, touch 11, flat-footed 13 (+1 deflection, +2 natural)

hp 38 (7d6+14)

Fort +6, **Ref** +3, **Will** +9

OFFENSE

Speed 30 ft.

Melee quarterstaff +2 (1d6-1)

Ranged sling +3 (1d4-1)

Adept Spells Prepared (CL 7th; concentration +10)

2nd—*animal trance* (DC 15), *invisibility*, *web* (DC 15)

1st—*cause fear* (DC 14), *cure light wounds*, *endure elements*, *obscuring mist*

0 (at will)—*light*, *mending*, *purify food and drink*

TACTICS

Before Combat The adept casts *endure elements* at the start of each day. He drinks his *potion of barkskin* if expecting a fight.

During Combat The adept casts *web*, then hurls *shock bullets* with his sling at any exposed foes, all the while uttering vile epithets.

Base Statistics Without *barkskin*, the adept's statistics are **AC** 11, touch 11, flat-footed 11.

STATISTICS

Str 9, **Dex** 10, **Con** 12, **Int** 11, **Wis** 16, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Endurance, Great Fortitude, Skill Focus (Knowledge [arcana], Survival), Toughness

Skills Heal +7, Knowledge (arcana) +13, Knowledge (nature) +9, Stealth +10, Survival +16

Languages Common

SQ summon familiar (cat)

Combat Gear potion of *barkskin*, scroll of *comprehend languages*, scrolls of *cure moderate wounds* (2),

+1 *shock bullets* (6); **Other** **Gear** dagger, quarterstaff, sling with 10 bullets,

cloak of resistance +1, *ring of protection* +1,

spell component pouch, wooden holy symbol, 21 gp

This filthy, ill-mannered hermit wants nothing but to be left alone. He knows many secrets that others have forgotten, but will fight anyone who dares to ask about them.

HERETIC	CR 6
HALF-ELF ADEPT 8	XP 2,400
Medium humanoid (elf, human)	CN

Init +0; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 13, flat-footed 13 (+3 deflection)

hp 36 (8d6+8)

Fort +4, **Ref** +3, **Will** +12; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee mwk spear +7 (1d8+3/x3)

Ranged mwk spear +5 (1d8+2/x3)

Adept Spells Prepared (CL 8th; concentration +11)

3rd—*lightning bolt* (DC 17)

2nd—*bull's strength*, *scorching ray*, *web* (DC 15)

1st—*bless*, *burning hands* (DC 15), *command*, *cure light wounds*

0 (at will)—*guidance*, *purify food and drink*, *stabilize*

TACTICS

Before Combat The adept casts *bull's strength* and drinks his *potion of shield of faith*.

During Combat The adept blasts his enemies with divine fire and lightning.

Base Statistics Without *bull's strength* and *shield of faith*, the adept's statistics are **AC** 10, touch 10, flat-footed 10; **Melee** mwk spear +5 (1d8/x3); **Ranged** mwk spear +5 (1d8/x3); **Str** 11; **CMB** +4; **CMD** 14.

STATISTICS

Str 15, **Dex** 10, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +4; **CMB** +6; **CMD** 19

Feats Combat Casting, Iron Will, Skill Focus (Knowledge [religion], Perform [oratory]), Spell Focus (evocation)

Skills Acrobatics +3, Diplomacy +7, Knowledge (religion) +14, Perform (oratory) +10

SQ elf blood, summon familiar (monkey)

Combat Gear feather token (whip), *potion of shield of faith* (CL 6th), *scroll of scorching ray* (CL 7th), *scroll of web*, *wand of cure moderate wounds* (15 charges), *wand of lightning bolt* (7 charges); **Other Gear** masterwork spear, *cloak of resistance* +1, silver holy symbol, spell component pouch, 443 gp

The heretic seeks to convert the faithful away from a church that blinds them with lies.



HEALER	CR 7
HALFLING ADEPT 9	XP 3,200
Small humanoid (halfling)	NG

Init +1; **Senses** Perception +4

DEFENSE

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

hp 34 (9d6+3)

Fort +6, **Ref** +5, **Will** +11; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee quarterstaff +3 (1d4-2)

Ranged sling +6 (1d3-2)

Adept Spells Prepared (CL 9th; concentration +11)

3rd—remove disease

2nd—cure moderate wounds, delay poison, web (DC 14)

1st—cure light wounds (2), endure elements, obscuring mist

0 (at will)—create water, read magic, stabilize

TACTICS

Before Combat The adept drinks her *potion of mage armor*.

During Combat The adept catches as many foes as possible in her web, then heals her allies or seeks to escape. If she must fight, she prefers her sling.

Base Statistics Without *mage armor*, the adept's statistics are **AC** 12, touch 12, flat-footed 11.

STATISTICS

Str 6, **Dex** 13, **Con** 10, **Int** 12,

Wis 14, **Cha** 12

Base Atk +4; **CMB** +1;

CMD 12

Feats Brew Potion, Great

Fortitude, Iron Will, Scribe Scroll, Skill Focus (Heal)

Skills Acrobatics +3 (-1 when jumping), Appraise +4, Climb +0, Heal +19, Knowledge (local) +8, Knowledge (nature) +13, Linguistics +3, Perception +4, Profession (herbalist) +14, Survival +8

Languages Common, Elven, Gnome, Halfling, Sylvan

SQ summon familiar (toad)

Combat Gear potions of cure light wounds (2), potion of cure moderate wounds, potions of lesser restoration (2), potion of mage armor, restorative ointment, scroll of animal trance, scroll of cure moderate wounds, scroll of neutralize poison (CL 8th), scroll of remove curse (CL 8th), scroll of remove disease, wand of cure light wounds (29 charges), holy water, tanglefoot bag;

Other Gear quarterstaff, sling with 10 bullets, antitoxin (2), everburning torch, healer's kit, spell component pouch, wooden holy symbol, bit and bridle, pony (combat trained), saddle, saddlebags, 38 gp

This wise woman knows many natural remedies for wounds and ailments, and supports this knowledge with a strange mix of spells, scrolls, and potions. She is midwife to many women, assists in the delivery of livestock, and is trusted for her ability to predict storms and droughts. The healer has a kind heart and hates to see any creature suffer. She is usually able to find alternative ways for poor folk to pay for her services, and as a result is beloved by her community. Once she is provided with sufficient food, water, and household supplies for her needs, she often directs payments above and beyond that to other needy people in the vicinity, creating a web of trust and reliance among the townsfolk or villagers.

If she helps adventurers with a curse, disease, or terrible injury, she is likely to ask them to build a stone wall, repair a house, or tend to a farmer's livestock in payment. This is the case even if there is a remote threat of monsters nearby, for she understands that the adventurers were

likely to chase down that threat anyway, and therefore would be getting a service for free. She believes in generosity and altruism, but likes it when people remain humble and are willing to get their hands dirty doing "real work" that lacks the "glory" of bloodshed.

Many of her supplies were acquired from years of negotiating and trading, whether directly for the items (such as her *wand of cure light wounds*) or for rare or exotic materials she can use to make potions and scrolls. If adventurers wish to pay her in the form of these goods (or by questing for them) or offer her minor healing items the adventurers have outgrown but that would still be useful for helping villagers, she gratefully accepts.

The healer is especially interested in acquiring *potions of cure light wounds*, as she is not particularly fast on her feet (and is getting slower as the years pass), nor is she a skilled rider, so being able to hand a healing potion (which even a non-spellcaster can administer) to a fast rider or runner might make the difference between life and death for an injured farmer or rancher.





CULTIST	CR 8
HUMAN ADEPT 10	XP 4,800
Medium humanoid (human)	CE

Init +7; **Senses** Perception +3

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

hp 45 (10d6+10)

Fort +5, **Ref** +6, **Will** +12

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee mwk silver dagger +5 (1d4-1/19-20)

Ranged mwk silver dagger +9 (1d4-1/19-20)

Adept Spells Prepared (CL 10th; concentration +13)

3rd—*bestow curse* (DC 16), *cure serious wounds*

2nd—*invisibility*, *mirror image*, *web* (DC 15)

1st—*command* (DC 14), *cure light wounds*, *obscuring mist*, *protection from law*

0 (at will)—*detect magic*, *light*, *read magic*

TACTICS

Before Combat The adept drinks her *potions of barkskin*, *cat's grace*, *fly*, and *mage armor*, then rises up out of reach of enemy melee weapons.

During Combat The adept hurls *fireballs* and *lightning bolts* from the air, then returns to the ground to dispense her touch spells and use her *wand of burning hands*.

Base Statistics Without *barkskin*, *cat's grace*, *fly*, and *mage armor*, the adept's statistics are **Init** +5; **AC** 11, touch 11, flat-footed 10; **Ref** +4; **Speed** 30 ft.; **Ranged** mwk silver dagger +7 (1d4-1/19-20); **Dex** 12; **CMD** 15; **Skills** Fly +1.

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 9, **Wis** 16, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 17

Feats Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Bluff), Toughness

Skills Appraise +2, Bluff +17, Fly +7, Knowledge (arcana) +6, Knowledge (planes) +9, Knowledge (religion) +5, Linguistics +0, Spellcraft +7

Languages Common, Aklo

SQ summon familiar (raven, speaks Aklo)

Combat Gear necklace of fireballs (type IV), potion of barkskin, potion of cat's grace, potion of fly, potion of mage armor, scrolls of lightning bolt (2, CL 8th), wand of burning hands (CL 5th, 16 charges), wand of cure light

wounds (31 charges), ; **Other Gear** masterwork silver dagger, scroll case, silver unholy symbol, 37 gp

The cultist is a smiling friend to all in her community, so few suspect she leads a second life dedicated to ushering in the apocalypse. The cultist spins falsehoods to conceal her true motives, presenting herself as a pious woman of the church, a research assistant for a sage, or the demure wife of the mayor or a local merchant—any role where she can be known but does not wield power, and is therefore not suspected of having any ambition. She uses her magic to spy on townsfolk, punish her enemies and those who would thwart her plans, direct suspicion away from her onto a scapegoat, and sow confusion and panic among the townsfolk so she can manipulate them more easily. If discovered using magic, she pretends to be less successful at it than she truly is and asks the witnesses not to tell her superiors of it, as they would disapprove and punish her for it.

Whether she serves demons, the god of destruction, or strange beings from the outer darkness, the cultist eagerly anticipates the ruin of the world.

Much of her work involves placing secret marks around her village, sacrificing animals, burning strange herbs, and uttering guttural chants, all of which help power the apocalypse ritual taught to her by her dark masters. The culmination of these acts almost certainly requires human sacrifice—whether a direct act with a knife or a subtle massacre such as a burning building—and perhaps a celestial conjunction between stars and planets invisible to the naked eye.

The cultist may believe the masters of the apocalypse will reward her with power or divinity when the time comes, or will grant her a quick and merciful death. She may wish to see the world burn for some slight against her by a rival or lover, or simply because the secret madness within her throbs at the idea of such wanton destruction.

Her minions in town include secret alliances with enforcers (adepts 5), ruffians (commoners 7), or even a traitor (commoner 10). The members of this conspiracy may not know each other's identities, or may believe that someone other than the cultist is in charge.



PAGE	CR 1/3
HALFLING ARISTOCRAT 1	XP 135
Small humanoid (halfling)	N

Init +2; **Senses** Perception +6

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 3 (1d8-1)

Fort +0, **Ref** +3, **Will** +3; +2 vs. fear

OFFENSE

Speed 25 ft.

Melee dagger -1 (1d3-2/19-20)

TACTICS

During Combat The aristocrat fights as best he can with his dagger, but flees as soon as possible to find a guard.

STATISTICS

Str 6, **Dex** 15, **Con** 9, **Int** 12, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -3; **CMD** 9

Feats Fleet

Skills Acrobatics +4, Climb +0, Diplomacy +5, Escape Artist +3, Knowledge (local, nobility) +5, Perception +6, Stealth +7

Languages Common, Halfling

Gear dagger, courtier's outfit, 228 gp

This nervous young page alternates between avoiding unwanted attention and desperately trying to impress any nobles who send him on errands. His duties involve carrying messages (whether on parchment or memorized) within the palace grounds or a city, delivering packages, escorting the retainers of visiting officials, and so on.

Sometimes a package carried by a page contains something quite valuable, though if that is the case, the page is usually accompanied by one or more guards (warriors 3). The additional wealth in the page's stat block may account for such items, though in most cases the page only carries a few silver coins for his own personal use plus a few gold pieces for his employer's expenses.

PRINCESS	CR 1/2
HUMAN ARISTOCRAT 2	XP 200
Medium humanoid (human)	N

Init +1; **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 7 (2d8-2)

Fort -1, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee unarmed strike +0 (1d3-1) or

light mace +0 (1d6-1) or

short sword +0 (1d6-1/19-20)

TACTICS

During Combat If forced into a fight, the aristocrat borrows,

improvises, or steals a weapon such as a light mace or short sword (as an aristocrat, she is proficient with all simple and martial weapons). If she has no allies and believes her life is in danger, she flees.

STATISTICS

Str 8, **Dex** 13, **Con** 9, **Int** 11, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 12

Feats Dodge, Skill Focus (Diplomacy)

Skills Bluff +6, Diplomacy +10,

Knowledge (nobility) +5, Knowledge (religion) +4, Perform (dance) +7, Perform (sing, string instruments) +6, Ride +5, Sense Motive +4

Languages Common

Gear noble's outfit, signet ring, 310 gp

Well-rounded in her training, the princess is a demure lady of the court who handles herself quite well in a fight. She has a stubborn streak and a taste for adventure, and doesn't like commoners telling her what she can and can't do.

Most of her remaining wealth is in the form of fine jewelry, such as rings, necklaces, a tiara, or a scepter. These items are quite recognizable as belonging to the royal family and sure to cause suspicion if they are found in the hands of anyone else.



SQUIRE	CR 1
HUMAN ARISTOCRAT 3	XP 400
Medium humanoid (human)	N

Init +1; **Senses** Perception +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 19 (3d8+6)

Fort +1, **Ref** +2, **Will** +2

OFFENSE

Speed 20 ft.

Melee mwk longsword +4 (1d8+1/19-20) or dagger +3 (1d4+1/19-20)

Ranged composite shortbow +3 (1d6+1/x3)

TACTICS

During Combat If serving a knight, the aristocrat fights near his master, making frequent use of flanking and aid another. He stays mounted to take advantage of his horse's attacks.

STATISTICS

Str 13, Dex 12, Con 10, Int 8, Wis 9, Cha 11

Base Atk +2; CMB +3; CMD 14

Feats Mounted Combat, Power Attack, Toughness

Languages Common

Skills Diplomacy +4, Handle Animal +6, Intimidate +4, Knowledge (nobility) +3, Perception +5, Ride +2

Combat Gear holy water; **Other**

Gear chainmail, composite shortbow (+1 Str) with 20 arrows, dagger, masterwork longsword, bit and bridle, light horse (combat trained), riding saddle, saddlebags, 11 gp

This squire has begun his knightly training, but not yet earned his spurs. He aspires to match the valor and chivalry of the finest knights. Most of his duties involve caring for his knight's armor, weapons, and horse, holding prisoners taken by the knight, and giving the knight an honorable burial if he is killed.

The knight may instruct the squire to follow him into battle.

If the squire proves himself loyal, skilled, and reliable in combat, his knight may choose to elevate him to full knight status (though in some lands this ceremony may only be performed by the ruler). A knight may have many squires, but a squire serves only one knight.

HEIR APPARENT	CR 2
HUMAN ARISTOCRAT 4	XP 600
Medium humanoid (human)	LG

Init +1; **Senses** Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

hp 22 (4d8+4)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 20 ft.

Melee mwk longsword +4 (1d8/19-20)

Ranged dagger +4 (1d4/19-20)

TACTICS

During Combat The aristocrat fights with skill and caution, as suits one whose duty is to the throne. If in the company of others, she suggests clever tactics even if she is not actually in command of the group.

STATISTICS

Str 10, Dex 12, Con 10, Int 11, Wis 8, Cha 13

Base Atk +3; CMB +3; CMD 14

Feats Lightning Reflexes, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense Motive +4, Survival +5

Languages Common, Elven

Combat Gear oil of bless weapon, potion of cure moderate wounds, potion of spider climb; **Other**

Gear masterwork breastplate, dagger, masterwork longsword, noble's outfit, signet ring, 253 gp

The heir apparent has been groomed to rule since birth, yet aspires to an even greater destiny. She welcomes the obligations of a ruling queen, and hopes to accomplish deeds of great heroism, justice, and mercy during her time on the throne. She is normally accompanied by guards (warriors 3) or officers (aristocrats 6).

Some of her remaining wealth is in the form of royal regalia, such as a circlet, and is easily recognized as royal property.



FALCONER

CR 3

HUMAN ARISTOCRAT 5

XP 800

Medium humanoid (human)

CG

Init +1; **Senses** Perception +10

DEFENSE

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

hp 17 (5d8-5)

Fort +0, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d6/19-20)

Ranged mwk light crossbow +5 (1d8/19-20)

TACTICS

During Combat The aristocrat mounts his horse and flees while shooting his crossbow. He orders his falcon to attack only if his foes seem weak or he is in mortal peril.

STATISTICS

Str 10, **Dex** 12, **Con** 9,

Int 11, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +3;

CMD 14

Feats Lightning Reflexes, Mounted Combat, Skill Focus (Handle Animal, Perception)

Skills Climb +5,

Diplomacy +9, Handle

Animal +13, Knowledge

(nobility) +7, Perception +10, Profession (falconer) +7, Ride +3, Survival +3

Languages Common

Combat Gear potion of cure light wounds,

tanglefoot bag; **Other Gear** mithral chain shirt, masterwork light crossbow with 20 bolts,

masterwork short sword, signal whistle, silver holy symbol, trained hawk

(Pathfinder RPG

Bestiary 131,

worth 40 gp), bit

and bridle, light horse

(combat trained), riding saddle, saddlebags, 360 gp

The falconer has dedicated his life to training birds of prey—his raptors are his dearest friends. He cares little about courtly life and prefers the company of his noble birds.

OFFICER

CR 4

ELF ARISTOCRAT 6

XP 1,200

Medium humanoid (elf)

N

Init +0; **Senses** low-light vision; Perception +8

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 36 (6d8+9)

Fort +2, **Ref** +2, **Will** +7; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 20 ft.

Melee mwk greatsword +8 (2d6+3/19-20) or mwk warhammer +7 (1d8+2/x3)

Ranged mwk composite longbow +5 (1d8+2/x3)

TACTICS

During Combat The aristocrat directs her troops from horseback, saving her personal attention for the toughest foes. She uses *potions of cure light wounds* to save her most wounded subordinates from death.

STATISTICS

Str 14, **Dex** 10, **Con** 10, **Int** 11, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 16

Feats Iron Will, Toughness, Weapon Focus (greatsword)

Skills Diplomacy +9, Intimidate +5, Knowledge (nobility) +5, Perception +8, Profession (soldier) +9, Ride +6, Sense Motive +5

Languages Common, Elven

SQ elven magic, weapon familiarity

Combat Gear potions of cure light wounds (3), potion of cure moderate wounds; **Other Gear**

masterwork breastplate, masterwork composite longbow (+2 Str) with 20 arrows, masterwork greatsword, masterwork warhammer, courtier's outfit, bit and bridle, light horse (combat trained), military saddle, saddlebags, studded leather barding, 1,121 gp

The officer is a capable and seasoned commander, and has earned the loyalty of her troops.



MAYOR	CR 5
HUMAN ARISTOCRAT 7	XP 1,600
Medium humanoid (human)	N

Init +0; **Senses** Perception +2

DEFENSE

AC 15, touch 10, flat-footed 15 (+5 armor)

hp 31 (7d8)

Fort +4, **Ref** +4, **Will** +9

OFFENSE

Speed 35 ft.

Melee mwk rapier +7 (1d6-1/18-20)

Ranged dagger +5 (1d4-1/19-20)

TACTICS

Before Combat The aristocrat drinks his *potion of heroism*.

He then calls rat swarms with his *pipes of the sewers*.

During Combat The

aristocrat sends his rats forward and hides behind allies. If alone, he uses Combat Expertise to prolong the fight in the hope that help will arrive in time to save him.

Base Statistics Without *heroism*, the aristocrat's statistics are

Perception +0; **Fort** +2, **Ref** +2; **Will** +7;

Melee mwk rapier +5 (1d6-1/18-20);

Skills -2 on all skills.

STATISTICS

Str 8, Dex 11, Con 10, Int 13, Wis 10,

Cha 14

Base Atk +5; **CMB** +4; **CMD** 14

Feats Combat Expertise, Fleet, Iron Will, Persuasive, Skill Focus (Knowledge [local])

Skills Appraise +10, Bluff +14, Diplomacy +16, Intimidate +14, Knowledge (history) +9, Knowledge (local) +16, Knowledge (nobility) +11, Knowledge (religion) +7, Perception +2, Perform (wind) +8, Sense Motive +12

Languages Common, Halfling

Combat Gear *potion of cure* moderate wounds, *potion of heroism*; **Other Gear** +1 chain shirt, dagger, masterwork rapier, *pipes of the sewers*, antitoxin (2), courtier's outfit, staff of office (worth 200 gp), everburning torch, 430 gp

The mayor has taken to wearing a chain shirt beneath his clothing in the event that illicit lenders come calling to collect the money he owes.

DIPLOMAT	CR 6
HALF-ELF ARISTOCRAT 8	XP 2,400
Medium humanoid (elf, human)	N

Init +1; **Senses** low-light vision; Perception +12

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 28 (8d8-8)

Fort +2, **Ref** +4, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk rapier +6/+1 (1d6-1/18-20)

Ranged dagger +7 (1d4-1/19-20)

TACTICS

During Combat The diplomat prefers to fence with words rather than blades, but handles a rapier competently. She tries to talk her opponents out of fighting, emphasizing the legal and political trouble caused by harming an official diplomat.

STATISTICS

Str 9, Dex 12, Con 8, Int 12, Wis 10, Cha 16

Base Atk +6; **CMB** +5; **CMD** 16

Feats Alertness, Iron Will, Persuasive, Skill Focus (Diplomacy, Knowledge [history])

Skills Bluff +14, Diplomacy +19, Intimidate +10, Knowledge (geography, religion) +5, Knowledge (history) +14, Knowledge (nobility) +8, Linguistics +6, Perception +12, Perform (dance) +7, Ride +5, Sense Motive +13

Languages Common, Dwarven, Elven, Giant, Goblin

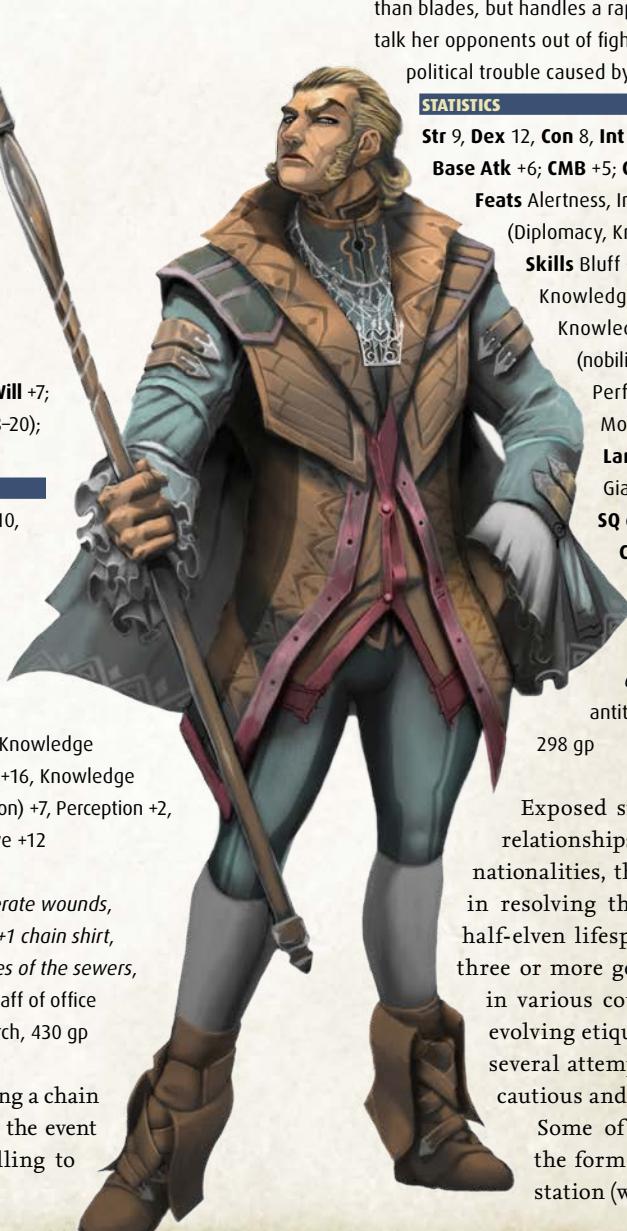
SQ elf blood

Combat Gear *potion of cure* moderate wounds; **Other Gear**

dagger, masterwork rapier, *cloak of resistance* +1, *figurine of wondrous power* (silver raven), antitoxin (4), noble's outfit, signet ring, 298 gp

Exposed since birth to the contentious relationships between disparate races and nationalities, the diplomat found her calling in resolving the differences of others. Her half-elf lifespan means she has dealt with three or more generations of human nobility in various countries and is well versed in evolving etiquette. Slow-burning feuds and several attempts on her life have made her cautious and patient in her work.

Some of her remaining wealth is in the form of jewelry appropriate to her station (worth approximately 50 gp).



KNIGHT	CR 7
HUMAN ARISTOCRAT 9	XP 3,200
Medium humanoid (human)	LE

Init +1; **Senses** Perception +5

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 76 (9d8+36)

Fort +6, **Ref** +4, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk lance +12/+7 (1d8+5/x3) or +1 longsword +12/+7 (1d8+6/19-20)

Ranged mwk composite shortbow +8/+3 (1d6+3/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

TACTICS

Before Combat Before a fight or joust, the aristocrat drinks his *potion of bear's endurance* and *bull's strength*.

During Combat The aristocrat opens with a charge. When confronting foes on foot, he stows his lance, then attacks with his longsword. Against mounted foes, he wheels about and charges so he can use *Unseat*, repeating this until all his opponents are dismounted. If he is unable to hit a well-armored rider, he is not above attacking the mount instead.

Base Statistics Without *bear's endurance* and *bull's strength*, the aristocrat's statistics are **hp** 58; **Fort** +4; **Melee** mwk lance +10/+5 (1d8+3/x3) or +1 longsword +10/+5 (1d8+4/19-20); **Str** 16, **Con** 12; **CMB** +9, **CMD** 20.

STATISTICS

Str 20, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +6; **CMB** +11; **CMD** 22

Feats Improved Bull Rush, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, *Unseat*

Skills Diplomacy +11, Handle Animal +5, Intimidate +11, Knowledge (nobility) +12, Perception +5, Ride +10, Sense Motive +5

Languages Common

Combat Gear +1 human-bane arrows (2), *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** masterwork full plate, masterwork heavy steel shield, +1 longsword, dagger, masterwork composite shortbow (+3 Str) with 40 arrows, masterwork lance, noble's outfit, signet ring, bit and bridle, heavy horse (combat trained), masterwork breastplate bardings, military saddle, saddlebags, 163 gp

Although this tarnished knight considers his honor beyond reproach, he covets personal glory and seeks the humiliation of his enemies. Whether commanding a host of knights to rout tribes of hobgoblins or orcs or touring the land in search of jousting competitions, the knight is a tall, towering figure, striking fear into the hearts of his opponents.

The knight does not fear battle and refuses to cheat or use underhanded methods to achieve victory. He does not believe that using magic is cheating, though he prefers spells and items that enhance natural prowess rather than ones that directly harm or afflict enemies, and frowns on knights, warlords, and monsters that use such cowardly tactics. His word is his bond, and he will negotiate an enemy's surrender to spare the lives of common troops from pointless slaughter.

The above stat block may be used for a military commander such as a general. It can also be used for a lesser scion of a noble or royal house—one who has little or no chance of inheriting the throne and is instead trained for war. Such a scion may be loyal to the crown or may attempt to gain support among the nobility to stage a coup and usurp the throne for himself or a foreign power.



KING	CR 8
HUMAN ARISTOCRAT 10	XP 4,800
Medium humanoid (human)	N

Init +0; **Senses** Perception +10

DEFENSE

AC 18, touch 11, flat-footed 18 (+7 armor, +1 deflection)

hp 50 (10d8+5)

Fort +6, **Ref** +4, **Will** +10

OFFENSE

Speed 20 ft.

Melee mwk longsword +8/+3 (1d8-1/19-20) or

light mace +6/+1 (1d6-1)

Ranged mwk dagger +8/+3 (1d4-1/19-20)

TACTICS

During Combat No stranger to battle, the aristocrat fights with his longsword and orders all available guards and retainers to slay his attackers for the crime of attacking his royal person. He takes full tactical command of the battle, directing each subject, and avoids actions that put him at risk. If it looks like he would be killed or captured, he directs his guards to block pursuers and tries to flee.

STATISTICS

Str 8, **Dex** 11, **Con** 10, **Int** 14, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +6; **CMD** 17

Feats Alertness, Great Fortitude, Iron Will, Persuasive, Vital Strike, Weapon Focus (longsword)

Skills Bluff +10, Diplomacy +19, Intimidate +12, Knowledge (geography, history) +10, Knowledge (local) +6, Knowledge (nobility) +15, Knowledge (religion) +8, Linguistics +9, Perception +10, Perform (dance) +6, Perform (oratory) +10, Ride +6, Sense Motive +17

Languages Common, Dwarven, Elven, Giant, Gnome, Halfling, Sylvan
Combat Gear potion of cure serious wounds, potion of delay poison;

Other Gear +1 glamered breastplate, masterwork dagger, masterwork longsword, cloak of resistance +1, ring of protection +1, royal outfit, crown (worth 500 gp), royal scepter (worth 250 gp, as light mace in combat), royal seal (worth 150 gp), 233 gp

Though once an even-tempered and capable ruler, the king tires of the responsibilities of the crown and reflects fondly on his days as a questing noble knight, free of court intrigue and stifling castle walls. Petitioners who bore or offend him risk arousing his anger, as do sycophants and hangers-on. He admires soldiers, knights, and adventurers, though he doesn't tolerate disrespect of himself, his family, or his country.

If the king has a suitable heir (and therefore can afford to take minor risks with his own life), he may sate his desire for fresh air and action by going on hunting trips, accompanied by a select group of nobles and trusted guards. Player characters who earn his goodwill may be

invited to these outings, but should be wary of outshining the king's skill at riding or hunting. The king giving unexpected attention to the PCs may anger other nobles and provide roleplaying and campaign plot opportunities.

Note that much of the king's wealth is in the form of royal regalia, such as a crown and royal seal. These items are easily recognized as royal property and any non-noble caught with them is assumed to be a thief. The king also has access to other jewelry and clothing that belongs to the official regalia of his office (such as crown jewels), which may be worth thousands of gold pieces or more.

The above stat block can also be used for a queen, adventuring prince or princess, or a (non-spellcaster) ruler of a powerful religious institution (especially in lands where it is customary for younger sons or daughters to become clergy).



BEGGAR	CR 1/3
HALF-ELF COMMONER 1	XP 135
Medium humanoid (elf, human)	CN

Init +2; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 4 (1d6+1)

Fort +1, **Ref** +2, **Will** -1; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

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

TACTICS

During Combat The commoner offers his pitiful handful of copper pieces to buy his life. If refused, he lashes out with his dagger while screaming for help.

STATISTICS

Str 8, **Dex** 14, **Con** 13, **Int** 11, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 11

Feats Endurance, Skill Focus (Bluff)

Skills Bluff +4, Disguise +2, Perception +5, Perform (wind)

Languages Common, Elven

SQ elf blood

Gear dagger, disguise kit, wooden flute, 203 gp

A beggar has had a hard life. He might be honest in his begging, or he might pretend to be something he's not—such as disfigured or a war hero—to evoke sympathy.

PIG FARMER	CR 1/2
HUMAN COMMONER 2	XP 200
Medium humanoid (human)	CN

Init -1; **Senses** Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 (2d6+2)

Fort +1, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.

Melee scythe -2 (2d4+1/x4) or club +2 (1d6+1)

Ranged club +0 (1d6+1)

TACTICS

During Combat The commoner threatens aggressors with her scythe, but switches to her club if she actually has to attack.

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11

Feats Skill Focus (Handle Animal, Heal)

Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

Languages Common

Gear club, scythe, artisan's tools, pigs (8), bit and bridle, light horse, pack saddle, 251 gp

Despite her muddy appearance, a pig farmer has many useful skills.

MINER	CR 1
DWARF COMMONER 3	XP 400
Medium humanoid (dwarf)	CN

Init -1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 16 (3d6+6)

Fort +3, **Ref** +0, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee miner's pick -2 (1d6+1) or heavy mace +2 (1d8+1)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

TACTICS

During Combat The commoner uses whatever materials are available to avoid melee combat, such as a lantern he can smash to create a fire.

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 9, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11 (15 vs. bull rush or trip)

Feats Skill Focus (Appraise, Profession [miner])

Skills Appraise +3 (+5 to assess nonmagical metals or gemstones), Climb +5, Knowledge (dungeoneering) +0, Perception +5 (+7 to notice unusual stonework), Profession (miner) +9

Languages Common, Dwarven

Gear leather armor, heavy mace, miner's pick, pitons (10), rope (50 ft.), 753 gp

A miner labors long hours in the dark, and spends his earnings freely during rare visits to the surface.

ACCOMPLISHED ANGLER	CR 2
HALFLING COMMONER 4	XP 600
Small humanoid (halfling)	CN

Init +3; **Senses** Perception +10

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 10 (4d6-4)

Fort +1, **Ref** +5, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee fishing pole -3 (1d4-2)

Ranged sling +6 (1d3-2)

TACTICS

During Combat The commoner uses her sling and retreats to a safe location.

STATISTICS

Str 6, Dex 16, Con 9, Int 10, Wis 12, Cha 13

Base Atk +2; CMB -1; CMD 12

Feats Point-Blank Shot, Skill Focus (Perception)

Skills Acrobatics +5 (+1 when jumping), Climb +0, Craft (cook) +6, Knowledge (geography, local, nature) +2, Perception +10, Profession (fisherman) +6, Survival +2, Swim +2

Languages Common, Halfling

Combat Gear potion of cure light wounds; **Other Gear** sling with 10 bullets, fishing net, everburning torch, masterwork artisan's tools (fishing), 1,480 gp

An accomplished angler prides herself on handling life's trials with aplomb.

BARMAID

CR 3

HUMAN COMMONER 5

XP 800

Medium humanoid (human)

CN

Init +1; **Senses** Perception +6

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 17 (5d6)

Fort +1, Ref +2, Will +1

OFFENSE

Speed 35 ft.

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

Ranged dagger +3 (1d4-1/19-20)

TACTICS

During Combat The commoner tries to talk her way out of a fight, and uses her dagger if that fails.

STATISTICS

Str 8, Dex 13, Con 11, Int 9, Wis 10, Cha 13

Base Atk +2; CMB +1; CMD 13

Feats Alertness, Dodge, Fleet, Nimble Moves

Skills Diplomacy +6, Knowledge (local) +4, Perception +6, Sense Motive +6

Languages Common

Gear dagger, antitoxin, 2,298 gp

A barmaid isn't above passing messages or slipping a dose of sleeping poison into a drink if the price is right.

SHOPKEEPER

CR 4

ELF COMMONER 6

XP 1,200

Medium humanoid (elf)

CN

Init +0; **Senses** low-light vision; Perception +11

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 15 (6d6-6)

Fort +1, Ref +2, Will +5; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6-1/18-20)

TACTICS

During Combat The commoner calls for help, and uses alchemical items to delay attackers.

STATISTICS

Str 9, Dex 10, Con 8, Int 14, Wis 12, Cha 13

Base Atk +3; CMB +2; CMD 12

Feats Alertness, Iron Will, Skill Focus (Appraise)

Skills Appraise +11, Bluff +5, Intimidate +5, Knowledge (history, local) +4, Perception +11, Sense Motive +9, Spellcraft +5 (+7 to identify magic item properties)

Languages Common, Elven, Gnome, Halfling

SQ elven magic, weapon familiarity

Combat Gear potion of cure light wounds, acid (2), alchemist's fire (2), tanglefoot bag, thunderstone; **Other Gear** masterwork studded leather, masterwork rapier, magnifying glass, merchant's scale, silver holy symbol, 638 gp

A shopkeeper stocks a mix of useful supplies and gear for townsfolk and adventurers alike. The stat block above can be used for any typical merchant in a cosmopolitan settlement.



RUFFIAN	CR 5
HUMAN COMMONER 7	XP 1,600
Medium humanoid (human)	N

Init +3; **Senses** Perception +4

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 45 (7d6+21)

Fort +3, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +7 (1d4+3/19-20) or club +6 (1d6+4)

Ranged dagger +2 (1d4+3/19-20)

TACTICS

During Combat The commoner fights with a dagger in his main hand, and holds another dagger in his off hand in case he wants to throw it.

STATISTICS

Str 16, **Dex** 8, **Con** 12, **Int** 11, **Wis** 9, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 15

Feats Improved Initiative, Skill Focus (Intimidate, Stealth), Step Up, Toughness

Skills Bluff +5, Intimidate +8, Perception +4, Sense Motive +1, Stealth +9

Languages Common

Combat Gear feather token (whip), potions of cure light wounds (2), potion of shield of faith; **Other Gear** leather armor, club, daggers (4), masterwork dagger, manacles, rope (50 ft.), sunrods (4), 3,656 gp

A ruffian makes a living by petty theft and robbery when he isn't working with a larger gang. Lacking the motivation to learn a profitable trade, a ruffian has spent a lifetime at hard unskilled labor, and isn't afraid to throw his weight around to get what he wants.

Ruffians are employed anywhere brute strength is more important than skill or finesse and getting it done cheaply is better than getting it done well. Miners use ruffians to push carts; farmers hire them to load wagons; merchants, thieves' guilds, and cults use them as enforcers and guards; and street gangs enlist them to bolster their numbers.

VILLAGE ELDER	CR 6
HALF-ORC COMMONER 8	XP 2,400
Medium humanoid (human, orc)	CN

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

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

hp 28 (8d6)

Fort +1, **Ref** +3, **Will** +6

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk spear +4 (1d8-1/x3)

TACTICS

During Combat The commoner calls for help, then fights defensively or uses total defense until allies arrive.

STATISTICS

Str 9, **Dex** 12, **Con** 8, **Int** 12, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 14

Feats Alertness, Iron Will, Persuasive, Toughness

Skills Bluff +5, Diplomacy +7, Intimidate +9, Knowledge (local) +9, Perception +4, Perform (oratory) +5, Sense Motive +12

Languages Common, Giant, Orc

SQ orc blood, weapon familiarity

Combat Gear potion of cure moderate wounds, potion of invisibility;

Other Gear

masterwork chain shirt, masterwork spear, courtier's outfit, bit and bridle, light horse, riding saddle, 4,731 gp



As a respected person in her community, an elder takes it upon herself to stand up to any troublemakers in her village despite her advancing years. She maintains a fine political balance between the clergy, merchants, and commoners in her town, using diplomacy and information to defuse arguments.

If anyone attacks the elder, she calls for guards (warriors 3) and recruits (warriors 1) to protect her, and most other townsfolk call for additional help if they can not or dare not assist her directly.

CONSTABLE	CR 7
HUMAN COMMONER 9	XP 3,200
Medium humanoid (human)	NE

Init +0; Senses Perception +14

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 49 (9d6+18)

Fort +5, Ref +4, Will +6

OFFENSE

Speed 30 ft.

Melee +1 spear +8 (1d8+4/x3) or
mwk sap +7 (1d6+2 nonlethal)

Ranged mwk light crossbow +5 (1d8/19-20)

TACTICS

During Combat The commoner calls for backup, and pursues an enemy who flees or fights defensively against one who stays to fight it out.

STATISTICS

Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 9

Base Atk +4; CMB +6; CMD 16

Feats Alertness, Iron Will, Light Armor Proficiency, Martial Weapon Proficiency (sap), Toughness, Weapon Focus (spear)

Skills Climb +6, Handle Animal +4, Intimidate +3, Knowledge (local) +6, Perception +14, Ride +5, Sense Motive +11, Swim +5

Languages Common

Combat Gear potion of bull's strength, potions of cure light wounds (2), tanglefoot bags (4); **Other Gear** masterwork chain shirt, +1 spear, masterwork light crossbow with 10 bolts, masterwork sap, cloak of resistance +1, everburning torch, sunrods (5), bit and bridle, heavy horse (combat trained), military saddle, 2,568 gp

A gruff, no-nonsense sort, a constable prefers a stern warning to violence, but doesn't hesitate to crack a belligerent nuisance over the head.

Depending on the size of the town she protects, the constable's minions may include guards (warriors 3), a larger number of recruits (warriors 1), and perhaps a tavern champion (warrior 5). In a smaller community, she may only be able to gather a group of pig farmers (commoners 2) and perhaps some miners (commoners 4) to serve as a militia. Unless dealing with monsters, the constable's job is to arrest and detain, not kill.

TRAITOR	CR 8
HUMAN COMMONER 10	XP 4,800
Medium humanoid (human)	CE

Init -1; Senses Perception +14

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 55 (10d6+20)

Fort +6, Ref +4, Will +6

Immune detect thoughts, discern lies, alignment detection

OFFENSE

Speed 30 ft.

Melee light mace +4 (1d6-1)

Ranged splash weapon +4 (varies)

TACTICS

During Combat The traitor hides behind any available allies and throws alchemical items, fighting in melee only as a last resort.

STATISTICS

Str 9, Dex 8, Con 12, Int 12, Wis 12, Cha 14

Base Atk +5; CMB +4; CMD 13

Feats Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Bluff, Sense Motive), Toughness

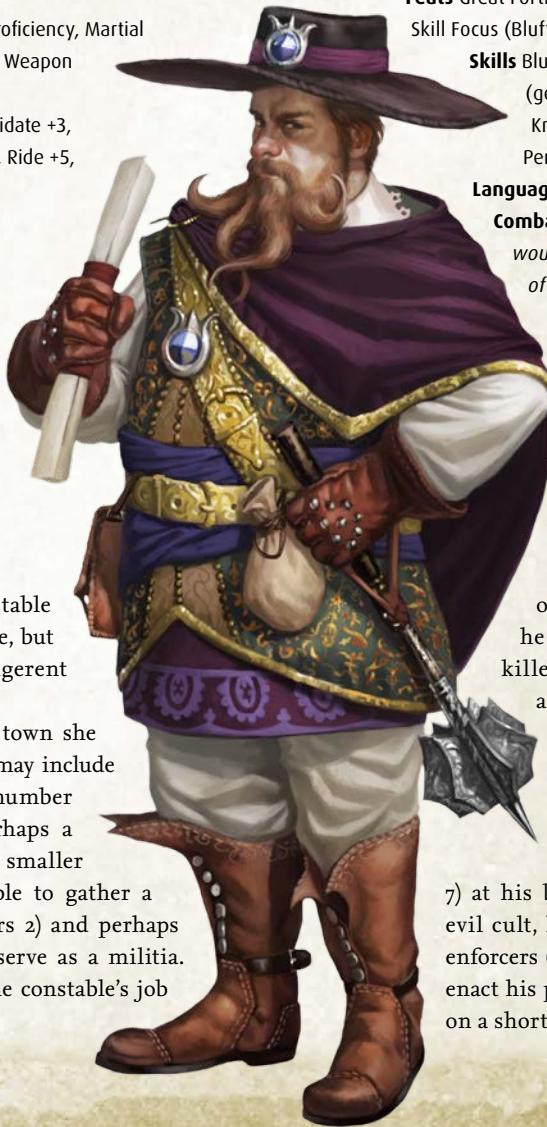
Skills Bluff +18, Diplomacy +8, Knowledge (geography) +3, Knowledge (history) +5, Knowledge (local) +6, Linguistics +3, Perception +14, Ride +5, Sense Motive +12

Languages Common, Dwarven, Elven, Halfling

Combat Gear potion of cure moderate wounds, potion of gaseous form, potion of mage armor, acid (2), alchemist's fire (2); **Other Gear** leather armor, light mace, ring of mind shielding, 875 gp

A trusted and respected pillar of his community, a traitor keeps a kind face and speaks honeyed words, all the while betraying his people for his own selfish gain. In the long run, he doesn't care who gets hurt or killed by his devious plans, as long as he is able to profit from it in terms of status or wealth.

The traitor may have the village elder (commoner 8) under his thumb, or may keep several ruffians (commoners 7) at his beck and call. If allied with an evil cult, he may be able to get help from enforcers (adepts 5) or initiates (adepts 3) to enact his plans and keep a cultist (adept 10) on a short leash or at a safe distance.



APPRENTICE JEWELER	CR 1/3
HUMAN EXPERT 1	XP 135
Medium humanoid (human)	N

Init +2; **Senses** Perception +4

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

OFFENSE

Speed 30 ft.

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

TACTICS

During Combat The expert calls for help and makes a fighting retreat.

STATISTICS

Str 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 11

Feats Run, Skill Focus (Craft [jewelry])

Skills Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3

Languages Common

Combat Gear acid; **Other Gear** padded armor, dagger, masterwork artisan's tools, 188 gp

An apprentice delivers orders when not practicing her craft. She usually begins her apprenticeship as a young adult, serves for 7 years, and is paid mostly in room and board at the master's home or shop. After this duration, the apprentice becomes a journeyman in the craft and is paid a daily wage by the master. Some, however, may instead leave to start their own businesses with employees once they reach the journeyman stage. A typical artisan has only one apprentice at a time, but a famous or wealthy one may have multiple apprentices at once.

The above stat block can be used for any sort of trade that requires fine skill but not great strength, such as cobbling, dyeing, weaving, glass-blowing, locksmithing, or pottery-making. It can also be used to represent skilled professionals such as carriage drivers and house servants.

OLD SAILOR	CR 1/2
ELF EXPERT 2	XP 200
Medium humanoid (elf)	CN

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 11 (2d8+2)

Fort +0, **Ref** +1, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4+1/19-20) or handaxe +2 (1d6+1/x3)

Ranged mwk dagger +3 (1d4+1/19-20) or shortbow +2 (1d6/x3)

TACTICS

During Combat The expert keeps his back to the wall, seeks the high ground, and uses Acrobatics to maintain a tactical advantage.

STATISTICS

Str 12, **Dex** 13, **Con** 11, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +1; **CMB** +2; **CMD** 13

Feats Athletic

Skills Acrobatics +5, Climb +8, Craft (scrimshaw) +4, Knowledge (religion) +4, Perception +6, Perform (string) +3, Profession (sailor) +4, Sleight of Hand +5, Survival +4, Swim +8

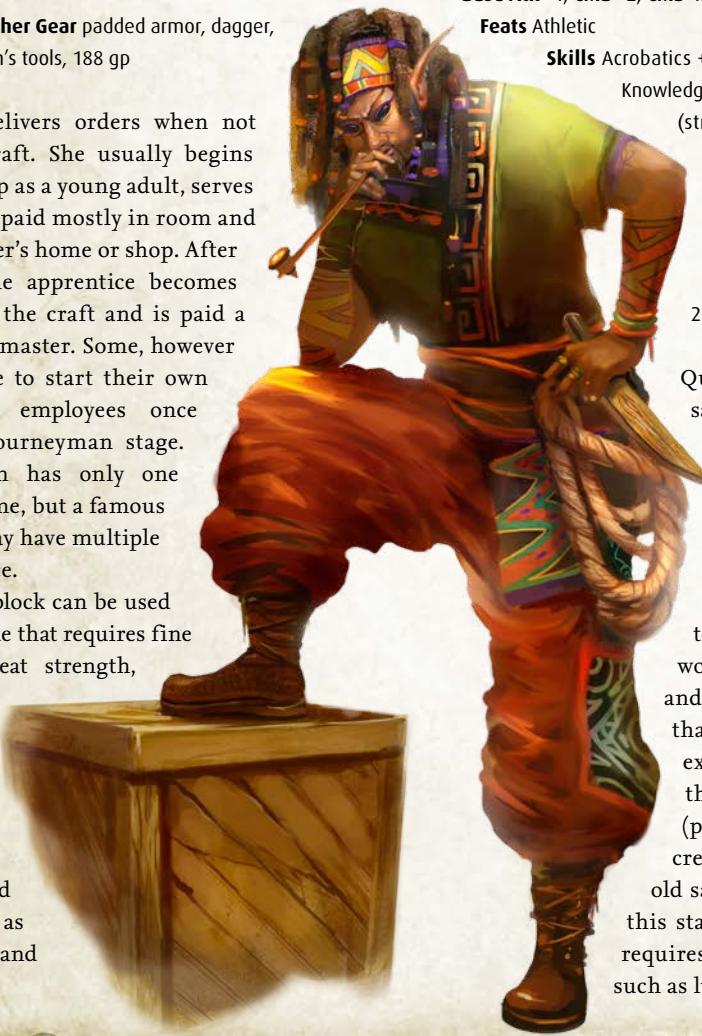
Languages Common, Elven

SQ elven magic, weapon familiarity

Other Gear leather armor, handaxe, masterwork dagger, shortbow with 20 arrows, artisan's tools, 36 gp

Quite weathered for an elf, a sailor spends most of his free time playing cards, making music, or whittling away at wood or ivory. Old sailors are superstitious and wary of bad omens before or during a voyage.

Though an old sailor is able to defend himself if attacked, his work relates to ship maintenance and transporting cargo rather than repelling boarders. For an experienced military sailor, use the veteran buccaneer stat block (page 267) or apply the advanced creature simple template to the old sailor stat block. You can also use this stat block for laborers whose work requires strength and maneuverability, such as lumberjacks.



SEASONED TRAPPER	CR 1
HALFLING EXPERT 3	XP 400
Small humanoid (halfling)	N

Init +2; **Senses** Perception +7**DEFENSE**

AC 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size)

hp 13 (3d8)

Fort +2, Ref +4, Will +4; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee spear +3 (1d6/x3)

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

TACTICS**During Combat** The expert seeks concealment or cover and attacks with her crossbow.**STATISTICS**

Str 10, Dex 15, Con 10, Int 9, Wis 10, Cha 10

Base Atk +2; CMB +1; CMD 13

Feats Deadly Aim, Skill Focus (Survival)**Skills** Acrobatics +3 (-1 when jumping), Climb +5, Craft (leather) +5, Craft (traps) +7, Heal +6, Knowledge (nature) +3, Perception +7, Ride +5, Stealth +11, Survival +9, Swim +4**Languages** Common, Halfling**Combat Gear** potion of cure light wounds; **Other Gear**

studded leather, masterwork light crossbow with 40 bolts, spear, masterwork artisan's tools (leather, traps), bit and bridle, riding dog, riding saddle, 92 gp

A trapper catches animals with snares, then turns their hides into leather and fur goods. Most are independent folk, content to live on the edge of civilization so they don't have to deal with the niceties of polite society. A few find themselves trying to escape a past crime or tragedy, using the wilderness to hide and eking out a livelihood from the natural world. Most know the best places to hunt and trap, hidden paths that lead to observation points, and the locations of caves and dangerous natural hazards.

In frontier areas, a seasoned trapper is the next best thing to a guide, scout, tracker, or sniper, and in wartime many serve in the local militia, using their keen eyes and deadly skills to keep villagers safe and provide food. In exchange for a few coins, they may lead adventurers to the edge of monster territory or provide food or shelter in a storm.

JOURNEYMAN CARPENTER	CR 2
HALF-ORC EXPERT 4	XP 600
Medium humanoid (human, orc)	N

Init +0; **Senses** darkvision 60 ft.; Perception +4**DEFENSE**

AC 10, touch 10, flat-footed 10

hp 22 (4d8+4)

Fort +2, Ref +1, Will +3

Defensive Abilities orc ferocity**OFFENSE**

Speed 30 ft.

Melee light hammer +4 (1d4+1)

Ranged light hammer +3 (1d4+1)

TACTICS**During Combat** The expert uses the terrain to his advantage, including ladders and narrow ledges.**STATISTICS**

Str 13, Dex 10, Con 12, Int 12, Wis 8, Cha 11

Base Atk +3; CMB +4; CMD 14

Feats Power Attack, Skill Focus (Craft [carpentry])**Skills** Acrobatics +6, Bluff +5, Climb +6, Craft (carpentry) +11, Diplomacy +5, Disable Device +6, Escape Artist +2, Intimidate +9, Knowledge (engineering, local) +8, Perception +4**Languages** Common, Orc**SQ** orc blood, weapon familiarity**Combat Gear** oil of mending (5), potions of cure light wounds (2), potions of spider climb (2);**Other Gear** light hammer, block and tackle, chain (20 ft.), crowbars (2), everburning torch, hammers (2), ladder, masterwork artisan's tools, bits and bridles (2), mules (2), pack saddles (2), wagon, 561 gp

A journeyman carpenter is skilled with a hammer, but tries to avoid violence except to defend himself and his family. Tools can be rebuilt or replaced, and he will not waste his life protecting mere objects.

The above stat block can be used for any journeyman whose trade requires skill and strength, such as a blacksmith, stonemason, or teamster. The stat block can also be used for older warriors in orc or hobgoblin tribes who are not as vigorous but are still able to fight.



SAPPER	CR 3
HUMAN EXPERT 5	XP 800
Medium humanoid (human)	LE

Init +1; **Senses** Perception +8

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 27 (5d8+5)

Fort +1, **Ref** +4, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4-1/19-20)

Ranged mwk dagger +5 (1d4-1/19-20) or splash weapon +4 (varies)

TACTICS

During Combat The sapper throws alchemical splash weapons, avoiding melee combat as long as possible.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 13

Feats Lightning Reflexes, Point-Blank Shot, Skill Focus (Knowledge [engineering], Stealth)

Skills Acrobatics +9, Climb +7, Craft (alchemy) +11, Disable Device +9, Escape Artist +9, Knowledge (arcana, geography) +11, Knowledge (engineering) +14, Perception +8, Stealth +12

Languages Common, Dwarven, Goblin

Combat Gear elixirs of hiding (2), potion of barkskin, potion of cure moderate wounds, potion of invisibility, acid (4), alchemist's fire (4); **Other Gear** leather armor, masterwork dagger, alchemist's lab, antitoxin, everburning torch, masterwork thieves' tools, smokestick (2), tindertwig (4), 171 gp

Sappers specialize in undermining fortifications and tunneling under walls. Using a combination of time, engineering, and explosives, sappers can rig a tunnel to collapse to protect a retreat or create a path over a mountainside. Their enthusiasm for blowing things up means they take unnecessary risks, and the lifespan of a professional sapper is often cut short in a dramatic blast.

EXPERT BLACKSMITH	CR 4
DWARF EXPERT 6	XP 1,200
Medium humanoid (dwarf)	N

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 39 (6d8+12)

Fort +4, **Ref** +2, **Will** +5; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 warhammer +6 (1d8+2/x3) or mwk cold iron warhammer +6 (1d8+1/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids

TACTICS

Before Combat If she has at least 4 minutes to prepare to defend her shop, the expert dons her masterwork breastplate.

During Combat The expert uses one of her warhammers in melee, but calls for help and tries to avoid combat.

STATISTICS

Str 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 11, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

Feats Craft Magic Arms and Armor, Master Craftsman (Craft [weapons]), Skill Focus (Craft [armor, weapons])

Skills Appraise +10 (+12 to assess nonmagical metals or gemstones), Craft (armor, blacksmithing) +10, Craft (weapons) +15, Knowledge (history) +8, Knowledge (local) +9, Linguistics +7, Perform (sing) +7, Sense Motive +9

Languages Common, Draconic, Dwarven, Giant, Gnome, Halfling

Combat Gear oil of mending (5), potions of cure light wounds (2), potions of endure elements (2), acid (2), alchemist's fire (2), thunderstone; **Other Gear**

leather armor, +1 warhammer, masterwork cold iron warhammer, masterwork breastplate (not worn), feather token (fan), block and tackle, chain (20 ft.), masterwork artisan's tools, 1,211 gp

A blacksmith enjoys talking about metal almost as much as working it. She is proud that her skill allows her to craft everything from mundane items to magic weapons.



SUCCESSFUL MERCHANT		CR 5
HUMAN EXPERT 7	XP 1,600	
Medium humanoid (human)	N	

Init -1; **Senses** Perception +13

DEFENSE

AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)

hp 31 (7d8)

Fort +3, **Ref** +2, **Will** +9

OFFENSE

Speed 30 ft.

Melee mwk silver dagger +5 (1d4-1/19-20)

Ranged mwk silver dagger +5 (1d4-1/19-20)

TACTICS

During Combat The expert hides behind his bodyguards or tries to use his *potion of invisibility* to escape combat. The rapier he wears is only for show, and he defends himself with his dagger.

STATISTICS

Str 9, Dex 8, Con 10, Int 14, Wis 12, Cha 13

Base Atk +5; CMB +4; CMD 13

Feats Alertness, Iron Will, Persuasive, Skill Focus (Appraise, Intimidate)

Skills Appraise +15, Bluff +11, Diplomacy +13, Handle Animal +6, Intimidate +11, Knowledge (geography) +7, Knowledge (history, nobility) +4, Knowledge (local) +12, Perception +13, Profession (merchant) +11, Ride +9, Sense Motive +13, Survival +2

Languages Common, Dwarven, Elven

Combat Gear potion of cure moderate wounds, potion of invisibility; **Other Gear**

masterwork silver dagger, masterwork rapier, bracers of armor +1, cloak of resistance +1, guard dog, magnifying glass, merchant's scale, bit and bridle, heavy horses (2), light horse (combat trained), riding saddle, saddlebags, wagon, 720 gp

A successful merchant is pleasant to customers but often an impatient taskmaster to his employees. He has spent a lifetime thinking of ways to avoid physical work and complains if expected to lend a hand. He considers himself better than anyone dumber or poorer than he is.

The above stat block can be used for any skilled NPC whose profession relies on observation, intimidation, and diplomacy, such as a diplomat, innkeeper, lawyer, or caravan leader.

WISE SAGE		CR 6
HUMAN EXPERT 8	XP 2,400	
Medium humanoid (human)	N	

Init +0; **Senses** Perception +1

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 28 (8d8-8)

Fort +2, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee quarterstaff +5/+0 (1d6-1)

TACTICS

During Combat The expert uses magic items to defend herself and escape from combat as quickly as possible.

STATISTICS

Str 9, Dex 10, Con 8, Int 16, Wis 13, Cha 11

Base Atk +6; CMB +5; CMD 16

Feats Magical Aptitude, Skill Focus (Knowledge [arcana, nature, planes], Use Magic Device)

Skills Appraise +14, Knowledge (arcana) +17, Knowledge (dungeoneering, engineering, local) +7, Knowledge (geography) +12, Knowledge (history) +14, Knowledge (nature, planes) +17, Knowledge (nobility) +5, Knowledge (religion) +10, Linguistics +14, Spellcraft +16, Use Magic Device +16

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Terran

Combat Gear potion of cure moderate wounds, scroll of expeditious retreat, scroll of glitterdust, scrolls of identify (4), scroll of invisibility, scroll of mage armor, scroll of remove curse, wand of detect magic (20 charges), wand of scorching ray (10 charges); **Other Gear** quarterstaff, cloak of resistance +1, ring of protection +1, everburning torch, bit and bridle, light horse, riding saddle, 628 gp

A wise sage's cantankerous manner evaporates when she's expounding on matters of scholarly minutia. The sage's breadth of general knowledge allows her to speak on most topics, and her precious magic items let her gain enough clues to direct her further research. If she reaches her limit on a topic, she may refer the questioner to a specialist in that field—or she may not, in order to preserve her pride.



CUTTHROAT LAWYER

HALF-ELF EXPERT 9

Medium humanoid (elf, human)

CR 7

XP 3,200

N

Init -1; **Senses** low-light vision; **Perception** +12

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 40 (9d8)

Fort +3, **Ref** +2, **Will** +9; +2 vs. enchantments

OFFENSE

Speed 30 ft.

Melee mwk rapier +6/+1 (1d6-1/18-20)

TACTICS

During Combat The expert fights defensively with her rapier, and attempts to persuade her opponents that it is in their best interest to stop fighting and let her escape.

STATISTICS

Str 9, **Dex** 8, **Con** 10, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +6; **CMB** +5; **CMD** 14

Feats Alertness, Iron Will, Martial Weapon Proficiency (rapier), Persuasive, Skill Focus (Bluff, Diplomacy)

Skills Bluff +21, Diplomacy +23, Intimidate +20, Knowledge (history) +8, Knowledge (local, nobility) +9, Linguistics +6, Perception +12, Profession (barrister) +13, Sense Motive +15, Spellcraft +8

Languages Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal

SQ elf blood

Combat Gear potion of cure moderate wounds, potion of heroism; **Other Gear** masterwork rapier, circlet of persuasion, elixir of truth, antitoxin, courtier's outfit, light horses (2), carriage, 1,100 gp

A cutthroat lawyer is a master of loopholes, doublespeak, intimidation, and litigation. She prides herself on doing whatever it takes—within the law—to win her case. Though this means she won't use illusions to falsify evidence or enchantments to alter a witness's memories or coerce a judge or juror to change a vote, it leaves her many opportunities to enhance her own ability to persuade and investigate. Given enough gold and access to the right potions, she destroys the opposition's arguments, eradicates the witnesses' credibility, discovers conflicts of interest in judges and jurors, digs up obscure laws that invalidate the charges of which her client is accused, suggests plausible

conspiracies or mistaken identities, points fingers at other possible suspects, bogs down trial proceedings, and offers plea bargains to a trivially smaller sentence in order to get trials over with.

She loves the intellectual and magical challenge of defeating her opponent within the bounds of the law, much as a paladin enjoys a victory without resorting to dishonorable tactics. She thrives on the attention and her ability to manipulate others to see things as she wants them to. If she worked as a prosecutor, her conviction record would be nearly perfect, but because she loves a good profit, she prefers aggressive litigation and defending the accused. Any magic she uses to achieve a win is added to her bill, and her favorite clients are rich adventurers because they have the deepest pockets.

The lawyer does have standards, and will not defend those accused of crimes against children. Likewise, she prefers clients who are not actually guilty, or are guilty of crimes against property rather than against people.

The lawyer has a network of contacts, observers, and expert witnesses ready to follow people, investigate crime scenes, badger city guards for information, testify in trials, and otherwise make themselves useful for her profession. She usually has the assistance of one or more less skilled lawyers (use the successful merchant stat block, expert 7) hoping to gain some prestige by association, and payrolls two or three investigator wizards (human diviner 4) at any one time. All of these agents are people she believes she can trust not to violate any laws in the pursuit of information, for one slip-up can invalidate her entire case and—worst of all—embarrass her professionally. An agent who shows a lack of discretion or discipline in this matter is cut off and disavowed; depending on the infraction, she might bring her litigious powers to bear against that person, in which case it is usually best for the target to flee the city, change his or her name, and attempt a new life somewhere else.



MASTER ENTERTAINER		CR 8
GNOME EXPERT 10		XP 4,800
Small humanoid (gnome)		CN

Init +1; **Senses** low-light vision; **Perception** +2

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 45 (10d8)

Fort +3, **Ref** +6, **Will** +7; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee dagger +7/+2 (1d3-2/19-20)

Ranged dagger +10/+5 (1d3-2/19-20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 10th; concentration +13)

1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

TACTICS

During Combat The expert uses thrown daggers and alchemical items to keep opponents at bay.

STATISTICS

Str 7, **Dex** 12, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +4; **CMD** 15

Feats Lightning Reflexes, Point-Blank Shot, Quick Draw, Rapid Shot, Weapon Focus (dagger)

Skills Acrobatics +14 (+10 when jumping), Bluff +11, Craft (painting) +10, Disguise +9, Escape Artist +9, Knowledge (local, nobility) +9, Perception +2, Perform (comedy) +16, Perform (dance) +11, Perform (wind) +8, Sense Motive +5, Sleight of Hand +14, Use Magic Device +16

Languages Common, Elven, Gnome, Sylvan

Combat Gear potion of cure moderate wounds, scrolls of cat's grace (2), scroll of major image, scroll of shrink item, wand of invisibility (10 charges), wand of prestidigitation (20 charges), wand of pyrotechnics (10 charges), wand of silent image (10 charges), alchemist's fire (2), thunderstones (2); **Other Gear** daggers (8), elixir of love, hat of disguise, marvelous pigments, masterwork artisan's tools, masterwork panpipes, smokesticks (2), tindertwigs (4), 335 gp

Accomplished as an acrobat, clown, dancer, juggler, and piper, a master entertainer augments her performance with magical effects for audiences that pay high enough ticket prices. Odd-looking even by gnome standards,

she is adept at making herself appear male or female, a human or elf child, or even something monstrous like a goblin or tiefling. When augmented by her magic cap, the disguise is instantaneous and flawless. It is often her practice to create a mundane disguise, then use the cap to create an identical disguise over it, so that any who magically detect or penetrate the disguise see the same thing underneath, leading them to believe their magic is erratic.

If working for a wealthy patron, she uses her funding to create surreal and amusing backdrops, stages, and costumes, sometimes with colors only visible to certain races, or concealing words and images that appear only when viewed with darkvision. She uses these props to perform whimsical narratives that are suitable for children, but that can easily be altered into something haunting, disturbing, or even erotic or blasphemous with a word from her employer. She has been known to employ illusionists to add or subtract elements from a performance, or (like her habit with disguises) create identical illusions on top of actual scenery, perhaps altering it slightly to give the performance a sense of heightened unreality.

Because of her experience traveling with unsavory characters, she has no qualms about being bribed to help with many crimes, such as smuggling goods into or out of a city, faking a person's death as an on-stage "accident," or mocking an effigy or caricature of a public official in a performance in front of hundreds of witnesses.

She may travel alone or as part of a troupe of actors or musicians (use the journeyman carpenter stat block, expert 4), tavern singers (bards 1), street performers (bards 2), or laborers (use the ruffian stat block, commoner 7). During most of her travels she is content to cavort and entertain, but from time to time she sneaks out to burgle or rob the rich and split the money with her companions.

The above stat block can be used for any kind of skilled nonmagical performer or artisan, such as an actor, musician, painter, or singer. Alter the NPC's magic items to suit the particular role; for example, *scrolls of eagle's splendor* instead of *scrolls of cat's grace*.



RECRUIT	CR 1/3
DWARF WARRIOR 1	XP 135
Medium humanoid (dwarf)	N

Init +0; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

hp 8 (1d10+3)

Fort +4, **Ref** +0, **Will** +0; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee dwarven

waraxe +3
(1d10+1/x3) or
dagger +2
(1d4+1/19-20)

Ranged light crossbow +1

(1d8/19-20)

Special Attacks +1 on attack

rolls against goblinoid and
orc humanoids

TACTICS

During Combat The warrior prefers
melee combat and working with other
soldiers. He uses alchemist's fire against
targets resistant to weapon damage.

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 12 (16 vs. bull
rush or trip)

Feats Weapon Focus (dwarven waraxe)

Skills Intimidate +2, Perception +1 (+3 to notice
unusual stonework)

Languages Common, Dwarven

Combat Gear alchemist's fire; **Other Gear**

chainmail, heavy wooden shield, dagger,
dwarven waraxe, light crossbow with
20 bolts, 12 gp

Filled with bluster and swagger,
a recruit lacks the discipline of
an experienced soldier and can
quickly lose resolve if he finds
himself in over his head. A
recruit works best in a large
group under a strong leader
who can keep all the soldiers in
line and working together.

Left to his own devices, a recruit
becomes bored and looks for entertainments such as
drinking and gambling to pass the time.

BRIGAND	CR 1/2
HUMAN WARRIOR 2	XP 200
Medium humanoid (human)	NE

Init +1; **Senses** Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+1/19-20) or
sap +3 (1d6+1 nonlethal)

Ranged longbow +3 (1d8/x3)

TACTICS

During Combat The warrior snipes with arrows until her foes
are close, then uses her sword. She hurls thunderstones at
spellcasters, and tanglefoot bags at foes wearing heavy armor.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 14

Feats Point-Blank Shot, Skill
Focus (Stealth)

Skills Intimidate +4, Stealth +6

Languages Common

Combat Gear potion of cure
light wounds, masterwork
arrows (5), tanglefoot bags (2),
thunderstone (2); **Other**

Gear leather armor, longbow
with 20 arrows, longsword,
sap, 48 gp

A brigand has no sense
of mercy, and is happy to
kill for a handful of silver.
Brigands waylay caravans,
create illegal turnpikes on
roads to collect tolls from
travelers, attack noisy camps
at night, and harass villages for
protection money. They are easily
routed but carry a grudge and remain
a recurring problem until imprisoned
or killed.

Many brigands are former soldiers
who lacked the discipline to stay in the
military or a mercenary company, and may
even be deserters from a local or invading
army. They rarely use group tactics, and
form into gangs under the toughest
member of the group, typically a
grizzled mercenary (warrior 6).



GUARD	CR 1
HUMAN WARRIOR 3	XP 400
Medium humanoid (human)	LN

Init -1; **Senses** Perception +5**DEFENSE**

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 22 (3d10+6)

Fort +3, Ref +0, Will +2

OFFENSE

Speed 30 ft.

Melee mwk guisarme +7 (2d4+3/x3) or
mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

Space 5 ft.; Reach 5 ft. (10 ft. with guisarme)

TACTICS**During Combat** The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.**STATISTICS**

Str 15, Dex 9, Con 10, Int 8, Wis 12, Cha 11

Base Atk +3; CMB +5; CMD 14

Feats Alertness, Toughness, Weapon Focus (guisarme)**Skills** Intimidate +6, Perception +5, Sense Motive +4**Languages** Common**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

A guard's job is to protect others and respond to trouble. Whether sentries in a fort, members of a city or town watch, caravan guards, or bodyguards for a nervous merchant, guards are trained to look for intruders or suspicious activity and respond with steel if violence is necessary. Most operate in pairs or larger groups, allowing one to run for help if the group is outmatched.

The above stat block represents a professional guard or soldier who has seen many battles (unlike guards, soldiers do not generally carry manacles). Their armor and weapons may belong to their employer (or the army), but career guards buy high-quality armor and weapons of their own, making sure to retain enough mobility to chase down attackers. To create a lower-ranking officer, apply the advanced creature simple template to this stat block.

VETERAN BUCCANEER	CR 2
HUMAN WARRIOR 4	XP 600
Medium humanoid (human)	CE

Init +3; **Senses** Perception -1**DEFENSE**

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 26 (4d10+4)

Fort +4, Ref +4, Will +0

OFFENSE

Speed 30 ft.

Melee mwk scimitar +6 (1d6+1/18-20)

Ranged mwk heavy crossbow +8 (1d10/19-20) or throwing axe +7 (1d6+1)

TACTICS**During Combat** The warrior uses her crossbow until she is in boarding range, then switches to her scimitar.**STATISTICS**

Str 12, Dex 16, Con 11, Int 10, Wis 8, Cha 9

Base Atk +4; CMB +5; CMD 19

Feats Dodge, Mobility, Toughness**Skills** Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17**Languages** Common, Orc**Combat Gear** elixir of swimming, potion of bull's strength, potions of cure light wounds (2), potion of jump, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp

A veteran buccaneer lives to murder and plunder. Like a shark, she constantly hunts for prey. Buccaneers prefer easy targets like heavy, slow-moving merchant ships that quickly surrender their booty rather than fast military vessels that at best have a stockpile of weapons and at worst carry a full crew of angry sailors itching to spill pirate blood. Some buccaneers take only cargo, some take slaves, and some leave no survivors.

Larger pirate vessels may have slave rowers (use the old sailor stat block, expert 2) who are prodded to the decks as reluctant fighters and living shields for the actual buccaneers; these slaves are easily replaced from surviving members of the opposing crew. A typical pirate captain uses the grizzled mercenary stat block (warrior 6) or has a PC class like the pirate king (fighter 15), pirate queen (ranger 10), or sea captain (druid 8).



TAVERN CHAMPION	CR 3
HALF-ORC WARRIOR 5	XP 800
Medium humanoid (human, orc)	N

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 37 (5d10+10)

Fort +5, **Ref** +2, **Will** +0

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee unarmed strike +7 (1d3+2) or sap +7 (1d6+2 nonlethal) or warhammer +7 (1d8+3/x3)

TACTICS

During Combat The warrior makes nonlethal unarmed strikes unless an opponent draws a weapon. She uses Improved Bull Rush to throw opponents into tables or through windows. If sorely pressed, she drinks her *potion of enlarge person*.

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 8, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Improved Bull Rush, Improved Unarmed Strike

Skills Intimidate +9, Perception +0

Languages Common, Orc

SQ orc blood, weapon familiarity

Combat Gear *potion of cure light wounds* (2), *potion of enlarge person*; **Other Gear** chain shirt, sap, warhammer, *amulet of natural armor* +1, 137 gp

A tavern champion is locally famous for boxing, throwing darts, arm wrestling, or just coming out on top in a bar fight. If she's not in the mood to fight—for example, if she's just trying to enjoy a meal or drink with friends—she prefers to intimidate rivals into backing down, but still enjoys a good brawl and knocks out anyone who doesn't take no for an answer.

Besting the tavern champion in a contest of strength earns her respect and admiration (and often a friendly camaraderie) as long as her opponent has good sportsmanship and lets her keep her dignity in defeat. Humiliating her, on the other hand, could result in an ambush beating or acts against the victor's property or companion creatures.

GRIZZLED MERCENARY	CR 4
HUMAN WARRIOR 6	XP 1,200
Medium humanoid (human)	CN

Init +0; **Senses** Perception +4

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 51 (6d10+18)

Fort +7, **Ref** +3, **Will** +3

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +9/+4 (1d10+3/19-20) or

mwk halberd +9/+4 (1d10+3/x3) or

longspear +8/+3 (1d8+3/x3) or

morningstar +8/+3 (1d8+2) or

cold iron kukri +8/+3 (1d4+2/18-20)

Ranged javelin +6 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

TACTICS

During Combat The mercenary throws a few javelins, then closes in for the kill.

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 18

Feats Diehard, Endurance, Power Attack, Toughness

Skills Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

Languages Common

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water;

Other Gear masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, *cloak of resistance* +1, antitoxin, sunrod, 325 gp



A grizzled mercenary is armed to the teeth, and has survived wars and reckless adventurers. He carries multiple weapons so he can deal with various types of monstrous foes, and is unfazed by most encounters. He expects to be paid for his service on time and in real coin—not giant gems or weird statues.

The mercenary is willing to guard a keep, wear a warlord's tabard or uniform, or venture into the upper levels of a dungeon, but he's no fool and doesn't like being treated as expendable. He is loyal as long as he is paid well, but not willing to risk his life on an obvious suicide mission. The above stat block can also be used for veteran military officers.

EXPERT BODYGUARD	CR 5
HUMAN WARRIOR 7	XP 1,600
Medium humanoid (human)	N

Init +3; **Senses** Perception +8

DEFENSE

AC 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

hp 59 (7d10+21)

Fort +7, **Ref** +1, **Will** +5

OFFENSE

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8+2/19-20) or
kukri +8/+3 (1d4+1/18-20)

Ranged mwk light crossbow +7 (1d8/19-20)

TACTICS

During Combat If she sees an enemy approaching, the warrior fires her *screaming bolt* before entering melee. In melee, she uses Stand Still to prevent enemies from getting past her, giving her employer time to escape.

STATISTICS

Str 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +7; **CMB** +8; **CMD** 17

Feats Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (longsword)

Skills Intimidate +9, Perception +8, Sense Motive +8

Languages Common

Combat Gear potion of barkskin, potion

of bear's endurance, potion of cure moderate wounds, screaming bolt, tanglefoot bag (2); **Other Gear**

masterwork banded mail, masterwork light steel shield, +1 longsword, kukri, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp

A bodyguard carries many scars from attempts on her employer's life. Unlike a common guard or even a grizzled old mercenary, she is willing to die to protect her charge if that is the only way to keep him safe. If given the option to sacrifice her own life to save him or flee to save herself, she'll choose the former.

A skilled bodyguard focuses her attention on her employer and any potential threats to his safety. She searches rooms before he enters, frisks unexpected guests for weapons, and may drive his chariot or employ common guards she trusts to do so.

ALOOF ARCHER	CR 6
ELF WARRIOR 8	XP 2,400
Medium humanoid (elf)	CN

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 52 (8d10+8)

Fort +6, **Ref** +4, **Will** +2; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 20 ft.

Melee elven curve blade +10/+5 (1d10+3/18-20)

Ranged +1 composite longbow +12/+7 (1d8+3/x3)

TACTICS

During Combat The warrior uses her +1 *flaming arrows* on dangerous targets like spellcasters. She falls backs and keeps firing as foes approach her, avoiding melee as long as possible.

STATISTICS

Str 14, **Dex** 14, **Con** 10, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +10; **CMD** 22

Feats Deadly Aim, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Perception +10, Stealth +5

Languages Common, Elven

SQ elven magic, weapon familiarity

Combat Gear elixir of hiding, +1 *flaming arrows* (6), potion of cure moderate wounds, potion of divine favor;

Other Gear masterwork full plate, +1 composite longbow (+2 Str) with 40 arrows, elven curve blade, 72 gp



An aloof archer is disdainful of the archery skill of non-elves. Despite their heavy armor, aloof archers are remarkably stealthy. Unlike the elven scouts who move through the brush and harass invaders, these archers make up the ranged support of elven armies, firing over their comrades' heads into the thick of enemy forces, creating a hail of deadly arrows.

CAVALRY SOLDIER	CR 7
HALF-ELF WARRIOR 9	XP 3,200
Medium humanoid (elf, human)	LN

Init +0; **Senses** low-light vision; **Perception** +8

DEFENSE

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

hp 67 (9d10+18)

Fort +7, **Ref** +3, **Will** +4; +2 vs. enchantments

OFFENSE

Speed 20 ft.

Melee +1 *lance* +13/+8 (1d8+5/x3) or

mwk heavy pick +13/+8 (1d6+3/x4)

Ranged mwk composite shortbow +10/+5 (1d6+3/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

TACTICS

During Combat The warrior shoots her bow at lightly armored opponents, using Mounted Archery to aim accurately even when moving at speed. In melee, she wields her lance against heavily armored targets, using Spirited Charge to increase her damage and Ride-By Attack to create openings in enemy defensive lines.

STATISTICS

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

Base Atk +9; **CMB** +12; **CMD** 22

Feats Iron Will, Mounted Archery, Mounted Combat, Ride-By Attack, Skill Focus (Perception), Spirited Charge

Skills Handle Animal +8, Perception +8, Ride +6

Languages Common, Elven

SQ elf blood

Combat Gear potions of cure moderate wounds (2), potion of heroism, cold iron arrows (10), silver arrows (10); **Other Gear** masterwork full plate, masterwork heavy steel shield, +1 *lance*, masterwork composite shortbow (+3 Str) with 40 arrows, masterwork heavy pick, bit and bridle, heavy horse (combat trained), masterwork chainmail bard, military saddle, saddlebags, 259 gp

A cavalry soldier mixes the elven

devotion to the natural world with

a human's skill at armored

combat. She devotes

herself to a career

in the military,

the elven blood

in her veins giving her the time

and patience needed to reach

the highest pay grade for a

non-officer. She is content to

remain at her current rank

until she dies or retires, for

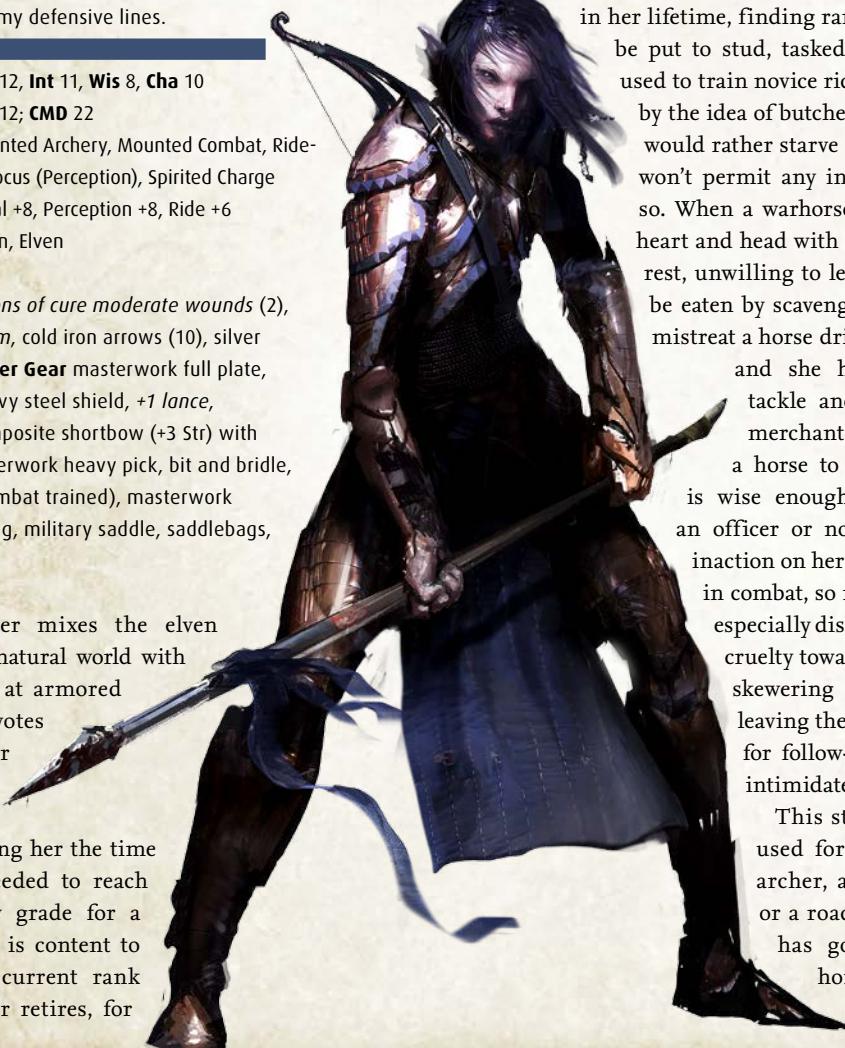
she took this job because of her love of horses and battle. She respects discipline, and if she weren't in the army, she probably would form her own mercenary company just so she could train others in horsemanship, battle tactics, and skill-at-arms.

The soldier is blunt and direct but not intentionally rude. She understands and respects that each horse responds differently to verbal and nonverbal cues, and knows that people are the same way, but is easily annoyed by how humans say one thing and do another. She prefers interactions where she can give or take orders with no question as to what is expected of her and her fellows. Flowery words and flattery are tiresome to her, and her closest friends are those who speak to her openly and honestly, as she would to them. She enjoys the company of druids and rangers, appreciating their respect for animals and feeling only slight envy because of her inability to control the magic they wield.

The soldier has a keen eye for fine horses, and in times of peace she breeds and raises them, either on her own or for the army. She has retired many cavalry horses

in her lifetime, finding ranches where they can be put to stud, tasked with light work, or used to train novice riders. She is disgusted by the idea of butchering horses for meat, would rather starve than eat a horse, and won't permit any in her company to do so. When a warhorse dies, she buries its heart and head with honor and burns the rest, unwilling to let a noble companion be eaten by scavengers. Seeing someone mistreat a horse drives her into a frenzy, and she has been known to tackle and beat a peasant or merchant she spots whipping a horse to get it to work. (She is wise enough to not do this to an officer or noble, but if by some inaction on her part that person dies in combat, so much the better.) She especially dislikes goblins for their cruelty toward horses, and enjoys skewering them on her lance, leaving the corpses on her lance for follow-up attacks to better intimidate their allies.

This stat block can also be used for an expert military archer, a non-noble general, or a road-weary veteran who has gone to war against hordes of orcs, goblins, or ogres.



GLADIATOR CHAMPION	CR 8
HUMAN WARRIOR 10	XP 4,800
Medium humanoid (human)	NE

Init +3; Senses Perception +4

DEFENSE**AC** 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 shield)**hp** 75 (10d10+20)**Fort** +7, **Ref** +6, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** +1 short sword +12/+7 (1d8+3), mwk light mace +11 (1d6+1) or

trident +12/+7 (1d8+3)

Ranged trident +13 (1d8+3) or dart +13 (1d4+2) or net +9 ranged touch (entangle)**TACTICS**

During Combat In a gladiator match, the warrior fights with dramatic showmanship, performing unnecessary acrobatic maneuvers, intimidating foes with flashy weapons displays (using Dazzling Display), and otherwise prolonging the fight. Depending on the style and theme of the match, he may go for blood with his sword and mace, hold the high ground with his trident, or capture and drag his opponent with the net. Outside the arena, he is quick and brutal with his attacks, wasting no time before killing his opponent so he is out of danger as soon as possible.

STATISTICS

Str 14, Dex 16, Con 10, Int 10, Wis 8, Cha 11

Base Atk +10; CMB +12; CMD 27

Feats Dazzling Display, Dodge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword)**Skills** Acrobatics +12, Intimidate +8, Perception +4, Sense Motive +9**Languages** Common**Combat Gear** potion of cure moderate wounds, potion of heroism; **Other Gear** studded leather, +1 short sword, darts (10), net, masterwork light mace, trident, belt of giant strength +2, ring of protection +1, antitoxin, 240 gp

The gladiator champion rose up from hopeless slavery to great fame, winning match after match with luck, skill, and the approval of the crowd. He has defeated

single opponents and dozens of warriors at once, fought tigers and strange beasts, and even battled a minotaur and things that have no name in any human tongue.

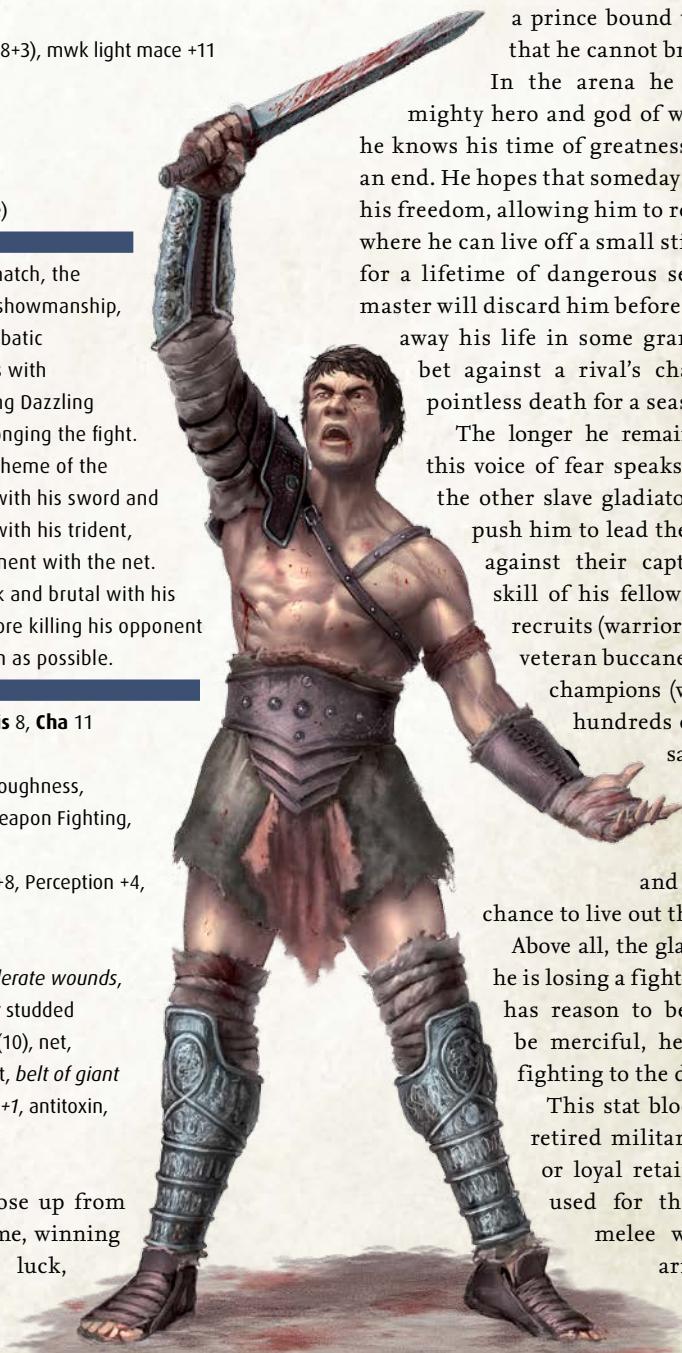
Now at the top of his game, the champion fights every public battle as if a grand audience were watching. Though he is still a slave, he is a valued slave with thousands of fans, and his owner is careful to not put him in matches where he will likely be slain. The gladiator lives for the fighting, the glory, the wet heat of his opponent's blood, and the noise of the joyous crowd. Within the halls of the gladiators he lives like a prince, albeit a prince bound with a thin golden chain that he cannot break on his own.

In the arena he has played the role of mighty hero and god of war, but deep in his heart he knows his time of greatness will eventually come to an end. He hopes that someday his owner will grant him his freedom, allowing him to retire to a place of comfort where he can live off a small stipend—an honest reward for a lifetime of dangerous service. He fears that his master will discard him before he gets too old, throwing away his life in some grand spectacle or to win a bet against a rival's champion—a humiliating, pointless death for a seasoned performer.

The longer he remains a gladiator, the more this voice of fear speaks to him. He is a hero to the other slave gladiators, and enough fear may push him to lead them in an armed rebellion against their captors. Depending on the skill of his fellows, use the stat blocks for recruits (warriors 1), brigands (warriors 2), veteran buccaneers (warriors 4), or tavern champions (warriors 5). Having killed hundreds over the years just for the sake of entertainment, he is more than willing to sacrifice his comrades if doing so means he and the survivors have a chance to live out their last years in peace.

Above all, the gladiator wants to survive. If he is losing a fight—even a public one—and has reason to believe his opponent will be merciful, he surrenders rather than fighting to the death.

This stat block can also be used for a retired military hero, tribal champion, or loyal retainer of a noble family. If used for this purpose, change his melee weapon choices and his armor to alternatives that are more suitable for his revised role.







ICONIC CHARACTERS

*I*n the darkness, something moved. Amiri whirled, her oversized sword striking sparks against the ancient pillars. Both adventurers froze as the sound echoed down the empty corridors. In its wake came a dry scraping, like stone against rusted steel. It stopped, then came again, louder.

Harsk chuckled grimly. “So this gold doesn’t belong to anybody, eh?”

“Not this again!” Amiri resumed shoving coins into the ancient clay pots. “I told you, that’s what the old man said!”

“Of course.” Harsk raised his crossbow and sighted down it into suddenly shifting shadows. Reflections glinted off blades and helms. “But I think someone here might disagree.”

ICONIC CHARACTERS

Since the very beginning of the Pathfinder Adventure Path, the game has been defined as much by its visual style as by its rules and flavor. Some of the key components of the art are the iconic characters who appear on and in books time and again, defeating horrible monsters and performing acts of great heroism.

Originally, the iconics were created so Paizo could have a detailed reference character for each class; that way, if a book needed art showing a fighter, the Paizo art and development staff could send the artist the reference illustration for Valeros instead of having to explain what kinds of armor, weapons, and equipment the fighter should have. The portraits of the iconics by artist Wayne Reynolds graced the covers of the first Adventure Paths, drawing the eye and giving a recognizable face to Pathfinder. The fans clamored for more iconics and for histories of the ones they had already seen, and over time the iconics became a living part of the world. Whether showing off new weapons and armor, blasting foes with new spells, or dodging the attacks of vicious new beasts, they now represent all player characters—past, present, and future—created by the players of the Pathfinder Roleplaying Game. Whether you played an iconic character in a pick-up game or pored over the iconics’ character sheets to learn how you could make your own PC even better, the iconics have been the faces of the Pathfinder Adventure Path and Pathfinder RPG since their inception.

This chapter presents stat blocks for the iconic characters of the 11 core classes in the *Core Rulebook* at levels 1, 7, and 12. Unlike the stat blocks featured in the rest of this book, these statistics are built for use as player characters rather than nonplayer characters. Each uses the high fantasy (20 point) point buy system presented on page 16 of the *Pathfinder RPG Core Rulebook*, and therefore has higher ability scores than a typical NPC would. The characters’ wealth was determined by the Character Wealth by Level table on page 399 of the *Core Rulebook*.

Unlike the NPC stat blocks in this book, which generally do not list mundane gear such as rope and torches, these PC stat blocks include appropriate adventuring gear the character is expected to have—they’re ready for immediate adventuring. Of course you may change, add to, or subtract from their gear to suit your campaign, and players may want to alter how the iconics spent their wealth, though the total amount of gear should follow the Character Wealth by Level table.

HOW TO USE THIS CHAPTER

The two most common uses for the characters in this chapter are as player characters or powerful NPCs.

PLAYER CHARACTERS

If you need a PC in a hurry, the iconics give you options at character levels 1, 7, and 12—just grab one of the iconic stat blocks and go. This is particularly handy for games run at game stores or conventions, new players, last-minute additions, or when a player has simply run out of prep time or forgotten his character sheet. If you’ve never played a character of a particular class before, be sure to read the Tactics section of the stat block; it includes useful information about how the character prepares before combat and suggestions about what to do while in battle. These characters are also legal for Pathfinder Society play (but see the Pathfinder Society Iconics sidebar on the facing page). If you use the iconics as PCs, ignore the challenge rating and XP value listed in the character’s stat block—those only matter for monsters and NPCs.

The iconic characters are built as above-average characters, but not the absolute “best” or most powerful characters you potentially could build—they’re more intended to represent typical examples or archetypes of their particular classes. The Pathfinder Roleplaying Game is very flexible, and thus gives you many different ways to make a character “the best” at something. In some cases that means he or she deals or heals the most damage in a round; in others, he or she has the most hit points, casts the most spells, or has the highest Armor Class. Not everyone agrees on what specializations make a given class the most fun to play, and if you’d rather play a character a different way, you can easily adjust the mechanical choices for these characters to reflect that, increasing some aspects at the cost of others. In general, however, these characters are designed to be well-rounded individuals who have a good chance of surviving level-appropriate adventures. For a new player needing a character on the spot, having a character who survives the first adventure is a much more rewarding experience than having a character who deals a lot of damage but dies before the adventure is finished!

POWERFUL NPCs

Just like all the other characters in this book, you can use the iconics as NPCs for your player characters to fight, study under, or contact for jobs or useful information. However, because the iconics have PC-level gear and use the 20-point ability score buy instead of the heroic array, their CRs are 1 higher than those of NPCs of the same level (1st-level Amiri is CR 1, whereas a 1st-level barbarian NPC is CR 1/2, and so on). These are the CRs listed in the iconics’ stat blocks, and the characters’ XP value is based on this adjusted CR. Feel free to use the iconics as tough leaders of groups of standard NPCs for a little extra challenge.

ICONIC CHARACTER SUMMARIES

This section gives a quick description of each of the iconic characters. You can find more information about the histories and attitudes of these iconics—as well as meet some of the iconics created for newer classes in the Pathfinder RPG—by searching for “meet the iconics” on the Paizo blog at paizo.com.

AMIRI (BARBARIAN)

Amiri is a fierce tribal warrior from the north who left behind the lands of her chauvinistic tribe to escape the bonds of tradition. Her oversized bastard sword is a trophy from when she was sent on a suicide mission against a frost giant camp by her tribe’s elders.

LEM (BARD)

Born a slave in a land under the shadow of devils, Lem was blessed with a quick wit that earned him easier work as an entertainer. He escaped from slavery, and looks for things to laugh about so he can forget the misery his fellow halflings endure back home.

KYRA (CLERIC)

Kyra grew up near a small temple to the sun goddess Sarenrae, and when bandits attacked her village, the priestesses gave their lives defending the innocent. Standing in the burned ruin of the temple, young Kyra swore her life and sword arm to the goddess, promising mercy to the deserving and a quick death to those who glory in murder.

LINI (DRUID)

Lini is an empathetic gnome with a talent for calming angry animals. Lini’s nature bond class ability is with her snow leopard (small cat), Droogami; animal companion stat blocks for small cats at druid levels 1, 7, and 12 are in Appendix 1. You may instead select a domain for Lini to replace her animal companion (see the nature bond ability on page 50 of the *Core Rulebook*).

VALEROS (FIGHTER)

Valeros is a good-hearted former mercenary whose longing for adventure convinced him to flee an arranged betrothal to a farmer’s daughter. He is famous for his two swords, his love of strong drink, and his appreciation of pretty women.

SAJAN (MONK)

Born into a warrior caste in a far-off land, Sajan fled his duties and home in search of his missing twin sister, a fellow martial artist. Under sentence of death in his homeland for desertion, he obsesses over finding clues that could lead him to his twin.

PATHFINDER SOCIETY ICONICS

The Pathfinder Society Organized Play program has a few special restrictions on certain feats, class abilities, and equipment in order to make sure the worldwide campaign goes smoothly. If you’re using one of these iconic characters as a PC in a Pathfinder Society game and the PC has one of the restricted options, you can’t use that option in the game. See the *Guide to Pathfinder Society Organized Play* (a free download from paizo.com/pathfindersociety) for more information on these restrictions. The restrictions should have a very minor impact on the iconic PCs, and the characters are otherwise ready to use in Pathfinder Society.

SEELAH (PALADIN)

Orphaned by a gnoll attack on a city of pilgrims, a starving young Seelah was fascinated by a paladin’s shining helm. After her theft of the helm led to the paladin’s death while defending the city, the guilt-stricken girl climbed onto the paladin’s pyre—only to be saved by the other paladins, who took her in and made her one of them.

HARSK (RANGER)

Harsk is a gruff and driven dwarf, following a vow of justice to avenge his brother’s death at the hands of giants. He prefers tea to ale, wanting to keep his senses sharp. Harsk’s nature bond class ability is with his badger, Biter; animal companion stat blocks for badgers at effective druid levels 4 and 9 (ranger levels 7 and 12) are in Appendix 1. You may instead select companions to replace the animal companion (see the hunter’s bond ability on page 66 of the *Core Rulebook*).

MERISIEL (ROGUE)

Orphaned at a young age and raised by humans in the slums, the elf Merisiel has seen many friends grow old and die in the decades it took her to become an adult. She believes in experiencing life to the fullest, for you never know when you’ll meet an unexpected end.

SEONI (SORCERER)

Born into a nomadic tribe, Seoni is gifted with magic and driven by dreams to explore the mysteries of her supernatural heritage. She is adorned with dozens of runic tattoos that indicate her high status in her tribe and aid her spellcasting.

EZREN (WIZARD)

After years of trying to clear his father’s name, Ezren abandoned his old life and became a wizard after his research revealed that his father was indeed guilty of heresy. Ezren is a middle-aged man, and he has the ability score modifiers for that age category (*Core Rulebook* 169).

AMIRI, ICONIC BARBARIAN

Amiri never fit into the expected gender roles of her tribe, refusing to be the docile, domestic sort of woman that the Six Bear tribe valued. Instead, she insisted on competing with the male warriors of her tribe, and constantly one-upped them. If another hunter brought back a caribou to feed the tribe, she brought back two. If the best warrior among them killed four orcs in a raid, she killed six. Though many were secretly impressed by her prowess, other tribes mocked them, and the village elders knew that tradition could not be mocked without grave consequences. Amiri had to die.

When the tribe attempted to send her on a suicide mission, however, Amiri refused to fall. Instead, she returned with

an enormous trophy: a frost giant's sword. Her former comrades' laughter—how could she possibly expect to wield such a huge blade—and the admission that she'd been sent out to die was too much for Amiri. Rage overtook her, and in that blind bloodlust she found a strength she'd never known she possessed. When the red mists cleared, she was surrounded by dead members of her hunting party.

While she was unrepentant for the deaths of the men who preferred to betray her rather than admit her skill, Amiri still knew that kin-killing was a crime she could never live down. She abandoned her people to the cold steppes and tundra and headed south toward more civilized lands, enjoying the heady rush of finally no longer being bound by tradition. Since then, she has taken to traveling only with those adventurers and mercenary companies who show her proper respect. She values her oversized sword (even though she can only truly wield it properly when her blood rage takes her), but never speaks of the circumstances that forced her to flee her homeland. Some things are better left unsaid.



AMIRI	CR 1
HUMAN BARBARIAN 1	XP 400
Medium humanoid (human)	CN

Init +1; **Senses** Perception +5

DEFENSE

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

hp 15 (1d12+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 40 ft.

Melee Large bastard sword +3 (2d8+6/19-20)

Ranged shortbow +2 (1d6/x3)

Special Attacks rage (6 rounds/day)

TACTICS

During Combat Amiri counts on her high Strength and the sheer size of her blade to defeat foes, knowing that her attacks are less accurate because of the sword's size. When she has difficulty hitting a target, needs to deal even more damage, or needs the extra boost to her Constitution, Amiri rages and uses Power Attack to bring enemies to their knees.

Raging Statistics When raging, Amiri's stats are **AC** 13; **hp** 17; **Fort** +6, **Will** +3; **Melee** Large bastard sword +5 (2d8+9/19-20); **CMB** +7; **Skills** Climb +7.

STATISTICS

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

Base Atk +1; **CMB** +5; **CMD** 16

Feats Exotic Weapon Proficiency (bastard sword), Power Attack

Skills Climb +5, Handle Animal +4, Intimidate +4, Perception +5, Survival +5

Languages Common

SQ fast movement

Combat Gear acid flask; **Other Gear** hide armor, Large bastard sword, shortbow with 20 arrows, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 5 gp

AMIRI	CR 7
HUMAN BARBARIAN 12	XP 19,200
Medium humanoid (human)	CN

Init +2; **Senses** Perception +11

DEFENSE

AC 19, touch 11, flat-footed 17 (+7 armor, +1 deflection, +2 Dex, +1 natural, -2 rage)

hp 86 (7d12+35)

Fort +9, **Ref** +4, **Will** +5

Defensive Abilities improved uncanny dodge, trap sense +2; **DR** 1/—

OFFENSE

Speed 40 ft.

Melee +2 Large bastard sword +15/+10 (2d8+12/19–20)

Ranged mwk longbow +10/+5 (1d8/x3)

Special Attacks rage (18 rounds/day), rage powers (guarded stance [+2 dodge vs. melee], powerful blow +2, surprise accuracy +2)

TACTICS

During Combat Amiri rages whenever she's in combat, preferring to fight in her enemies' faces rather than from range. She uses Power Attack and Cleave at every opportunity, though if she has difficulty hitting a target that particularly infuriates her, she either forgoes the extra damage and uses powerful blow to make up the shortfall, or combines her Power Attack with surprise accuracy to keep her chance to hit high. She bull rushes foes into positions where they can be flanked.

Base Statistics When not raging, Amiri's statistics are **AC** 21; **hp** 72; **Fort** +7, **Will** +3; **Melee** +2 Large bastard sword +13/+8 (2d8+9/19–20); **Str** 20, **Con** 14; **CMB** +12 (+14 bull rush); **CMD** 25; **Skills** Climb +13, Swim +11.

STATISTICS

Str 24, **Dex** 14, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +7; **CMB** +14 (+16 bull rush); **CMD** 27 (29 vs. bull rush)

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Power Attack, Weapon Focus (bastard sword)

Skills Acrobatics +0 (+9 when jumping), Climb +15, Handle Animal +7, Intimidate +10, Perception +11, Survival +9, Swim +13

Languages Common

SQ fast movement

Combat Gear javelin of lightning, potions of cure serious wounds (2), potion of delay poison, potion of fly, potion of lesser restoration, acid flask; **Other Gear** +3 hide armor, +2 Large bastard sword, masterwork longbow with 20 arrows, amulet of natural armor +1, belt of giant strength +2, ring of jumping, ring of protection +1, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 220 gp

AMIRI	CR 12
HUMAN BARBARIAN 12	XP 19,200
Medium humanoid (human)	CN

Init +2; **Senses** Perception +16

DEFENSE

AC 24, touch 13, flat-footed 22 (+9 armor, +3 deflection, +2 Dex, +2 natural, -2 rage)

hp 191 (12d12+108)

Fort +19, **Ref** +10, **Will** +12

Defensive Abilities improved uncanny dodge, trap sense +4; **DR** 3/—

OFFENSE

Speed 40 ft.

Melee +3 Large bastard sword +24/+19/+14 (2d8+18/19–20)

Ranged +1 longbow +15/+10/+5 (1d8+1/x3)

Special Attacks greater rage (30 rounds/day), rage powers (guarded stance [+3 dodge vs. melee], increased damage reduction +1, powerful blow +4, renewed vigor [3d8+7 hp], strength surge +12, surprise accuracy +4)

TACTICS

During Combat Amiri rages whenever she's in combat, preferring to fight in her enemies' faces rather than from range—a practice she often describes uncharitably as "the coward's way." She uses Power Attack and Cleave at every opportunity, though if she has difficulty hitting a target that particularly infuriates her, she either forgoes the extra damage and uses powerful blow to make up the shortfall, or combines her Power Attack with surprise accuracy to keep her chance to hit high. She bull rushes foes into positions where they can be flanked.

Base Statistics When not raging, Amiri's statistics are **AC** 26; **hp** 155; **Fort** +16, **Will** +9; **DR** 2/—; **Melee** +3 Large bastard sword +21/+16/+11 (2d8+13/19–20); **Str** 24, **Con** 18; **CMB** +19 (+21 bull rush); **CMD** 34 (36 vs. bull rush); **Skills** Climb +20, Swim +17.

STATISTICS

Str 30, **Dex** 14, **Con** 24, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +22 (+24 bull rush); **CMD** 35 (37 vs. bull rush)

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Bull Rush, Power Attack, Toughness, Weapon Focus (bastard sword)

Skills Climb +23, Handle Animal +9, Intimidate +15, Perception +16, Survival +13, Swim +20

Languages Common

SQ fast movement

Combat Gear javelin of lightning, potion of cat's grace, potions of cure serious wounds (5), potion of delay poison, potion of fly, potion of haste, potion of lesser restoration; **Other Gear** +5 hide armor, +3 Large bastard sword, +1 longbow with 20 arrows, amulet of natural armor +2, belt of physical might +4 (Str, Con), cloak of resistance +4, ring of counterspells (calm emotions), ring of protection +3, backpack, bedroll, caltrops, flint and steel, hemp rope (50 ft.), shovel, torches (5), trail rations (4), waterskin, 420 gp

LEM, ICONIC BARD

Although Lem was raised in a wealthy household, his childhood was anything but comfortable. Born into slavery, he was sold a half-dozen times before he reached the age of 2. Always quick to side with the underdog, Lem has learned that his most powerful traits are his optimism and his sense of humor.

LEM	CR 1
HALFLING BARD 1	XP 400
Small humanoid (halfling)	CG

Init +2; **Senses** Perception +2

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 size)

hp 10 (1d8+2)

Fort +3, **Ref** +5, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee short sword +3 (1d4-1/19-20)

Ranged sling +3 (1d3-1)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate, inspire courage +1)

Bard Spells Known (CL 1st; concentration +5)

1st (2/day)—*charm person* (DC 15), *sleep* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *prestidigitation*

TACTICS

During Combat Lem knows he is best in a supporting role, and tries to stay out of melee if possible. Instead, he uses his bardic performance ability to inspire courage in his companions, alternating between giving support and using well-placed spells to charm or otherwise waylay foes.

STATISTICS

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

Base Atk +0; **CMB** -2; **CMD** 10

Feats Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Bluff +8, Climb +1, Diplomacy +8, Knowledge (arcana, nobility) +6, Perception +2, Perform (wind) +8, Sense Motive +4, Stealth +10

Languages Common, Elven, Halfling

SQ bardic knowledge +1

Combat Gear scroll of *cure light wounds*, caltrops; **Other Gear** leather armor, short sword, sling with 10 bullets, backpack, bedroll, flute, hooded lantern, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), waterskin, 7 gp

LEM	CR 7
HALFLING BARD 7	XP 3,200
Small humanoid (halfling)	CG

Init +2; **Senses** Perception +4

DEFENSE

AC 20, touch 15, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 size)

hp 63 (7d8+28)

Fort +8, **Ref** +11, **Will** +9; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee +1 short sword +11 (1d4/19-20)

Ranged sling +10 (1d3-1)

Special Attacks bardic performance 27 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, suggestion)

Bard Spells Known (CL 7th; concentration +12)

3rd (2/day)—*deep slumber* (DC 18), *haste*

2nd (4/day)—*heroism*, *invisibility*, *silence* (DC 17), *suggestion* (DC 17)



1st (6/day)—*charm person* (DC 16), *grease*, *hideous laughter* (DC 16), *remove fear*, *silent image* (DC 16)
0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *light*, *mage hand*, *prestidigitation*

TACTICS

Before Combat Lem casts *heroism* before the start of the encounter.

During Combat Lem knows he is best in a supporting role, and tries to stay out of melee if possible. Instead, he uses his bardic performance ability to inspire courage in his companions. In cases where a single enemy presents a particularly large threat to Lem or his companions, the bard uses his offensive spells on that target. Against larger groups of foes, he bolsters his allies with the likes of *haste* and *heroism*.

Base Statistics Without *heroism*, Lem's statistics are **Senses** Perception +2; **Fort** +6, **Ref** +9, **Will** +7; **Melee** +1 short sword +9 (1d4+19-20); **Ranged** sling +8 (1d3-1); **CMB** +3; **Skills** Acrobatics +10 (+6 when jumping), Bluff +15, Climb +1, Diplomacy +15, Knowledge (arcana, nobility) +15, Perception +2, Perform (comedy) +15, Perform (wind) +17, Sense Motive +10, Stealth +13.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 20

Base Atk +5; **CMB** +5; **CMD** 17

Feats Dodge, Extra Performance, Toughness, Weapon Finesse

Skills Acrobatics +12 (+8 when jumping), Bluff +17, Climb +3, Diplomacy +17, Knowledge (arcana, nobility) +17, Perception +4, Perform (comedy) +17, Perform (wind) +19, Sense Motive +12, Stealth +15

Languages Common, Elven, Goblin, Halfling

SQ bardic knowledge +3, lore master 1/day, versatile performance (comedy, wind)

Combat Gear potion of cure serious wounds, scroll of charm monster, scroll of comprehend languages, scroll of glitterdust, wand of cure light wounds (50 charges), wand of dispel magic (11 charges), caltrops; **Other Gear** +2 studded leather, +1 short sword, sling with 10 bullets, cloak of resistance +1, headband of alluring charisma +2, lesser extend metamagic rod, ring of feather falling, ring of protection +1, universal solvent (2), backpack, bedroll, hooded lantern, masterwork flute, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), waterskin, 42 gp

LEM	CR 12
HALFLING BARD 12	XP 19,200
Small humanoid (halfling)	CG

Init +6; **Senses** Perception +4

DEFENSE

AC 24, touch 16, flat-footed 21 (+8 armor, +2 deflection, +2 Dex, +1 dodge, +1 size)

hp 105 (12d8+48)

Fort +12, **Ref** +16, **Will** +14; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee +3 defending short sword +17/+12 (1d4+2/19-20)

Ranged +1 sling +15/+10 (1d3)

Special Attacks bardic performance 39 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*)

Bard Spells Known (CL 12th; concentration +19)

4th (4/day)—*break enchantment* (DC 21), *dominate person* (DC 22), *greater invisibility*, *rainbow pattern* (DC 21)

3rd (6/day)—*deep slumber* (DC 21), *dispel magic*, *haste*, *see invisibility*

2nd (7/day)—*heroism*, *hold person* (DC 20), *silence* (DC 19), *suggestion* (DC 20), *tongues*

1st (7/day)—*charm person* (DC 19), *grease*, *hideous laughter* (DC 19), *remove fear*, *silent image* (DC 18), *ventriloquism* (DC 18)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 17), *light*, *mage hand*, *prestidigitation*

TACTICS

Before Combat Lem casts *heroism* before the start of the encounter.

During Combat Lem knows he is best in a supporting role, and tries to stay out of melee if at all possible. Instead of fighting directly, he uses his bardic performance ability to inspire courage in his companions, and augments his effectiveness with the use of well-placed spells to charm or otherwise waylay foes until his allies can deal with them.

Base Statistics Without *heroism*, Lem's statistics are **Senses**

Perception +2; **Fort** +10, **Ref** +14, **Will** +12; **Melee** +3 defending short sword +15/+10 (1d4+2/19-20); **Ranged** +1 sling +13/+8 (1d3), **CMB** +7; **Skills** Acrobatics +15 (+11 when jumping), Bluff +22, Climb +1, Diplomacy +22, Knowledge (arcana) +23, Knowledge (nobility) +18, Perception +2, Perform (comedy, dance) +17, Perform (wind) +24, Sense Motive +15, Stealth +16.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 14, **Wis** 10, **Cha** 24

Base Atk +9; **CMB** +9; **CMD** 22

Feats Dodge, Extra Performance, Improved Initiative, Spell Focus (enchantment), Toughness, Weapon Finesse

Skills Acrobatics +17 (+13 when jumping), Bluff +24, Climb +3, Diplomacy +24, Knowledge (arcana) +25, Knowledge (nobility) +20, Perception +4, Perform (comedy, dance) +19, Perform (wind) +26, Sense Motive +17, Stealth +18

SQ bardic knowledge +6, jack-of-all-trades (use any skill), lore master 2/day, versatile performance (comedy, dance, wind)

Combat Gear potion of cure serious wounds, scroll of alter self, scroll of charm monster, scroll of hideous laughter, wand of cure moderate wounds (50 charges), wand of freedom of movement (12 charges), caltrops; **Other Gear** +4 mithral slick chain shirt, +3 defending short sword, +1 sling with 10 bullets, cloak of resistance +3, extend metamagic rod, headband of alluring charisma +4, ring of feather falling, ring of protection +2, universal solvent (2), backpack, bedroll, hooded lantern, masterwork flute, scroll case, silk rope (50 ft.), smokestick, spell component pouch, trail rations (2), waterskin, 102 gp



KYRA, ICONIC CLERIC

Kyra was one of the few survivors of a brutal raid on her hometown, and on the smoking ruins of her village she swore her life and sword arm to Sarenrae, the goddess of the sun, redemption, honesty, and healing. Possessed of a fierce will, pride in her faith, and skill with the scimitar, Kyra has traveled far since then. Where another might be consumed by anger and a thirst for revenge, she has instead found peace in the Dawnflower, and in the belief that if she can prevent even one death at evil hands, her own losses will not have been in vain. While she takes great pleasure in ridding the world of evildoers, she takes even greater pleasure in redeeming them.

KYRA	CR 1
HUMAN CLERIC OF SARENRAE 1	XP 400
Medium humanoid (human)	NG

Init +0; **Senses** Perception +3

DEFENSE

AC 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)

hp 13 (1d8+5)

Fort +3, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee scimitar +2 (1d6+2/18-20)

Ranged sling +0 (1d4+2)

Special Attacks channel positive energy 5/day (DC 12, 1d6 [+1 vs. undead])

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—rebuke death (1d4)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *cure light wounds*^o, *shield of faith*

0 (at will)—*detect magic*, *light*, *stabilize*

D Domain spell; **Domains** Healing, Sun

TACTICS

Before Combat Kyra casts *shield of faith* before the start of the encounter.

During Combat Kyra focuses her attacks on any creatures that are innately and irredeemably evil—such as evil outsiders and undead—while offering a chance of redemption to those who can still be turned to good, and healing her allies. Those who refuse her offer of redemption, however, she exterminates.

Base Statistics Without *shield of faith*, Kyra's statistics are **AC** 14, touch 10, flat-footed 14.

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 17, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 12

Feats Selective Channeling, Toughness

Skills Diplomacy +6, Heal +7, Knowledge (religion) +4

Languages Common, Kelish

SQ aura

Gear chain shirt, scimitar, sling with 10 bullets, backpack, bedroll, spell component pouch, sunrods (2), trail rations (2), waterskin, wooden holy symbol, 8 gp

KYRA	CR 7
HUMAN CLERIC OF SARENRAE 7	XP 3,200
Medium humanoid (human)	NG

Init +0; **Senses** Perception +4

DEFENSE

AC 21, touch 13, flat-footed 21 (+8 armor, +3 deflection)

hp 56 (7d8+21)

Fort +7, **Ref** +3, **Will** +10

OFFENSE

Speed 20 ft.

Melee +1 scimitar +8 (1d6+3/18-20)

Ranged sling +5 (1d4+2)

Special Attacks channel positive energy 7/day (DC 17, 6d6 [+7 vs. undead])

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

7/day—rebuke death (1d4+3)

Cleric Spells Prepared (CL 7th; concentration +11)

4th—*cure critical wounds*, *fire shield*^o, *holy smite* (DC 18)

3rd—*cure serious wounds*, *dispel magic*, *invisibility purge*, *searing light*^o

2nd—*bull's strength*, *cure moderate wounds*, *heat metal*^o (DC 16), *hold person* (DC 16), *spiritual weapon*

1st—*bless*, *command* (DC 15), *cure light wounds*, *divine favor*, *endure elements*^o, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*

D Domain spell; **Domains** Healing, Sun

TACTICS

Before Combat Kyra casts *shield of faith* before the start of the encounter.

During Combat Kyra focuses her attacks on any creatures that are innately and irredeemably evil—such as evil outsiders and undead—while offering a chance of redemption to those who can still be turned to good, and healing her allies. Those who refuse her offer of redemption, however, she exterminates.

Base Statistics Without *shield of faith*, Kyra's statistics are **AC** 19, touch 11, flat-footed 19.

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 18

Feats Combat Casting, Extra Channel, Improved Channel, Selective Channeling, Toughness

Skills Diplomacy +12, Heal +14, Knowledge (religion) +10

Languages Common, Kelish

SQ aura, healer's blessing

Combat Gear oil of align weapon, oil of daylight, potion of eagle's splendor, scroll of comprehend languages, scroll of lesser restoration, scroll of magic circle against evil, wand of cure light wounds (50 charges), thunderstone (2); **Other Gear** +2 breastplate, +1 scimitar, sling with 10 bullets, cloak of resistance +1, phylactery of positive channeling, ring of protection +1, antitoxin, backpack, bedroll, silver holy symbol, spell component pouch, trail rations (2), waterskin, 38 gp

KYRA	CR 12
HUMAN CLERIC OF SARENRAE 12	XP 19,200
Medium humanoid (human)	NG

Init +1; **Senses** Perception +4

DEFENSE

AC 25, touch 15, flat-footed 24 (+10 armor, +4 deflection, +1 Dex)

hp 105 (12d8+48)

Fort +13, **Ref** +10, **Will** +15

OFFENSE

Speed 30 ft.

Melee +2 flaming scimitar +17/+12 (1d6+8/18-20 plus 1d6 fire)

Ranged mwk sling +14/+9 (1d4+6)

Special Attacks channel positive energy 8/day

(DC 21, 8d6 [+12 vs. undead]), nimbus of light (12 rounds/day)

Domain Spell-Like Abilities (CL 12th;

concentration +16)

7/day—rebuke death (1d4+6)

Cleric Spells Prepared (CL 12th; concentration +16)

6th—blade barrier (DC 20), *heal*⁰, *mass cure* moderate wounds

5th—*breath of life*, *dispel evil*, *disrupting weapon*, *flame strike*⁰ (DC 19)

4th—*cure critical wounds*, *fire shield*⁰, *freedom of movement*, *holy smite* (DC 18), *tongues*

3rd—*daylight*, *dispel magic*, *invisibility purge*, *prayer*, *searing light*⁰, *speak with dead* (DC 17)

2nd—*align weapon*, *delay poison*, *heat metal*⁰ (DC 16), *hold person* (DC 16), *lesser restoration*, *spiritual weapon*

1st—*bless*, *command* (DC 15), *detect undead*, *divine favor*, *endure elements*⁰, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*
D Domain spell; **Domains** Healing, Sun

TACTICS

Before Combat Kyra casts *divine favor* and *shield of faith* before the start of the encounter.

During Combat Kyra focuses her attacks on any creatures that are innately and irredeemably evil—such as evil outsiders and undead—while offering a chance of redemption to those who can still be turned to good, and healing her allies as needed.

Base Statistics Without *divine favor* and *shield of faith*, Kyra's statistics are **AC** 23, touch 13, flat-footed 22; **Melee** +2 flaming scimitar +14/+9 (1d6+5/18-20 plus 1d6 fire); **Ranged** mwk sling +11/+6 (1d4+3); **CMD** 25.

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 11, **Wis** 18, **Cha** 16

Base Atk +9; **CMB** +12; **CMD** 27

Feats Alignment Channel (evil), Combat Casting, Extra Channel, Improved Channel, Lightning Reflexes, Selective Channeling, Toughness

Skills Diplomacy +18, Heal +19, Knowledge (religion) +15

Languages Common, Kelish

SQ aura, healer's blessing

Combat Gear potion of eagle's splendor, potion of remove blindness/deafness, potion of remove curse, potion of remove disease, scroll of break enchantment, scroll of neutralize poison, scroll of water breathing, wand of cure moderate wounds (50 charges), thunderstone (2); **Other Gear** +4 mithral breastplate, +2 flaming scimitar, masterwork sling with 10 bullets, belt of physical perfection +2, cloak of resistance +3, horn of goodness/evil, pearl of power (3rd level), phylactery of positive channeling, ring of protection +2, antitoxin, backpack, bedroll, silver holy symbol, spell component pouch, trail rations (2), waterskin, 138 gp



LINI, ICONIC DRUID

Lini always had a way with wild creatures. More than once, her enclave was threatened by some great bear or razor-clawed cat, yet each time she soothed the beast and sent it on its way. In the years since her departure from the Lands of the Linnorm Kings, Lini has collected more than a dozen sticks—one from each forest she has visited. These sticks are a roadmap of her experiences, and each holds a wealth of memories for the gnome druid.

LINI	CR 1
GNOME DRUID 1	XP 400
Small humanoid (gnome)	N

Init +1; **Senses** low-light vision; Perception +9

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 11 (1d8+3)

Fort +5, **Ref** +1, **Will** +5; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee sickle -1 (1d4-2)

Ranged sling +2 (1d3-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 1st; concentration +3)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Druid Spells Prepared (CL 1st; concentration +4)

1st—*entangle* (DC 14), *goodberry*

0 (at will)—*detect magic*, *know direction*, *resistance*

TACTICS

Before Combat Lini casts *goodberry* at the start of each day.

During Combat Lini attempts to stay out of melee, sending her animal companion to fight while she uses her magic to heal, summon allies, and control the environment.

STATISTICS

Str 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 16, **Cha** 15

Base Atk +0; **CMB** -3; **CMD** 8

Feats Self-Sufficient

Skills Craft (jewelry) +3, Handle Animal +6, Heal +9, Knowledge (geography) +5, Knowledge (nature) +7, Perception +9, Spellcraft +5, Survival +7

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ nature bond (animal companion, snow leopard named Droogami*), nature sense, wild empathy +3

Combat Gear *goodberries* (5), *scroll of cure light wounds*, acid;

Other Gear leather armor, sickle, sling with 10 bullets, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 8 gp

* Use the level 1 small cat on page 305 for animal companion stats.

LINI	CR 7
GNOME DRUID 7	XP 3,200
Small humanoid (gnome)	N

Init +1; **Senses** low-light vision; Perception +16

DEFENSE

AC 20, touch 13, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +3 natural, +1 size)

hp 56 (7d8+21)

Fort +9, **Ref** +4, **Will** +10; +2 vs. illusions, +4 vs. fey and plant-targeted effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 sickle +5 (1d4-1)

Ranged sling +7 (1d3-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 3/day

Spell-Like Abilities (CL 7th; concentration +10)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Druid Spells Prepared (CL 7th; concentration +11)

4th—*dispel magic*, *ice storm*

3rd—*daylight*, *neutralize poison*, *remove disease* (DC 18)

2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 16), *spider climb*

1st—*entangle* (2, DC 15), *goodberry*, *speak with animals* (2)

0 (at will)—*detect magic*, *know direction*, *light*, *resistance*

TACTICS

Before Combat Lini casts *goodberry* at the start of each day. Before combat, she casts *barkskin* on herself and *bull's strength* and *greater magic fang* on her animal companion.

During Combat Lini avoids melee, sending in her animal companion.

Base Statistics Without *barkskin*, Lini's statistics are **AC** 17, touch 13, flat-footed 16.

STATISTICS

Str 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +5; **CMB** +2; **CMD** 14

Feats Augment Summoning, Natural Spell, Self-Sufficient, Spell Focus (conjuration)

Skills Craft (jewelry) +3, Handle Animal +13, Heal +14, Knowledge (geography) +11, Knowledge (nature) +13, Perception +16, Spellcraft +11, Survival +13

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ nature bond (animal companion, snow leopard named Droogami*), nature sense, trackless step, wild empathy +10, woodland stride

Combat Gear *goodberries* (5), *potions of eagle's splendor*, *scrolls of call lightning* (2), *wand of cure moderate wounds* (32 charges), *wand of greater magic fang* (7 charges), *wand of produce flame* (43 charges), acid; **Other Gear** +2 leather armor, +1 sickle, sling with 10 bullets, *cloak of resistance* +1, *druid's vestments*, *headband of inspired wisdom* +2, *ring of protection* +1, belt pouch, mistletoe, spell component pouch, stick collection, sunrods (2), trail rations (2), 113 gp

* Use the level 7 small cat on page 305 for animal companion stats.

LINI	CR 12
GNOME DRUID 12	XP 19,200
Small humanoid (gnome)	N

Init +1; **Senses** low-light vision; Perception +23

DEFENSE

AC 24, touch 14, flat-footed 23 (+5 armor, +2 deflection, +1 Dex, +5 natural, +1 size)

hp 93 (12d8+36)

Fort +12, **Ref** +8, **Will** +15; +2 vs. illusions, +4 vs. fey and plant-targeted effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **DR** 10/adamantine (120 points); **Immune** poison

OFFENSE

Speed 20 ft.

Melee +3 sickle +11/+6 (1d4+1)

Ranged +2 sling +13/+8 (1d3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, wild shape 6/day

Spell-Like Abilities (CL 12th; concentration +15)

1/day—*dancing lights, ghost sound* (DC 14), *prestidigitation, speak with animals*

Druid Spells Prepared (CL 12th; concentration +18)

6th—*mass bull's strength, move earth, wall of stone*

5th—*animal growth* (DC 21), *stoneskin, wall of thorns* (2)

4th—*air walk, dispel magic, flame strike* (DC 20), *ice storm*

3rd—*daylight, greater magic fang, neutralize poison* (2), *remove disease*

2nd—*barkskin* (2), *bull's strength, flaming sphere* (DC 18), *lesser restoration, spider climb*

1st—*entangle* (2, DC 17), *faerie fire, goodberry, speak with animals* (2)

0 (at will)—*detect magic, know direction, light, resistance*

TACTICS

Before Combat Lini casts *goodberry* at the start of each day. Before combat, she casts *barkskin* and *stoneskin* on herself and *animal growth, bull's strength*, and *greater magic fang* on her animal companion. If she's joined by several allies, Lini casts *mass bull's strength* to improve their attacks.

During Combat Lini attempts to stay out of melee, sending her animal companion to fight while she uses her magic.

Base Statistics Without *barkskin*, Lini's statistics are **AC** 19, touch 14, flat-footed 18.

STATISTICS

Str 6, **Dex** 12, **Con** 16, **Int** 12, **Wis** 22, **Cha** 16

Base Atk +9; **CMB** +6; **CMD** 19

Feats Augment Summoning, Combat Casting, Lightning Reflexes, Natural Spell, Self-Sufficient, Spell Focus (conjuration)

Skills Craft (jewelry) +3, Handle Animal +18, Heal +19, Knowledge (geography) +16, Knowledge (nature) +18, Perception +23, Spellcraft +16, Survival +17

Languages Common, Druidic, Gnome, Goblin, Sylvan

SQ nature bond (animal companion, snow leopard named Droogami*), nature sense, trackless step, wild empathy +15, woodland stride

Combat Gear *goodberries* (5), *scrolls of call lightning storm* (2), *scrolls of tree stride* (2), *wand of cure serious wounds* (31 charges), *wand of flame blade* (21 charges), acid; **Other**

Gear +3 *wild leather armor*, +3 sickle, +2 *sling* with 20 bullets, *cloak of resistance* +1, *druid's vestments, elemental gem* (earth), *headband of inspired wisdom* +4, *ring of protection* +2, belt pouch, mistletoe, spell component pouch, stick collection, granite and diamond dust (worth 250 gp), 603 gp

* Use the level 12 small cat on page 306 for animal companion stats.



VALEROS, ICONIC FIGHTER

Valeros was born on a quiet farm, and grew up dreaming of adventure and exploration. Though this longing only increased as he grew older, so did the responsibilities of agricultural life. Finally, just a month before a marriage of convenience to a local farmer's daughter could lock him into place, Valeros came to the realization that the door to a life of adventure was closing for good. Seized by a desperate need for a larger life than cattle and corn, Valeros packed quietly and left in the middle of the night.

In the years since, Valeros has come a long way from the wide-eyed young man who sought only the joy of exploration (and maybe a pretty girl or three). Life on the road is much harder than the bards' tales suggest, and adult Valeros has the scars to prove it. Discovering himself to be a deft hand with a sword, Valeros quickly fell in with the mercenary crowd, learning the dirtier, grittier facts of warfare. After acting as hired muscle for dozens of different employers, Valeros finally realized that it was time to go into business for himself as an adventurer.

While admittedly not the best at following orders, Valeros is an extremely talented two-blade fighter, easily earning his keep in any group through the tenacity and absolute fearlessness—some might say thoughtlessness—with which he flings himself into combat.

Despite his reputation as a bruiser and scofflaw, Valeros has picked up a fair bit of education during his travels, and can even read (something his “respectable” parents never learned to do). Valeros takes an easy-come, easy-go approach to life, wealth, and relationships. Though a fan of fine weapons and creature comforts, the only object he’s never without is the tankard on his belt (as you never know when someone might offer you a drink). Noble at heart and fiercely loyal to those few who earn his affection, Valeros nevertheless hides such sentiments under a jaded and crass demeanor, frequently observing that there’s nothing better than “an evening of hard drinking and soft company.”

VALEROS	CR 7
HUMAN FIGHTER 7	XP 3,200
Medium humanoid (human)	NG

Init +7; **Senses** Perception +0

DEFENSE

AC 24, touch 15, flat-footed 20 (+7 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 shield)

hp 71 (7d10+28)

Fort +8, **Ref** +6, **Will** +3; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+3/19-20), short sword +2 (1d6+1/19-20) or longsword +5 (1d8+3/19-20)

Ranged shortbow +3 (1d6/x3)

TACTICS

During Combat Valeros always attempts to attack with both his longsword and short sword each round. He uses the longsword alone if he cannot take a full attack action or has difficulty hitting a target when wielding two weapons.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 16

Feats Toughness, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Climb +3, Knowledge (dungeoneering) +5, Ride +2, Swim +3

Languages Common, Goblin

Combat Gear acid flask, alchemist's fire; **Other Gear** scale mail, longsword, short sword, shortbow with 20 arrows, throwing axe, backpack, bedroll, caltrops, crowbar, flint and steel, grappling hook, hemp rope (50 ft.), smokestick, tankard, torches (4), trail rations (5), waterskin, 10 gp

VALEROS	CR 1
HUMAN FIGHTER 1	XP 400
Medium humanoid (human)	NG

Init +7; **Senses** Perception +0

DEFENSE

AC 24, touch 15, flat-footed 20 (+7 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 shield)

hp 71 (7d10+28)

Fort +8, **Ref** +6, **Will** +3; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +2 longsword +13/+8 (1d8+9/19-20), +1 short sword +10 (1d6+5/19-20) or +2 longsword +15/+10 (1d8+9/19-20)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks weapon training (heavy blades +1)

TACTICS

During Combat Valeros always attempts to attack with both his longsword and short sword each round. He uses the longsword alone if he cannot take a full attack action. Unless he absolutely must wield a weapon in two hands to gain the additional damage potential, he wields both swords to take advantage of his Two-Weapon Defense feat.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 12, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 26

Feats Combat Reflexes, Dodge, Double Slice, Improved Initiative, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +13, Knowledge (dungeoneering) +11, Ride +12, Swim +13

Languages Common, Goblin

SQ armor training 2

Combat Gear potion of bear's endurance, potion of cure serious wounds, potion of enlarge person, potion of fly, acid flask, alchemist's fire (2), holy water; **Other Gear** +1 breastplate, +2 longsword, +1 short sword, heavy mace, masterwork shortbow with 20 arrows, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +1, antitoxin, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 88 gp

Languages Common, Goblin**SQ** armor training 3

Combat Gear necklace of fireballs (type V), potions of cure serious wounds (2), potion of fly, potion of heroism, acid flask, alchemist's fire (2), holy water; **Other Gear** +3 light fortification breastplate, +2 keen longsword, +2 short sword, +1 shortbow with 20 arrows, masterwork heavy mace, amulet of natural armor +2, belt of physical perfection +2, boots of speed, cloak of resistance +3, ring of protection +2, antitoxin, backpack, bedroll, crowbar, everburning torch, grappling hook, hemp rope (50 ft.), tankard, trail rations (2), waterskin, 288 gp

VALEROS	CR 12
HUMAN FIGHTER 12	XP 19,200
Medium humanoid (human)	NG

Init +8; **Senses** Perception +0**DEFENSE**

AC 29, touch 17, flat-footed 24 (+9 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural, +1 shield)

hp 130 (12d10+60)**Fort** +14, **Ref** +11, **Will** +7; +3 vs. fear

Defensive Abilities bravery +3, 25% chance to negate critical hits and sneak attacks

OFFENSE**Speed** 30 ft.

Melee +2 keen longsword +21/+16/+11 (1d8+13/17-20), +2 short sword +18/+13 (1d6+8/19-20) or +2 keen longsword +23/+18/+13 (1d8+13/17-20)

Ranged +1 shortbow +17/+12/+7 (1d6+1/x3)**Special Attacks** weapon training (heavy blades +2, light blades +1)**TACTICS**

During Combat Valeros activates his *boots of speed*, using the extra movement to get into a position from which he can take a full attack action in the following round, and maintaining the effects of *haste* as long as he can continue to benefit from an additional attack each round. When he's unable to make more than one attack, he prefers his longsword and utilizes *Vital Strike* to increase his damage output. Unless he absolutely must wield a weapon in two hands to gain the additional damage potential, he wields both swords to take advantage of his Two-Weapon Defense feat.

STATISTICS**Str** 20, **Dex** 18, **Con** 16, **Int** 12, **Wis** 10, **Cha** 11**Base Atk** +12; **CMB** +17; **CMD** 34**Feats** Combat Reflexes, Dodge, Double Slice, Greater Weapon

Focus (longsword), Greater Weapon Specialization (longsword), Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +18, Intimidate +13, Knowledge (dungeoneering) +12, Ride +17, Swim +18



SAJAN, ICONIC MONK

Far from the Inner Sea region, in the mysterious land of Vudra, Sajan and his twin sister Sajni were born into the padapragna warrior caste. The siblings trained and served as partners, each complementing the other's technique, and became talented martial artists. After numerous victories, however, the siblings were separated when their lord was defeated, shamed, and forced to cede half his army to the victor—among them Sajan's sister. Sajni was taken away from Vudra by her new master and placed upon a ship as tribute to a distant lord. Daring disgrace or even death, Sajan abandoned his responsibilities to follow, so unwilling was he to condemn Sajni to life in the barbaric lands to the west. Eventually he trailed her all the way to Absalom, the City at the Center of the World, but lost her among the travelers and treasures of a hundred nations. Still, Sajan has not yet given up hope. He continues to seek any clue that might point him toward his sister, and has traveled far from Absalom and performed many heroic deeds in return for even the barest of rumors.

SAJAN	CR 1
HUMAN MONK 1	XP 400
Medium humanoid (human)	LN

Init +2; **Senses** Perception +5

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)

hp 11 (1d8+3)

Fort +4, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee flurry of blows +2/+2 (1d6+3) or

unarmed strike +3 (1d6+3) or

temple sword +3 (1d8+3)

Ranged shuriken +2 (1d2+3)

Special Attacks flurry of blows, stunning fist (1/day, DC 11)

TACTICS

During Combat Sajan relies on Mobility to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** +3; **CMD** 17

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist

Skills Acrobatics +6, Climb +7, Perception +5, Sense Motive +5, Stealth +6

Languages Common, Vudrani

Gear shuriken (5), temple sword, belt pouch, wooden holy symbol, 2 gp

SAJAN	CR 7
HUMAN MONK 7	XP 3,200
Medium humanoid (human)	LN

Init +3; **Senses** Perception +11

DEFENSE

AC 20, touch 17, flat-footed 16 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 monk, +1 Wis)

hp 56 (7d8+21)

Fort +9, **Ref** +10, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **Immune** disease

OFFENSE

Speed 50 ft.

Melee flurry of blows +8/+8/+3 (1d8+3) or

unarmed strike +8 (1d8+3) or

+2 temple sword +10 (1d8+5)

Ranged shuriken +8 (1d2+3)

Special Attacks flurry of blows, stunning fist (7/day, DC 14)

TACTICS

During Combat Sajan uses fast movement and Acrobatics to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. He employs combat maneuvers when it's strategically advantageous—grappling spellcasters and tripping foes with his temple sword when his allies flank them. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission.

STATISTICS

Str 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +10 (+12 grapple or trip); **CMD** 25 (27 vs. grapple or trip)

Feats Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist

Skills Acrobatics +13 (+28 when jumping), Climb +13, Perception +11, Sense Motive +11, Stealth +13

Languages Common, Vudrani

SQ fast movement, high jump, *ki* pool (4 points, magic), maneuver training, purity of body, slow fall 30 ft., still mind, wholeness of body

Combat Gear potions of cure light wounds (2); **Other Gear** +2 temple sword, shuriken (50), bracers of armor +3, cloak of resistance +2, ring of protection +1, belt pouch, wooden holy symbol, 58 gp

SAJAN	CR 12
HUMAN MONK 12	XP 19,200
Medium humanoid (human)	LN

Init +3; **Senses** Perception +18

DEFENSE

AC 28, touch 23, flat-footed 24 (+5 armor, +2 deflection, +3 Dex, +1 dodge, +4 monk, +3 Wis)

TABLE 4-1

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>One-Handed Melee Weapons</i>								
Temple sword	30 gp	1d6	1d8	19-20/x2	—	3 lbs.	S	Monk, trip

hp 93 (12d8+36)

Fort +13, **Ref** +14, **Will** +14; +2 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison

OFFENSE

Speed 70 ft.

Melee flurry of blows +15/+15/+10/+10/+5 (2d8+5 plus 1d6 electricity) or

unarmed strike +14/+9 (2d8+5 plus 1d6 electricity) or +3 temple sword +16/+11 (1d8-7/19-20)

Ranged +1 shuriken +13/+8 (1d2+5)

Special Attacks flurry of blows, stunning fist (12/day, DC 19)

TACTICS

During Combat Sajan uses his fast movement and Acrobatics to get into a strategic location in combat, and uses a combination of Combat Reflexes and flurry of blows to deal as much damage as possible to his targets. He employs combat maneuvers when doing so is strategically advantageous—grappling spellcasters and tripping foes with his temple sword when his allies flank them. Against a particularly powerful single enemy, he utilizes Stunning Fist to take the combatant out of commission. When overmatched, he's quick to withdraw and use his +1 shuriken to harass a foe at range or from more defensible ground, or by using his speed to keep just out of reach.

STATISTICS

Str 18, **Dex** 16, **Con** 14, **Int** 10, **Wis** 17, **Cha** 10

Base Atk +9; **CMB** +16 (+18 grapple, +20 trip); **CMD** 36 (38 vs. grapple, 40 vs. trip)

Feats Combat Reflexes, Deflect Arrows, Dodge, Gorgon's Fist, Greater Trip, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Scorpion Style, Spring Attack, Stunning Fist, Wind Stance

Skills Acrobatics +18 (+46 when jumping), Climb +19, Perception +18, Sense Motive +18, Stealth +18

Languages Common, Vudrani

SQ abundant step, diamond body, fast movement, high jump, *ki* pool (9 points, lawful, magic), maneuver training, purity of body, slow fall 60 ft., still mind, wholeness of body

Combat Gear elixir of fire breath, potion of bear's endurance, potions of cure serious wounds (2), potion of fly; **Other Gear** +3 temple sword, +1 shuriken (50), belt of giant strength +2, bracers of armor +5, cloak of resistance +3, headband of inspired wisdom +2, monk's robe, ring of protection +2, +1 shock amulet of mighty fists, belt pouch, wooden holy symbol, 708 gp

TEMPLE SWORD

Heavy blades typically used by guardians of religious sites, temple swords have distinctive crescent-shaped blades, like an amalgam of a sickle and sword. Many have holes drilled into the blade or places on the pommel where charms, bells, or other holy trinkets might be attached. Monks are proficient with the temple sword.



SEELAH, ICONIC PALADIN

Seelah faced numerous tragedies in her young life. The loss of her home brought her family to the city of Solku in Katapesh, and there she lost her family to gnoll raids. At 14, she was orphaned and poor on the streets of a strange town, doing what she had to in order to survive—stealing, mugging, conning travelers, even attempting to make her way as a young mercenary. Eventually, a band of Iomedaean paladins came to Solku to help defend it against the gnoll hordes. Immediately enamored with the shining steel of the foreign defenders, Seelah stole one of their helmets, a great helm emblazoned with the image of a golden bird. During the Battle of Red Hail, however, Seelah realized that one of the bravest knights, a woman named Acemi, fought the battle without her helm. While holding Solku's gates, the knight took a mortal wound to the skull, winning the day but dying of her wound that evening.

Wracked with guilt, Seelah approached Acemi's body as her companions prepared her pyre. They watched silently as Seelah placed the stolen helm over the dead woman's head, and then climbed onto the pyre aside her. The paladins were moved; they had known from the start that Seelah had stolen the helm, but Acemi had forbidden them from collecting it, hoping the helm would win the desperate orphan coin enough for a few meals. The knights of Iomedae took Seelah in that night. Although she has come to terms with Acemi's death, Seelah still regrets the theft that ironically brought her into Iomedae's arms. She originally came to Iomedae out of guilt, but as the years passed, that guilt has transformed into a powerful love and faith in her goddess.

The young paladin wears her hair in Acemi's style and trains relentlessly in the use of the longsword. In so doing, she hopes to carry on the good work that Acemi might have done had she not fallen at the Battle of Red Hail. It's the least she feels she can do to make up for a death that she caused.

SEELAH	CR 1
HUMAN PALADIN OF IOMEDAE 1	XP 400
Medium humanoid (human)	LG

Init +0; **Senses** Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 13 (1d10+3)

Fort +4, **Ref** +0, **Will** +3

OFFENSE

Speed 20 ft.

Melee longsword +5 (1d8+3/19–20)

Ranged shortbow +1 (1d6/x3)

Special Attacks smite evil 1/day (+2 attack and AC, +1 damage)

Paladin Spell-Like Abilities (CL 1st; concentration +3)

At will—*detect evil*

TACTICS

During Combat Seelah is fearless and vigilant in the face of evil, and she faces fiends, undead, and those with malicious intent head-on. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability.

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +1; **CMB** +4; **CMD** 14

Feats Power Attack, Weapon Focus (longsword)

Skills Diplomacy +6, Knowledge (religion) +4, Sense Motive +5

Languages Common, Osiriani

SQ aura, code of conduct

Combat Gear holy water; **Other Gear** scale mail, heavy wooden shield, longsword, shortbow with 20 arrows, backpack, silver holy symbol, trail rations (4), 18 gp

SEELAH	CR 7
HUMAN PALADIN OF IOMEDAE 7	XP 3,200
Medium humanoid (human)	LG

Init +0; **Senses** Perception +1

Aura courage (10 ft.)

DEFENSE

AC 25, touch 10, flat-footed 25 (+11 armor, +4 shield)

hp 64 (7d10+21)

Fort +11, **Ref** +6, **Will** +10

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee +1 longsword +13/+8 (1d8+5/19–20)

Ranged +1 composite longbow +8/+3 (1d8+5/x3)

Special Attacks channel positive energy (DC 16, 4d6), smite evil 3/day (+3 attack and AC, +7 damage)

Paladin Spell-Like Abilities (CL 7th; concentration +10)

At will—*detect evil*

Paladin Spells Prepared (CL 4th; concentration +7)

2nd—*eagle's splendor*

1st—*divine favor*, *lesser restoration*

TACTICS

During Combat Seelah is fearless, especially in the face of evil, and she faces fiends, undead, and those with malicious intent head-on. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability. If she has already expended her daily uses of smite evil, she uses her divine bond to increase her weapon's power. When her allies are injured or in trouble, Seelah puts herself in harm's way in an effort to heal them.

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +11; **CMD** 21**Feats** Cleave, Extra Lay on Hands, Power Attack, Vital Strike, Weapon Focus (longsword)**Skills** Diplomacy +13, Knowledge (religion) +10, Sense Motive +11**Languages** Common, Osiriani**SQ** aura, code of conduct, divine bond (weapon +1, 1/day), divine grace, lay on hands (3d6, 8/day), mercies (diseased, sickened)**Combat Gear** *wand of cure moderate wounds* (42 charges), holy water; **Other Gear** +2 full plate, +2 heavy wooden shield, +1 composite longbow (+3 Str) with 20 arrows, +1 longsword, belt of giant strength +2, cloak of resistance +1, backpack, silver holy symbol, trail rations (4), 143 gp**Skills** Diplomacy +19, Knowledge (religion) +15, Sense Motive +16**Languages** Common, Osiriani**SQ** aura, code of conduct, divine bond (weapon +3, 2/day), divine grace, lay on hands (6d6, 12/day), mercies (diseased, paralyzed, poisoned, sickened)**Combat Gear** *oil of silence, potion of fly, potion of haste, wand of cure serious wounds* (35 charges), holy water; **Other Gear** +4 full plate, +3 heavy wooden shield, +1 composite longbow (+3 Str) with 20 arrows, +2 holy longsword, belt of giant strength +4, cloak of resistance +3, phylactery of positive channeling, backpack, silver holy symbol, trail rations (4), 748 gp

SEELAH	CR 12
HUMAN PALADIN OF IOMEDAE 12	XP 19,200
Medium humanoid (human)	LG

Init +0; **Senses** Perception +1**Aura** courage (10 ft.), justice (10 ft.), resolve (10 ft.)**DEFENSE**

AC 28, touch 10, flat-footed 28 (+13 armor, +5 shield)

hp 106 (12d10+36)**Fort** +17, **Ref** +11, **Will** +16**Immune** charm, disease, fear**OFFENSE****Speed** 20 ft.**Melee** +2 holy longsword +20/+15/+10 (1d8+7/17-20)**Ranged** +1 composite longbow +13/+8/+3 (1d8+6/x3)**Special Attacks** channel positive energy (DC 20, 8d6), smite evil 4/day (+4 attack and AC, +12 damage)**Paladin Spell-Like Abilities** (CL 12th; concentration +16)

At will—detect evil

Paladin Spells Prepared (CL 9th; concentration +13)

3rd—dispel magic, prayer

2nd—eagle's splendor, resist energy, zone of truth (DC 16)

1st—bless weapon, divine favor, lesser restoration

TACTICS

During Combat Seelah is fearless, especially in the face of evil, and she faces fiends, undead, and those with malicious intent head-on. Against particularly powerful evil foes—especially fiends and evil dragons—she channels her goddess's power into her attacks with her smite evil ability. If she has already expended her daily uses of smite evil, she uses her divine bond to increase her weapon's power. When her allies are injured or in trouble, Seelah puts herself in harm's way in an effort to heal them.

STATISTICS**Str** 20, **Dex** 10, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18**Base Atk** +12; **CMB** +17; **CMD** 27**Feats** Cleave, Extra Lay on Hands, Improved Critical (longsword), Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (longsword)

HARSK, ICONIC RANGER

Harsk is an uncommon dwarf. He enjoys the wide skies of the open plains more than claustrophobic tunnels, prefers the taste of tea to alcohol, and handles his battles at range rather than in melee. As a young dwarf, he eschewed the company of his fellows, finding that few things made him happier than crouching in a tree stand with his bow, listening to the wind through the forest leaves and waiting for prey to wander by.

That all changed twenty years ago when his elder brother, a captain named Sigur, led a dwarven war band from Janderhoff against a small party of raiding giants. Out of affection, Sigur offered his less-experienced sibling the chance to come and prove himself as chief scout and second-in-command. Calm and peaceful by nature, Harsk turned him down, failing to see the honor his brother was doing him until several days after the company had departed. Traveling light and fast, Harsk caught up with his brother quickly—but not quickly enough. Misjudging the size and skill of the raiding party, Sigur had led his band into an ambush, where it was slaughtered to the last dwarf.

With his brother's blood still fresh on his hands, Harsk went mad with rage. That night, he stalked through the giants' camp like a vengeful wraith, slaughtering giant after giant with his crossbow before melting back into the forest, only to reappear elsewhere and take another victim. When the last giant was left gurgling in the dust, Harsk took up his brother's axe and slipped off into the trees, vowing to forever be the voice of justice in the wild places, to keep balance and prevent the sacrifices of noble warriors like his brother.

Harsk, like many of his kind, is gruff and taciturn, but there ends most of his connection to dwarven society. Something of a loner, he prefers to spend his time outdoors, communing with nature, though he occasionally travels alongside others whose goals match his own. Uninterested in the beer and ale so strongly associated with dwarves in the minds of human society, Harsk instead drinks pot after pot of strong tea to keep his senses sharp. While he never lets his brother's axe out of his sight, he wields it only as a last resort, knowing his true skills lie in the hunt and striking from darkness.

HARSK	CR 7
DWARF RANGER 7	XP 3,200
Medium humanoid (dwarf)	LN

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 64 (7d10+21)

Fort +4, **Ref** +5, **Will** +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee battleaxe +3 (1d8+2/x3)

Ranged heavy crossbow +4 (1d10/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (humanoids [giants] +2)

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others.

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Rapid Reload

Skills Handle Animal +3, Heal +6, Knowledge (geography, nature) +4, Perception +6 (+8 to notice unusual stonework), Stealth +6, Survival +6

Languages Common, Dwarven

SQ track +1, wild empathy +0

Gear studded leather, battleaxe, heavy crossbow with 30 bolts, antitoxin, backpack, smokestick, trail rations (4), signal whistle, tea pot, 11 gp

HARSK	CR 7
DWARF RANGER 7	XP 3,200
Medium humanoid (dwarf)	LN

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

hp 64 (7d10+21)

Fort +10, **Ref** +10, **Will** +8; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

OFFENSE

Speed 20 ft.

Melee +1 battleaxe +10/+5 (1d8+3/x3)

Ranged +2 heavy crossbow +12 (1d10+2/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (fey +2, humanoids [giants] +4)

Ranger Spells Prepared (CL 4th; concentration +6)

2nd—*barkskin*

1st—*entangle* (DC 13), *resist energy*

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe but isn't afraid to get dirty in melee if the situation calls for it. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others.

STATISTICS

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

Base Atk +7; **CMB** +9; **CMD** 22 (26 vs. bull rush, 26 vs. trip)

Feats Endurance, Far Shot, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload
Skills Handle Animal +9, Heal +12, Knowledge (geography, nature) +10, Perception +12 (+14 to notice unusual stonework), Stealth +13, Survival +12
Languages Common, Dwarven
SQ favored terrain (mountain +2), hunter's bond (animal, badger named Biter)*, track +3, wild empathy +6, woodland stride
Combat Gear potions of cure moderate wounds (3), potions of pass without trace (2), screaming bolts (4), tanglefoot bag; **Other Gear** +2 studded leather, +1 battleaxe, +2 heavy crossbow with 30 bolts, amulet of natural armor +1, cloak of resistance +2, antitoxin, backpack, signal whistle, smokestick, tea pot, trail rations (4), 468 gp

* See page 299 for Harsk's animal companion's statistics.

HARSK	CR 12
DWARF RANGER 12	XP 19,200
Medium humanoid (dwarf)	LN

Init +6; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 26, touch 17, flat-footed 21 (+7 armor, +2 deflection, +5 Dex, +2 natural)

hp 106 (12d10+36)

Fort +13, **Ref** +16, **Will** +10; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion

OFFENSE

Speed 20 ft.

Melee +2 battleaxe +16/+11/+6 (1d8+4/x3)

Ranged +3 flaming heavy crossbow +22 (1d10+3/17-20 plus 1d6 fire)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (fey +2, humanoids [giants] +6, humanoids [humans] +2), quarry

Ranger Spells Prepared (CL 9th; concentration +11)

3rd—neutralize poison

2nd—barkskin, bear's endurance, cure light wounds

1st—entangle (DC 13), longstrider, resist energy

TACTICS

During Combat Harsk prefers fighting with his crossbow over his battleaxe but isn't afraid to get dirty in melee if the situation calls for it. His hatred for giants often motivates him to target creatures of that subtype to the exclusion of others, and to choose one as his quarry. If tracking a giant, he casts *resist energy* against an energy type that giant uses before engaging.

STATISTICS

Str 14, **Dex** 22, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +12; **CMB** +14; **CMD** 32 (36 vs. bull rush, 36 vs. trip)

Feats Endurance, Far Shot, Improved Critical (heavy crossbow), Improved Precise Shot, Iron Will, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (heavy crossbow)
Skills Handle Animal +14, Heal +17, Knowledge (geography, nature) +15, Perception +17 (+19 to notice unusual stonework), Stealth +21, Survival +17

Languages Common, Dwarven

SQ camouflage, evasion, favored terrain (forest +2, mountain +4), hunter's bond (animal, badger named Biter)*, swift tracker, track +6, wild empathy +11, woodland stride

Combat Gear seeking bolts (20), potions of pass without trace (2), wand of cure moderate wounds (35 charges), tanglefoot bag;

Other Gear +4 studded leather, +2 battleaxe, +3 flaming heavy crossbow with 30 bolts, amulet of natural armor +2, belt of incredible dexterity +4, boots of speed, cloak of resistance +2, ring of protection +2, antitoxin, backpack, signal whistle, smokestick, tea pot, trail rations (4), 464 gp

* See page 299 for Harsk's animal companion's statistics.



MERISIEL, ICONIC ROGUE

The elves have a name for elven children unfortunate enough to be born and raised in human society—the Forlorn. Merisiel is one of these, born in the Varisian city of Magnimar to elven parents who were either unable or unwilling to raise a child on their own. Merisiel never learned the truth of it, for her parents left her in the care of the city's temple to Calistria. The priests raised Merisiel as a ward of the temple, but she had little patience for teachers and prayer. Eventually, she left the temple and spent many years on the streets of Magnimar, earning a living as a freelance thief. When her growing reputation as a thief became inconvenient, she decided to leave her home city to seek out new settlements to explore and enjoy.

Merisiel became a master at stowing away on ships, talking her way out of trouble, and finding her way in new societies. She's called dozens of cities home, leaving one for another when her companions outgrew her or she outlived them. Life has been hard for Merisiel, made more so by the fact that she's always found it difficult to master skills that come easily to her companions. Faced often with situations where a quick tongue or stealth won't suffice to keep her out of trouble, Merisiel has taken to carrying dozen knives. When things go wrong with her carefully laid plans (as they almost always seem to do), the knives come out and what needs to be done gets done. To date, Merisiel hasn't met a problem that can't, in one way or another, be solved with a blade.

Each of the cities she's spent time in carries special memories for Merisiel. In cosmopolitan Kintargo, she fell in love for the first five times, but only the last of those relationships survives to this day. In bustling Corentyn, she spent five years in prison for a crime she wasn't able to pin on someone more deserving, a sentence exceeded by her stay in Almas (still her record—ten years in jail). In Cassomir she helped rob a corrupt jeweler, in Oppara a decadent and cruel magistrate, and in Sothis a narrow-minded priest of Abadar. Yet in each of these cases her companions betrayed her and left her penniless. She spent many years in Katapesh and Absalom, but the size of these cities eventually grew to be too much even for her. Recently, she's come home to Magnimar with a new purpose in life. Finally matured to the point where she's willing (and perhaps able) to learn from her mistakes, she hopes to make something more of her life than merely bad decisions laced with periodic bouts of excitement and fun.

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur—it's impossible to tell when the good times might end. She's open and expressive, always on the move and working on her latest batch of plots to make easy money. In the end, it comes down to being faster than everyone else—either on her feet or with her beloved blades. She wouldn't have it any other way.

MERISIEL	CR 1
ELF ROGUE 1	XP 400
Medium humanoid (elf)	CN

Init +4; **Senses** low-light vision; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +6, **Will** +0; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+2/18-20)

Ranged dagger +4 (1d4+2/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Though something of a show-off, Merisiel understands the value of hiding in order to get the drop on her opponents.

During Combat Merisiel makes sneak attacks on her foes to maximize the damage she can do with her daggers and rapier.

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 16

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +5, Climb +5, Disable Device +7, Knowledge (local) +4, Perception +6, Sleight of Hand +7, Stealth +7

Languages Common, Elven

SQ elven magic, trapfinding +1, weapon familiarity

Combat Gear acid, alchemist's fire; **Other Gear** studded leather, daggers (6), rapier, backpack, hooded lantern, oil (5), silk rope (50 ft.), thieves' tools, 3 gp

MERISIEL	CR 7
ELF ROGUE 7	XP 3,200
Medium humanoid (elf)	CN

Init +9; **Senses** low-light vision; Perception +12

DEFENSE

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +1 shield)

hp 56 (7d8+21)

Fort +4, **Ref** +11, **Will** +3; +2 vs. enchantments

Defensive Abilities evasion, trap sense +2, uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 *keen* rapier +11 (1d6+3/15-20)

Ranged dagger +10 (1d4+2/19-20)

Special Attacks sneak attack +4d6

TACTICS

Before Combat Though something of a show-off, Merisiel understands the value of hiding in order to get the drop on her opponents.

During Combat Merisiel makes sneak attacks on her foes to maximize the damage she can do with her daggers and rapier.

STATISTICS

Str 15, **Dex** 20, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Finesse

Skills Acrobatics +20, Bluff +11, Climb +12, Disable Device +17, Knowledge (local) +10, Perception +12, Sleight of Hand +15, Stealth +15

Languages Common, Elven

SQ elven magic, rogue talents (bleeding attack +4, combat trick, fast stealth), trapfinding +3, weapon familiarity

Combat Gear potion of cure serious wounds, potion of invisibility, acid, alchemist's fire, tanglefoot bag; **Other Gear** +2 studded leather, masterwork buckler, +1 keen rapier, daggers (12), belt of incredible dexterity +2, boots of elvenkind, cloak of resistance +1, ring of protection +1, universal solvent, backpack, hooded lantern, masterwork thieves' tools, oil (5), silk rope (50 ft.), 16 gp

MERISIEL	CR 12
ELF ROGUE 12	XP 19,200
Medium humanoid (elf)	CN

Init +10; **Senses** low-light vision; Perception +17

DEFENSE

AC 29, touch 18, flat-footed 23 (+8 armor, +2 deflection, +5 Dex, +1 dodge, +3 shield)

hp 105 (12d8+48)

Fort +9, **Ref** +17, **Will** +7; +2 vs. enchantments

Defensive Abilities improved evasion, improved uncanny dodge, trap sense +4; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +3 keen rapier +19/+14 (1d6+6/15-20)

Ranged mwk dagger +16/+11 (1d4+3/19-20)

Special Attacks sneak attack +6d6

TACTICS

Before Combat Though something of a show-off, Merisiel understands the value of hiding in order to get the drop on her opponents.

During Combat Merisiel makes sneak attacks on her foes to maximize the damage she can do with her daggers and rapier.

STATISTICS

Str 17, **Dex** 22, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 31

Feats Dodge, Improved Initiative, Mobility, Point-Blank Shot, Quick Draw, Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +26, Bluff +16, Climb +18, Disable Device +23, Knowledge (local) +15, Perception +17, Sleight of Hand +21, Stealth +21

Languages Common, Elven

SQ elven magic, rogue talents (bleeding attack +6, combat trick, fast stealth, improved evasion, surprise attack, weapon training), trapfinding +6, weapon familiarity

Combat Gear oil of silence (2), potions of cure serious wounds (3), potion of fly, potions of invisibility (2), acid, alchemist's fire, tanglefoot bag; **Other Gear** +5 studded leather, +2 buckler, +3 keen rapier, masterwork daggers (12), bag of holding (type I), belt of physical perfection +2, boots of elvenkind, cloak of resistance +3, ring of protection +2, universal solvent, backpack, hooded lantern, masterwork thieves' tools, oil (5), silk rope (50 ft.), 266 gp



SEONI, ICONIC SORCERER

A member of the wanderers known as Varisians, Seoni wears the magical markings of her culture in the elaborate tattoos that crisscross her body. But her path was not to be the path of tradition. A caravan master's daughter who spent much of her youth traveling, she was expected to one day either lead her own caravan or perhaps develop a talent for reading the harrow, the fortune-telling cards of her people. One night, while her family camped at the edge of the mysterious Lurkwood, young Seoni wandered out of sight of her people's cooking fires. There she found a great white tree, its ancient roots twisted around a ring of rune-carved stone. As she investigated, the tree's bark fell away, revealing elaborate symbols and images that related a brief tale—that of her own short life. Seoni fled, but returned with her kin soon after to find nothing more than a normal old tree and a strange rock.

Regardless, the images upon the wood carved themselves into Seoni's mind, and she promised that she would never submit to letting another choose her destiny. From that point onward, she delved into the mysteries of her homeland, eventually even unlocking sorcerous power within herself—an ancient sorcery unlike the common magic of her people. When she came of age, she sought to continue her wandering life, but this time along routes she chose and in pursuit of her own ambitions.

SEONI	CR 1
HUMAN SORCERER 1	XP 400
Medium humanoid (human)	LN

Init +2; **Senses** Perception +3

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6)

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

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*magic armor*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 15), *read magic*

Bloodline arcane

TACTICS

Before Combat Seoni casts *magic armor* on herself.

During Combat In combat, Seoni serves as artillery from range, blasting foes with *acid splash* and *magic missile*.

Base Statistics Without *magic armor*, Seoni's statistics are **AC** 13, flat-footed 10.

STATISTICS

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

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

Feats Alertness, Dodge, Eschew Materials, Spell Focus (evocation)

Skills Bluff +8, Climb +3, Knowledge (planes) +4, Perception +3, Sense Motive +3, Spellcraft +4

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level)

Combat Gear scroll of *color spray*; **Other Gear** dagger, quarterstaff, backpack, smokestick, sunrods (5), trail rations (4), 9 gp

SEONI	CR 7
HUMAN SORCERER 7	XP 3,200
Medium humanoid (human)	LN

Init +6; **Senses** Perception +3

DEFENSE

AC 25, touch 15, flat-footed 22 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +2 natural, +4 shield)

hp 41 (7d6+14)

Fort +3, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft.

Melee quarterstaff +3 (1d6)

Ranged dagger +5 (1d4/19-20)

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *haste*, *lightning bolt* (DC 20)

2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *scorching ray*, *web* (DC 17)

1st (8/day)—*burning hands* (DC 18), *enlarge person* (DC 16), *identify*, *magic armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 17), *light*, *prestidigitation*, *read magic*

Bloodline arcane

TACTICS

Before Combat Seoni casts *magic armor* and extended *shield* (using her metamagic adept ability) before the start of the encounter.

During Combat In combat, Seoni serves as artillery from range, blasting foes with *magic missile*, *lightning bolt*, and *scorching ray*.

Base Statistics Without *magic armor* and *shield*, Seoni's statistics are **AC** 17, touch 15, flat-footed 14.

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 13, **Cha** 21

Base Atk +3; **CMB** +3; **CMD** 18

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Spell Focus (evocation)

Skills Bluff +15, Climb +3, Knowledge (planes) +10, Perception +3, Sense Motive +3, Spellcraft +10

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (2/day)

Combat Gear potion of cat's grace, potions of cure light wounds (3), scroll of fireball, scroll of fly, wand of magic missile (CL 3rd, 50 charges); **Other Gear** dagger, quarterstaff, amulet of natural armor +2, headband of alluring charisma +2, ring of protection +2, backpack, trail rations (4), 44 gp

SEONI	CR 12
HUMAN SORCERER 12	XP 19,200
Medium humanoid (human)	LN

Init +7; **Senses** Perception +4

DEFENSE

AC 31, touch 19, flat-footed 27 (+4 armor, +4 deflection, +3 Dex, +1 dodge, +1 insight, +4 natural, +4 shield)

hp 80 (12d6+36)

Fort +8, **Ref** +10, **Will** +13

OFFENSE

Speed 30 ft.

Melee quarterstaff +6/+1 (1d6)

Ranged dagger +9 (1d4/19-20)

Sorcerer Spells Known (CL 12th; concentration +19)

6th (4/day)—*chain lightning* (DC 25)

5th (6/day)—*cone of cold* (DC 24), *overland flight*, *wall of force*

4th (7/day)—*charm monster* (DC 21), *dimension door*, *resilient sphere* (DC 23), *stoneskin*, *wall of fire*

3rd (8/day)—*dispel magic*, *displacement*, *fireball* (DC 22), *haste*, *lightning bolt* (DC 22)

2nd (8/day)—*darkness*, *darkvision*, *glitterdust* (DC 19), *invisibility*, *scorching ray*, *web* (DC 19)

1st (8/day)—*burning hands* (DC 20), *enlarge person* (DC 18), *identify*, *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare* (DC 19), *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

Bloodline arcane

TACTICS

Before Combat Seoni casts *displacement*, *mage armor*, and *extended shield* (using her metamagic adept ability) before the start of the encounter.

During Combat In combat, Seoni serves as artillery from range, blasting foes with *chain lightning*, *cone of cold*, and *scorching ray*; supports her allies with spells such as *haste* and *enlarge person*; and controls the battlefield with *walls of force* and *fire*, *web*, and *darkness*.

Base Statistics Without *mage armor* and *shield*, Seoni's statistics are **AC** 23, touch 19, flat-footed 19.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 24

Base Atk +6; **CMB** +6; **CMD** 25

Feats Alertness, Combat Casting, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (evocation), Improved Initiative, Quicken Spell, Spell Focus (evocation), Toughness

Skills Bluff +22, Climb +3, Knowledge (planes) +15, Perception +4, Sense Motive +4, Spellcraft +15

Languages Common, Varisian

SQ arcane bond (familiar, blue-tailed skink named Dragon), bloodline arcana (+1 DC for metamagic spells that increase spell level), metamagic adept (3/day), new arcana

Combat Gear potions of cure moderate wounds (3), scroll of fly, scroll of protection from energy, wand of magic missile (CL 7th, 32 charges); **Other Gear** dagger, quarterstaff, amulet of natural armor +4, belt of incredible dexterity +2, cloak of resistance +3, dusty rose prism ioun stone, headband of alluring charisma +4, ring of counterspells (contains *magic missile*), ring of protection +4, backpack, trail rations (4), granite and diamond dust worth 250 gp, 734 gp



Melee +1 cane +4 (1d6+1) or dagger +3 (1d4/19-20)

Ranged mwk light crossbow +6 (1d8/19-20)

Special Attacks hand of the apprentice (8/day)

Wizard Spells Prepared (CL 7th; concentration +12)

4th—*dimension door, shout* (DC 20)

3rd—*dispel magic, fireball* (DC 19), *haste*

2nd—*glitterdust* (DC 17), *knock, scorching ray, spider climb*

1st—*burning hands* (DC 17), *expeditious retreat, mage armor, magic missile, obscuring mist, shield*

0 (at will)—*acid splash, detect magic, light, mage hand*

TACTICS

Before Combat Ezren casts *mage armor* and *shield* before the start of the encounter.

During Combat Ezren uses his attack spells in conjunction with his hand of the apprentice special attack to eliminate threats against him and his companions.

Base Statistics Without *mage armor* and *shield*, Ezren's statistics are AC 15, touch 14, flat-footed 13.

STATISTICS

Str 10, Dex 14, Con 14, Int 20, Wis 12, Cha 10

Base Atk +3; **CMB** +3; **CMD** 17

Feats Combat Casting, Craft Magic Arms and Armor, Great Fortitude, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness

Skills Appraise +15, Fly +12, Knowledge (arcana, history, nature, planes) +15, Linguistics +15, Spellcraft +15

Languages Abyssal, Celestial, Common, Draconic, Elven, Giant, Goblin, Ignan, Infernal, Kelish, Osiriani, Terran, Undercommon

SQ arcane bond (cane)

Combat Gear potion of cat's grace, potion of cure moderate wounds, potion of fly, potion of tongues, scroll of blur, scroll of charm person, scroll of magic weapon, wand of magic missile (50 charges);

Other Gear +1 cane (treat as club), dagger, masterwork light crossbow with 10 bolts, amulet of natural armor +1, cloak of resistance +2, headband of vast intelligence +2, pearl of power (1st), ring of protection +2, backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*charm person, color spray, grease, protection from evil, sleep*; 2nd—*acid arrow, bear's endurance*; 3rd—*fly, lightning bolt*), 89 gp

EZREN	CR 12
HUMAN WIZARD 12	XP 19,200
Medium humanoid (human)	N

Init +2; **Senses** Perception +1

DEFENSE

AC 24, touch 14, flat-footed 22 (+4 armor, +2 deflection, +2 Dex, +2 natural, +4 shield)

hp 92 (12d6+48)

Fort +11, **Ref** +9, **Will** +12

OFFENSE

Speed 30 ft.

Melee +2 cane (*rod of thunder and lightning*) +8/+3 (1d6+2) or dagger +6/+1 (1d4/19-20)

Ranged mwk light crossbow +9 (1d8/19-20)

Special Attacks hand of the apprentice (10/day), metamagic mastery (3/day)

Wizard Spells Prepared (CL 12th; concentration +19)

6th—*disintegrate* (DC 23), *greater dispel magic, summon monster VI*

5th—*cloudkill* (DC 22), *cone of cold* (DC 24), *empowered lightning bolt, teleport*

4th—*dimension door, greater invisibility, scrying* (DC 21), *shout* (DC 23)

3rd—*dispel magic, fireball* (DC 22), *fly, haste, lightning bolt* (DC 22), *tongues*

2nd—*acid arrow, glitterdust* (DC 19), *knock, scorching ray* (2), *spider climb*

1st—*burning hands* (DC 20), *charm person* (DC 18), *expeditious retreat, grease, mage armor, magic missile, obscuring mist, protection from evil, shield* (2)

0 (at will)—*acid splash, detect magic, light, mage hand*

TACTICS

Before Combat Ezren casts *mage armor* and *shield* before the start of the encounter. Given the time, he also casts *fly* and *greater invisibility*.

During Combat Ezren uses his attack spells in conjunction with his hand of the apprentice special attack to eliminate threats against him and his companions.

Base Statistics Without *mage armor* and *shield*, Ezren's statistics are AC 16, touch 14, flat-footed 14.

STATISTICS

Str 10, Dex 14, Con 14, Int 24, Wis 12, Cha 10

Base Atk +6; **CMB** +6; **CMD** 20

Feats Combat Casting, Craft Magic Arms and Armor, Craft Rod, Empower Spell, Great Fortitude, Greater Spell Focus (evocation), Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness

Skills Appraise +22, Craft (alchemy) +22, Fly +17, Knowledge (arcana, engineering, history, nature, planes) +22, Linguistics +22, Spellcraft +22

Languages Abyssal, Aklo, Aquan, Auran, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Goblin, Ignan, Infernal, Kelish, Orc, Osiriani, Terran, Undercommon

SQ arcane bond (cane)

Combat Gear potion of cat's grace, potions of cure serious wounds (3), scroll of antimagic field, scroll of passwall, scrolls of protection from energy (2), scroll of remove curse, scroll of secure shelter, staff of fire, wand of mnemonic enhancer (7 charges); **Other**

Gear +2 cane (*rod of thunder and lightning*; treat as club), dagger, masterwork light crossbow with 10 bolts, amulet of natural armor +2, cloak of resistance +3, headband of vast intelligence +4, ring of protection +2, ring of wizardry I, backpack, scroll case, spell component pouch, spellbook (contains all prepared spells plus all 0-level spells; 1st—*color spray, sleep*; 2nd—*bear's endurance*; 4th—*black tentacles, summon monster IV*; 5th—*dream, polymorph, mage's private sanctum*; 6th—*true seeing*), 724 gp



APPENDIX 1: ANIMAL COMPANIONS

This section presents an assortment of suitable druid and ranger animal companions at various effective druid levels. All of the druids and rangers in Chapter 1 are built with the nature bond (domain) or hunter's bond (companions) class abilities, so it is a simple matter to replace those abilities with an animal companion of the appropriate level. For druids, ignore the bonus spells and granted powers listed in the stat block; for rangers, ignore the hunter's bond ability (which otherwise does not affect the ranger's statistics in any way).

An asterisk (*) after an animal companion's name indicates that only druids can select that type of companion.

DINOSAUR*	Effective Druid Level
N Small animal	1

Init +3; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

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

hp 15 (2d8+6)

Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 60 ft.

Melee bite +2 (1d4), 2 talons +2 (1d6)

STATISTICS

Str 11, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 13

Feats Skill Focus (Perception)

Skills Acrobatics +7 (+19 when jumping), Perception +8

SQ tricks (attack, come, defend, down, fetch, guard, seek)

PONY	Effective Druid Level
N Medium animal	1

Init +1; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 11 (2d8+2)

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

OFFENSE

Speed 40 ft.

Melee 2 hooves +2 (1d3+1)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +1; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8

SQ tricks (attack, come, defend, down, guard, heel, work)

SMALL CAT	Effective Druid Level
N Small animal	1

Init +5; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)

hp 11 (2d8+2)

Fort +4, **Ref** +8, **Will** +1

OFFENSE

Speed 50 ft.

Melee bite +7 (1d4+1 plus trip), 2 claws +7 (1d2+1)

STATISTICS

Str 12, **Dex** 21, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 16 (20 vs. trip)

Feats Weapon Finesse

Skills Perception +5, Stealth +13

SQ tricks (attack [all creatures], come, defend, down, guard, heel)

BIRD	Effective Druid Level
N Small animal	2

Init +2; **Senses** low-light vision; **Perception** +7

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 16 (3d8+3)

Fort +4, **Ref** +5, **Will** +3

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +5 (1d4), 2 talons +6 (1d4)

STATISTICS

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +2; **CMB** +1; **CMD** 13

Feats Weapon Finesse, Weapon Focus (talons)

Skills Fly +8, Perception +7

SQ tricks (attack, come, down, fetch, heel, seek, stay)

BOAR*	Effective Druid Level
N Small animal	2

Init +1; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size)

hp 22 (3d8+9)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 40 ft.

Melee gore +4 (1d6+1)

STATISTICS

Str 13, **Dex** 12, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +2; **CMB** +2; **CMD** 13 (17 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Perception +10

SQ tricks (attack, come, defend, guard, heel, perform, stay)

CONSTRICCTOR SNAKE	Effective Druid Level
N Medium animal	2

Init +3; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 19 (3d8+6)

Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d3+3 plus grab)

STATISTICS

Str 15, **Dex** 17, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 17 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +7 (+3 when jumping), Climb +10, Perception +8,

Stealth +7, Swim +10

BEAR*	Effective Druid Level
N Small animal	3

Init +3; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 16 (3d8+3)

Fort +4, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3), 2 claws +6 (1d3+3)

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Endurance, Run

Skills Perception +5, Survival +2, Swim +7

SQ tricks (attack, come, defend, down, guard, heel, perform, stay)

CAMEL	Effective Druid Level
N Large animal	3

Init +3; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +6, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d4+6)

Ranged spit +4 ranged touch (sickened for 1d4 rounds)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 19, **Dex** 17, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +7; **CMD** 20 (24 vs. trip)

Feats Endurance, Weapon Focus (bite)

Skills Perception +6

SQ tricks (attack, come, down, fetch, guard, heel, stay, work)

DOG	Effective Druid Level
N Small animal	3

Init +4; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 19 (3d8+6)

Fort +5, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3)

STATISTICS

Str 14, **Dex** 18, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 17 (21 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +8, Survival +3

SQ tricks (attack, come, defend, fetch, guard, heel, stay, track)

BADGER	Effective Druid Level
N Medium animal	4

Init +3; **Senses** low-light vision, scent; **Perception** +8

DEFENSE



AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 34 (4d8+16)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +7 (1d6+3), 2 claws +6 (1d4+3)

Special Attacks rage (as barbarian for 6 rounds per day)

STATISTICS

Str 16, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Toughness, Weapon Focus (bite)

Skills Climb +11, Perception +8

SQ tricks (attack [all creatures], come, defend, fetch, guard, heel, stay)

Note: The badger's stat block does not include the adjustments from its rage ability.

SHARK	Effective Druid Level
N Medium animal	4

Init +2; **Senses** blindsense, low-light vision, scent; Perception +8

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 34 (4d8+16)

Fort +10, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 0 ft., swim 60 ft.

Melee bite +8 (1d6+6)

STATISTICS

Str 18, **Dex** 14, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 19

Feats Great Fortitude, Weapon Focus (bite)

Skills Perception +8, Swim +12

SQ tricks (attack [any creature], guard, seek, track)

VIPER SNAKE	Effective Druid Level
N Medium animal	4

Init +3; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 22 (4d8+4)

Fort +5, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +6 (1d4+3 plus poison)

STATISTICS

Str 14, **Dex** 16, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +5; **CMD** 18 (can't be tripped)

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +7 (+3 when jumping), Climb +10, Perception +9,

Stealth +7, Swim +10

SQ tricks (attack [any creature], come, defend, down)

SPECIAL ABILITIES

Poison (Ex) Bite—**injury**; **save** Fort DC 13; **frequency** 1/round for 6 rounds; **effect** 1 Con; **cure** 1 save.

BIG CAT*	Effective Druid Level
N Medium animal	5

Init +4; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+2), 2 claws +6 (1d4+2)

Special Attacks rake (2 claws +6, 1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception), Weapon Focus (bite, claws)

Skills Acrobatics +8 (+12 when jumping), Perception +9, Stealth +9, Swim +6

SQ tricks (attack [any creature], defend, down, guard, heel, seek, stay)

PONY	Effective Druid Level
N Medium animal	5

Init +2; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 32 (5d8+10)

Fort +6, **Ref** +6, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee 2 hooves +6 (1d3+3)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +3; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Endurance, Run, Skill Focus (Perception)

Skills Acrobatics +6 (+10 when jumping), Perception +9, Swim +7

SQ combat trained, tricks (attack [all creatures], come, defend, down, guard, heel, work)

WOLF	Effective Druid Level
N Medium animal	5

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 37 (5d8+15)

Fort +7, **Ref** +7, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +6 (1d6+3 plus trip)

STATISTICS

Str 14, **Dex** 16, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +5; **CMD** 18 (22 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Survival +3

SQ tricks (attack, come, defend, fetch, guard, heel, stay, track)

APE*	Effective Druid Level
N Large animal	6

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 45 (6d8+18)

Fort +9, **Ref** +8, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +10 (1d6+7), 2 claws +10 (1d6+7)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 24, **Dex** 17, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +4; **CMB** +12; **CMD** 25

Feats Great Fortitude, Skill Focus (Perception), Toughness

Skills Acrobatics +8, Climb +15, Perception +10, Stealth +3

SQ tricks (attack, come, defend, down, fetch, guard, seek, stay, work)

HORSE	Effective Druid Level
N Large animal	6

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +8, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +8 (1d4+5), 2 hooves +3 (1d6+2)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 23 (27 vs. trip)

Feats Endurance, Run, Skill Focus (Perception)

Skills Acrobatics +7 (+15 when jumping), Perception +11, Swim +9

SQ combat trained, tricks (attack [all creatures], come, defend, down, guard, heel, stay, work)

CAMEL	Effective Druid Level
N Large animal	7

Init +4; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 45 (6d8+18)

Fort +8, **Ref** +9, **Will** +2; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +10 (1d4+9)

Ranged spit +7 ranged touch (sickened for 1d4 rounds)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 23, **Dex** 18, **Con** 16, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +4; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Endurance, Run, Weapon Focus (bite)

Skills Perception +9

SQ tricks (attack [any creature], come, down, fetch, guard, heel, stay, work)



CROCODILE*	Effective Druid Level
N Medium animal	7

Init +2; **Senses** low-light vision; **Perception** +9

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +7, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +10 (1d8+9) or

tail slap +10 (1d12+9)

Special Attacks death roll, grab, sprint

STATISTICS

Str 22, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +4; **CMB** +10 (+14 grapple); **CMD** 22 (26 vs. trip)

Feats Run, Skill Focus (Perception, Stealth)

Skills Perception +9, Stealth +12, Swim +14

SQ hold breath, tricks (attack [any creature], come, defend, guard, seek)

SMALL CAT	Effective Druid Level
N Medium animal	7

Init +6; **Senses** low-light vision, scent; **Perception** +6

DEFENSE

AC 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)

hp 39 (6d8+12)

Fort +7, **Ref** +11, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +10 (1d6+4 plus trip), 2 claws +11 (1d3+4)

STATISTICS

Str 18, **Dex** 22, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 24 (28 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +10 (+18 when jumping), Climb +9, Perception +6, Stealth +13

SQ sprint, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, stay)

BIRD	Effective Druid Level
N Small animal	8

Init +4; **Senses** low-light vision; **Perception** +10

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 Dex, +1 dodge, +5 natural, +1 size)

hp 45 (7d8+14)

Fort +7, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +11 (1d4+2), 2 talons +11 (1d4+2)

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +5; **CMB** +6; **CMD** 21

Feats Dodge, Weapon Finesse, Weapon Focus (bite, talons)

Skills Fly +11, Perception +10

SQ tricks (attack [any creature], come, down, fetch, guard, heel, seek, stay)

CONSTRICTOR SNAKE	Effective Druid Level
N Large animal	8

Init +3; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, -1 size)

hp 59 (7d8+28)

Fort +8, **Ref** +8, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +13 (1d4+12 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+12)

STATISTICS

Str 26, **Dex** 17, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +14 (+18 grapple); **CMD** 28 (can't be tripped)

Feats Dodge, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +7 (+3 when jumping), Climb +20, Perception +10, Stealth +4, Swim +16

SQ tricks (attack [any creature], come, defend, down, guard)

BADGER	Effective Druid Level
N Medium animal	9

Init +4; **Senses** low-light vision, scent; **Perception** +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 76 (8d8+40)

Fort +10, **Ref** +10, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +11/+6 (1d6+4), 2 claws +11 (1d4+4)

Special Attacks rage (as barbarian for 6 rounds per day)

STATISTICS

Str 18, **Dex** 18, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Skill Focus (Perception), Toughness, Weapon Focus (bite), Weapon Focus (claws)

Skills Climb +12, Perception +15

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, seek, stay)

Note: The badger's stat block does not include the adjustments from its rage ability.

PONY	Effective Druid Level
N Medium animal	9

Init +3; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 52 (8d8+16)

Fort +8, **Ref** +9, **Will** +2; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee hoof +11/+6/+11 (1d3+5)

STATISTICS

Str 20, **Dex** 16, **Con** 14, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +6; **CMB** +11; **CMD** 24 (28 vs. trip)

Feats Endurance, Power Attack, Run, Skill Focus (Perception)

Skills Acrobatics +8 (+12 when jumping), Perception +11, Swim +9

SQ combat trained, tricks (attack [any creature], come, defend, down, guard, heel, seek, stay, work)

DOG	Effective Druid Level
N Medium animal	10-11

Init +4; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 85 (9d8+45)

Fort +10, **Ref** +10, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +12/+7 (1d6+7)

STATISTICS

Str 21, **Dex** 18, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +11; **CMD** 25 (29 vs. trip)

Feats Run, Skill Focus (Perception, Survival), Toughness, Weapon Focus (bite)

Skills Perception +11, Survival +8, Swim +9

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, stay, track)

HORSE	Effective Druid Level
N Large animal	10-11

Init +3; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +11 (1d4+6), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 22, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +13 (+15 overrun); **CMD** 26 (28 vs. overrun, 30 vs. trip)

Feats Endurance, Improved Overrun, Multiattack, Power Attack, Run, Skill Focus (Perception)

Skills Acrobatics +8 (+16 when jumping), Perception +13, Swim +10

SQ combat trained, tricks (attack [any creature], come, defend, down, guard, heel, seek, stay, work)

VIPER SNAKE	Effective Druid Level
N Medium animal	10-11

Init +4; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 67 (9d8+27)

Fort +8, **Ref** +10, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +11/+6 (1d6+4 plus poison)

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +6; **CMB** +9; **CMD** 23 (can't be tripped)

Feats Improved Natural Attack (bite), Skill Focus (Perception), Toughness, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +9 (+5 when jumping), Climb +15, Perception +10, Stealth +10, Swim +11

SQ tricks (attack [any creature], come, defend, down, guard, seek)

SPECIAL ABILITIES

Poison (Ex) Bite—**injury**; **save** Fort DC 16; **frequency** 1/round for 6 rounds; **effect** 1 Con; **cure** 1 save.

WOLF	Effective Druid Level
N Medium animal	10-11

Init +3; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 23, touch 13, flat-footed 19 (+3 Dex, +1 dodge, +10 natural, -1 size)

hp 85 (9d8+45)

Fort +11, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +13/+8 (1d8+10 plus trip)

Space 10 ft.; **Reach** 5 ft.

STATISTICS
Str 25, **Dex** 16, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +6; **CMB** +14; **CMD** 28 (32 vs. trip)

Feats Blind-Fight, Dodge, Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +5, Survival +4

SQ tricks (attack [any creature], come, defend, fetch, guard, heel, seek, stay, track)

BOAR*	Effective Druid Level
N Medium animal	12

Init +2; **Senses** low-light vision, scent; Perception +12

DEFENSE
AC 26, touch 12, flat-footed 24 (+2 Dex, +14 natural)

hp 95 (10d8+50)

Fort +11, **Ref** +9, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE
Speed 40 ft.

Melee gore +14/+9 (1d8+9)

Special Attacks ferocity

STATISTICS
Str 22, **Dex** 14, **Con** 18, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +7; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Improved Bull Rush, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (gore)

Skills Perception +12, Survival +3, Swim +12

SQ tricks (attack [any creature], come, defend, down, guard, heel, perform, seek, stay, track)

SMALL CAT	Effective Druid Level
N Medium animal	12

Init +7; **Senses** low-light vision, scent; Perception +7

DEFENSE
AC 26, touch 17, flat-footed 19 (+7 Dex, +9 natural)

hp 85 (10d8+40)

Fort +10, **Ref** +14, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE
Speed 50 ft.

Melee bite +14/+9 (1d6+5 plus trip), 2 claws +15 (1d3+5)

STATISTICS
Str 20, **Dex** 24, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +7; **CMB** +12; **CMD** 29 (33 vs. trip)

Feats Blind-Fight, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (claws)

Skills Acrobatics +12 (+20 when jumping), Climb +11, Perception +7, Stealth +15

SQ sprint, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay)

BEAR*	Effective Druid Level
N Medium animal	13

Init +3; **Senses** low-light vision, scent; Perception +12

DEFENSE
AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 82 (11d8+33)

Fort +10, **Ref** +10, **Will** +4; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE
Speed 40 ft.

Melee bite +15/+10 (1d6+7), 2 claws +15 (1d4+7)

STATISTICS
Str 24, **Dex** 17, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +8; **CMB** +15; **CMD** 28 (32 vs. trip)

Feats Endurance, Improved Bull Rush, Power Attack, Run, Skill Focus (Perception, Survival)

Skills Climb +11, Perception +12, Survival +6, Swim +13

SQ tricks (attack [any creature], come, defend, down, guard, heel, perform, seek, stay, track)

CAMEL	Effective Druid Level
N Large animal	13

Init +5; **Senses** low-light vision, scent; Perception +14

DEFENSE
AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, -1 size)


hp 93 (11d8+44)

Fort +10, **Ref** +12, **Will** +3; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +16/+11 (1d4+12)

Ranged spit +12 ranged touch (sickened for 1d4 rounds)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 26, **Dex** 20, **Con** 16, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +8; **CMB** +17; **CMD** 32 (36 vs. trip)

Feats Blind-Fight, Endurance, Power Attack, Run, Toughness, Weapon Focus (bite)

Skills Perception +14

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay)

BADGER	Effective Druid Level
N Medium animal	14

Init +4; **Senses** low-light vision, scent; Perception +22

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural)

hp 114 (12d8+60)

Fort +12, **Ref** +12, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

Melee bite +15/+10 (1d6+5), 2 claws +15 (1d4+5)

Special Attacks rage (as barbarian for 6 rounds per day)

STATISTICS

Str 20, **Dex** 19, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 29 (33 vs. trip)

Feats Blind-Fight, Dodge, Skill Focus (Perception), Toughness, Weapon Focus (bite, claws)

Skills Climb +13, Perception +22

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, seek, stay, work)

Note: The badger's stat block does not include the adjustments from its rage ability.

BIRD	Effective Druid Level
N Small animal	14

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 26, touch 17, flat-footed 20 (+5 Dex, +1 dodge, +9 natural, +1 size)

hp 90 (12d8+36)

Fort +10, **Ref** +13, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 10 ft., fly 80 ft. (average)

Melee bite +16/+11 (1d4+4), 2 talons +16 (1d4+4)

STATISTICS

Str 18, **Dex** 20, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +9; **CMB** +12; **CMD** 28

Feats Dodge, Power Attack, Toughness, Weapon Finesse, Weapon Focus (talons, bite)

Skills Fly +13, Perception +14

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay)

CROCODILE*	Effective Druid Level
N Medium animal	14

Init +3; **Senses** low-light vision; Perception +15

DEFENSE

AC 26, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +12 natural)

hp 102 (12d8+48)

Fort +12, **Ref** +11, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +16/+11 (2d6+10) or

tail slap +16 (1d12+10)

Special Attacks death roll, grab, sprint

STATISTICS

Str 25, **Dex** 16, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 30 (34 vs. trip)

Feats Dodge, Improved Natural Attack (bite), Power Attack, Run, Skill Focus (Perception, Stealth)

Skills Perception +15, Stealth +13, Swim +15

SQ hold breath, tricks (attack [any creature], come, defend, down, guard, seek, stay)

DOG	Effective Druid Level
N Medium animal	15

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

DEFENSE

AC 27, touch 15, flat-footed 22 (+5 Dex, +12 natural)

hp 114 (12d8+60)

Fort +12, **Ref** +13, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +17/+12 (1d6+10)

STATISTICS

Str 24, **Dex** 20, **Con** 18, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +16; **CMD** 31 (35 vs. trip)

Feats Intimidating Prowess, Run, Skill Focus (Perception, Survival), Toughness, Weapon Focus (bite)

Skills Intimidate +6, Perception +12, Survival +9, Swim +11

SQ tricks (attack [all creatures], come, defend, down, fetch, guard, heel, seek, stay, track, work)

SHARK	Effective Druid Level
N Medium animal	15

Init +4; **Senses** blindsense, low-light vision, scent; Perception +22

DEFENSE

AC 29, touch 15, flat-footed 24 (+4 Dex, +1 dodge, +14 natural)

hp 102 (12d8+48)

Fort +14, **Ref** +14, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 0 ft., swim 60 ft.

Melee bite +17/+12 (1d8+10)

STATISTICS

Str 24, **Dex** 18, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +16; **CMD** 31

Feats Dodge, Great Fortitude, Improved Natural Attack (bite), Lightning Reflexes, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +22, Swim +11

SQ tricks (attack [any creature], defend, down, guard, heel, seek, stay, track)

BIG CAT*	Effective Druid Level
N Large animal	16

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

DEFENSE

AC 28, touch 15, flat-footed 22 (+5 Dex, +1 dodge, +13 natural, -1 size)

hp 110 (13d8+52)

Fort +12, **Ref** +13, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 40 ft.

Melee bite +18/+13 (1d8+9), 2 claws +18 (1d6+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks grab, pounce, rake (2 claws +18, 1d6+9)

STATISTICS

Str 28, **Dex** 20, **Con** 18, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +19; **CMD** 35 (39 vs. trip)

Feats Dodge, Power Attack, Run, Skill Focus (Perception, Stealth), Weapon Focus (bite, claws)

Skills Acrobatics +9 (+13 when jumping), Perception +12, Stealth +13, Swim +14

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track)

HORSE	Effective Druid Level
N Large animal	16

Init +5; **Senses** low-light vision, scent; Perception +15

DEFENSE

AC 29, touch 15, flat-footed 23 (+5 Dex, +1 dodge, +14 natural, -1 size)

hp 110 (13d8+52)

Fort +11, **Ref** +13, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 50 ft.

Melee bite +15 (1d4+7), 2 hooves +13 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 24, **Dex** 20, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +9; **CMB** +17 (+19 overrun); **CMD** 33 (35 vs. overrun, 37 vs. trip)

Feats Dodge, Endurance, Improved Overrun, Multiattack^B, Power Attack, Run, Skill Focus (Perception), Toughness

Skills Acrobatics +12 (+20 when jumping), Perception +15, Swim +11

SQ combat trained, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay, work)

CONSTRICTOR SNAKE	Effective Druid Level
N Large animal	17

Init +5; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 28, touch 15, flat-footed 22 (+5 Dex, +1 dodge, +13 natural, -1 size)

hp 133 (14d8+70)

Fort +13, **Ref** +14, **Will** +5; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +20/+15 (1d6+15 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (1d4+15)

STATISTICS

Str 30, **Dex** 20, **Con** 18, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** +21 (+25 grapple); **CMD** 37 (can't be tripped)

Feats Blind-Fight, Diehard, Dodge, Improved Natural Attack (bite), Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +9 (+5 when jumping), Climb +22, Perception +13, Stealth +10, Swim +18

SQ tricks (attack [any creature], come, defend, down, guard, heel, seek, stay)

DINOSAUR*	Effective Druid Level
N Medium animal	18-19

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 32, touch 17, flat-footed 25 (+6 Dex, +1 dodge, +15 natural)

hp 142 (15d8+75)

Fort +14, **Ref** +15, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 60 ft.

Melee bite +17/+12 (1d6+6), 2 claws +17 (1d4+6), 2 talons +18 (2d6+6)

Special Attacks pounce

STATISTICS

Str 22, **Dex** 22, **Con** 20, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +11; **CMB** +17; **CMD** 34

Feats Diehard, Dodge, Endurance, Improved Natural Attack (talons), Mobility, Run, Skill Focus (Perception), Weapon Focus (talons)

Skills Acrobatics +14 (+26 when jumping), Perception +13, Stealth +13

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

VIPER SNAKE	Effective Druid Level
N Medium animal	18-19

Init +5; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 30, touch 16, flat-footed 24 (+5 Dex, +1 dodge, +14 natural)

hp 112 (15d8+45)

Fort +11, **Ref** +14, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +17/+12 (1d6+7 plus poison)

STATISTICS

Str 20, **Dex** 21, **Con** 14, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +11; **CMB** +16; **CMD** 32 (can't be tripped)

Feats Dodge, Improved Natural Attack (bite), Mobility, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (bite)

Skills Acrobatics +10 (+6 when jumping), Climb +17, Perception +13, Stealth +17, Swim +13

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, seek, stay)

SPECIAL ABILITIES

Poison (Ex) Bite—*injury; save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save.

WOLF	Effective Druid Level
N Large animal	18-19

Init +5; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 31, touch 15, flat-footed 25 (+5 Dex, +1 dodge, +16 natural, -1 size)

hp 157 (15d8+90)

Fort +14, **Ref** +14, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 50 ft.

Melee bite +20/+15 (2d6+13 plus trip)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 28, **Dex** 20, **Con** 20, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +11; **CMB** +21; **CMD** 37 (41 vs. trip)

Feats Blind-Fight, Dodge, Improved Natural Attack (bite), Mobility, Run, Skill Focus (Perception), Toughness, Weapon Focus (bite)

Skills Perception +13, Stealth +10, Survival +4

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

APE*	Effective Druid Level
N Large animal	20

Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, -1 size)

hp 120 (16d8+48)

Fort +14, **Ref** +16, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +22/+17 (1d6+10), 2 claws +22 (1d6+10)

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 30, **Dex** 22, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +12; **CMB** +23; **CMD** 39

Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Bull Rush, Skill Focus (Perception), Toughness, Weapon Focus (bite, claws)

Skills Acrobatics +14, Climb +18, Perception +12, Stealth +11

SQ tricks (attack [any creature], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

SMALL CAT	Effective Druid Level
N Medium animal	20

Init +8; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 32, touch 19, flat-footed 23 (+8 Dex, +1 dodge, +13 natural)

hp 136 (16d8+64)

Fort +13, **Ref** +18, **Will** +6; +4 on Will saves vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 50 ft.

Melee bite +21/+16 (1d6+7 plus trip), 2 claws +21 (1d3+7)

STATISTICS

Str 24, **Dex** 26, **Con** 16, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +12; **CMB** +19; **CMD** 38 (42 vs. trip)

Feats Blind-Fight, Dodge, Mobility, Skill Focus (Stealth), Toughness, Weapon Finesse, Weapon Focus (bite, claws)

Skills Acrobatics +13 (+21 when jumping), Climb +13, Perception +13, Stealth +16

SQ sprint, tricks (attack [all creatures], come, defend, down, fetch, guard, heel, perform, seek, stay, track, work)

APPENDIX 2: ENCOUNTER GROUPS

By following the guidelines for building adventures and encounters in the *Pathfinder RPG Core Rulebook* (see pages 396–401), you can use the NPCs presented in this book to create a number of diverse and challenging encounters. If you’re in a hurry, this appendix provides a number of thematic encounters using the NPCs in this book. Every theme is split into low-level, mid-level, and high-level encounters, each with its Challenge Rating. These are followed by the NPCs in the encounters, along with their races, classes, and levels, as well as the page where you can find each NPC.

ARCANE WARRIORS

Not all masters of the arcane arts are wizened scholars poring over books of esoteric formulae. Some possess formidable powers forged in the heat of battle.

Low-Level (CR 3)

These two mages are not afraid to dive into melee when the need arises.

1 battle mage (elf wizard 3)	Page 179
1 gem sorcerer (dwarf sorcerer 2)	Page 160

Mid-Level (CR 8)

This wandering pair doesn’t look for trouble, but doesn’t shrink from it either.

1 queen of staves (elf fighter 2/abjurer 5/eldritch knight 2)	Page 220
1 storm prophet (dwarf sorcerer 7/dragon disciple 2)	Page 212

High-Level (CR 22)

Tricky and dangerous, these arcane warriors stalk the land looking for challenges to overcome and evil to work.

1 chaos arrow (gnome rogue 6/sorcerer 4/arcane archer 10)	Page 203
1 god stealer (elf rogue 3/enchanter 7/arcane trickster 10)	Page 207
1 ice maiden (elf sorcerer 10/dragon disciple 10)	Page 215

ARCHER BANDS

Many warriors know that the best kind of offense is the kind made from a distance. These warriors deal death before their enemies can approach.

Low-Level (CR 3)

These stealthy archers fire off shots from hiding.

2 novice scouts (half-elf rangers 1)	Page 128
1 skilled sniper (half-elf rogue 3)	Page 145

Mid-Level (CR 11)

These woodland scouts mix archery with magic and melee might.

1 fastidious sharpshooter (gnome fighter 8)	Page 83
3 forest guardians (elf barbarians 6)	Page 12
1 green warden (elf fighter 5/conjurer 2/arcane archer 2)	Page 200

High-Level (CR 18)

These archers hunt down undead, but can also handle anyone else who gets in their way.

1 undead bane (ranger 9/sorcerer 1/arcane archer 7)	Page 202
2 undead slayers (rangers 16)	Page 139

ARISTOCRATIC COURTS

Though aristocrats often shun battle or get others to do their dirty work, they present different kinds of challenges to overcome—particularly social ones.

Low-Level (CR 4)

A princess and her paladin guard pass out coins to the poor.

6 beggars (half-elf commoners 1)	Page 256
1 callous rake (human paladin of Iomedae 1)	Page 112
1 princess (human aristocrat 2)	Page 250

Mid-Level (CR 11)

The local mayor is constantly surrounded by a group of lawyers and merchants vying for his favor. He is also protected by a pair of personal bodyguards.

3 cutthroat lawyers (half-elf experts 9)	Page 264
2 expert bodyguards (human warriors 7)	Page 269
1 mayor (human aristocrat 7)	Page 253
2 successful merchants (human experts 7)	Page 263

High-Level (CR 18)

A cadre of paladins and a court historian serve in the retinue of this young king.

1 king (human aristocrat 10)	Page 255
1 master historian (dwarf bard 10/loremaster 7)	Page 226
1 mounted paragon (human paladin 16)	Page 123
4 pious guards (human paladins of Iomedae 10)	Page 117

BARBARIAN WARBANDS

Barbarian warriors are the scourge of wilderness and the high seas; their actions are hard to predict and overcome.

Low-Level (CR 3)

These sea-going mercenaries can be found in a small boat or raiding a coastal settlement.

1 sail master (human druid 2)	Page 62
2 savage mercenaries (human barbarians 1)	Page 10

Mid-Level (CR 10)

Dwarven barbarians sometimes recruit the aid of gnome spellcasters to empower their bands.

1 cave stalker (dwarf rogue 6)	Page 146
2 sundering axes (dwarf barbarians 7)	Page 13
1 trickster mage (gnome sorcerer 8)	Page 165

High-Level (CR 16)

Charismatic tribal leaders are able to coax hidden powers from some of their tribe members.

1 acid terror (human sorcerer 9/dragon disciple 4)	Page 213
2 savage riders (human barbarians 13)	Page 18
1 tribal leader (human bard 13)	Page 36

BARDIC TROUPES

Often these groups are content with entertaining the masses. Other times they have clandestine motivations.

Low-Level (CR 2)

Bards sometimes hire sorcerers or wizards to supplement their performances with flashy magic.

1 mercenary magician (human sorcerer 1)	Page 160
2 tavern singers (half-elf bards 1)	Page 26

Mid-Level (CR 11)

Sometimes bards ply their trade while a thief skulks about, pickpocketing members of the crowd.

1 freelance thieves (human rogue 7)	Page 147
1 seance medium (human bard 10)	Page 33
1 street artist (elf bard 8)	Page 31

High-Level (CR 16)

The wandering troupes of circus performers who dazzle and entertain crowds also have many dangerous talents.

1 courtesan (human bard 12)	Page 35
1 lion tamer (gnome bard 15)	Page 38
2 poisonous performers (human monks 11)	Page 102
1 prankster illusionist (gnome illusionist 10)	Page 185

BURGLARS

These skilled thieves and adventurers are adept at breaking, entering, and larceny.

Low-Level (CR 3)

While the street performer distracts a crowd outside a building, two cutpurses pilfer the loot within.

2 cutpurses (human rogues 1)	Page 144
1 street performer (human bard 2)	Page 26

Mid-Level (CR 11)

A pair of gnomes is backed up by a bit of muscle and a drunken cleric who is just along for the new experience.

1 blackstrike (human fighter 7/shadowdancer 2)	Page 236
1 carousing champion (halfling cleric of Cayden Cailean 6)	Page 47
2 trapsmiths (gnome rogues 8)	Page 147

High-Level (CR 19)

A wealth of academic knowledge and a good sword arm can be useful during break-ins.

1 graceful slayer (elf barbarian 17)	Page 22
1 master historian (dwarf bard 10/loremaster 7)	Page 226
1 vaultbreaker (human rogue 6/transmuter 4/arcane trickster 7)	Page 206

CARAVAN DEFENDERS

Tasked with making sure that traders and their goods reach their desired destination, many caravan defenders leap into action when danger approaches—though those who fight for gold may flee if death seems likely.

Low-Level (CR 7)

A daring merchant and a somewhat reluctant carpenter come to the aid of the caravan guards.

4 guards (human warriors 3)	Page 267
1 journeyman carpenter (half-orc expert 4)	Page 261
1 successful merchant (human expert 7)	Page 263

Mid-Level (CR 12)

A well-defended diplomat is traveling with this caravan. When threatened, she and her entourage take up the caravan's defense.

4 cavalry soldiers (half-elf warriors 9)	Page 270
1 diplomat (half-elf aristocrat 8)	Page 253
1 griffon rider (elf fighter 10)	Page 85

High-Level (CR 18)

Traveling though the dangerous high desert, this rich caravan is defended by stalkers and spellcasters.

4 desert stalkers (half-orc rangers 14)	Page 137
1 fury of flame (human druid 14)	Page 73
1 natural arcanist (halfling sorcerer 16)	Page 173

CITY DEFENDERS

Civil peace and prosperity must often be defended with force of arms. These men and women defend the people of their settlement.

Low-Level (CR 4)

A veteran guard leads a cadre of raw recruits on a patrol through lower-class sections of the city to show them the ropes and toughen them up for future challenges.

1 guard (human warrior 3)	Page 267
6 recruits (dwarf warriors 1)	Page 266

Mid-Level (CR 11)

A paladin leads a group of cavalry soldiers patrolling the lands just outside the city walls.

4 cavalry soldiers (half-elf warriors 9)	Page 270
1 saintly knight (half-orc paladin of Iomedae 9)	Page 116



High-Level (CR 20)

When a city is threatened, its paladins rally to defend it.

1 mithral master (half-elf paladin of Abadar 19)	Page 126
4 mounted paragons (human paladins 16)	Page 123

Divine Crusaders

Religious missionaries, driven by their fervor, often treat any resistance to their cause as heresy.

Low-Level (CR 4)

Dangers to the faithful can bring crusaders of different religious mind-sets together to fight for a common purpose.

1 haughty avenger (half-elf paladin 3)	Page 113
1 initiate of flame (dwarf druid 1)	Page 62
1 war priest (dwarf cleric of Gorum 2)	Page 44

Mid-Level (CR 9)

Not all religions help people. Some calls to divine action bring only slaughter.

4 axe warriors (half-orc barbarians 3)	Page 11
1 axe dancer (half-orc monk 8)	Page 99
1 wrath priest (half-orc cleric of Rovagug 8)	Page 49

High-Level (CR 20)

When dwarven holds are threatened, their holy defenders can rally truly awesome divine responses.

1 axe lord (dwarf paladin of Torag 17)	Page 124
2 dwarven arbalesters (dwarf fighters 16)	Page 91
1 holy battle mage (dwarf cleric of Torag 5/ wizard 5/mystic theurge 10)	Page 231

Draconic Ravagers

Draconic blood often breeds arrogance and an intolerance for those seen as lesser creatures.

Low-Level (CR 4)

With a majesty to match her arrogance, this sorcerer always keeps her monastic bodyguard nearby.

1 vigilant bodyguard (human monk 3)	Page 97
1 whiteclaw sorcerer (elf sorcerer 3)	Page 161

Mid-Level (CR 14)

These blackscale sorcerers revere their acid terror leader as a deity.

1 acid terror (human sorcerer 9/dragon disciple 4)	Page 213
3 blackscale sorcerers (half-orc sorcerers 10)	Page 167

High-Level (CR 19)

In times of great danger, dragon chieftains rally the most powerful warriors from their tribes.

1 dragon chieftain (half-orc bard 10/dragon disciple 7)	Page 214
4 undead hunters (half-orc barbarians 16)	Page 21

Druid Circles

Protectors of sacred wilderness sites, these priests and their allies respond to threats with the wild savagery of nature.

Low-Level (CR 7)

Even druid circles filled with small folk can be deadly when roused.

1 evasive slip (halfling druid 6)	Page 65
2 sylvan protectors (gnome druids 3)	Page 63
1 town watcher (halfling ranger 2)	Page 128

Mid-Level (CR 12)

Being stranded on a remote island necessitates strange druidic fellowships with the indigenous population.

1 castaway (half-orc druid 12)	Page 71
2 mud shamans (human druids 9)	Page 68

High-Level (CR 18)

Lone and dangerous druids often select champions from local barbarian tribes to serve them.

1 hateful scourge (half-elf druid 17)	Page 76
2 life stealers (human barbarians 15)	Page 20

Guild Associations

Larger cities give rise to many guilds. Each is filled with specialists more interested in profit and their own self-interest than the well-being of others.

Low-Level (CR 3)

Human apprentice jewelers are lucky when they can learn the craft from a dwarven master.

3 apprentice jewelers (human experts 1)	Page 260
1 gem sorcerer (dwarf sorcerer 2)	Page 160

Mid-Level (CR 11)

Members of the Solicitors' Guild sometimes seek out academics to assist with important cases.

1 cruel instructor (human bard 9)	Page 32
4 cutthroat lawyers (half-elf experts 9)	Page 264

High-Level (CR 19)

The Drama and Actors' Guild hires a few adventurers to act in plays. Typically, a master storycrafter teaches them how to convert their talents into drama.

1 improvised hurler (dwarf monk 15)	Page 106
1 masked lord (human rogue 17)	Page 156
1 master storycrafter (half-elf sorcerer 10/ Pathfinder chronicler 7)	Page 234
1 spellsword (elf bard 16)	Page 39

Local Adventurers

Most settlements support their own bands of adventurers who don't look kindly on any form of competition.

Low-Level (CR 5)

This group of misfits scours the countryside looking for threats to overcome and treasure to accumulate.

1 daring bravo (gnome fighter 2)	Page 80
1 skilled sniper (half-elf rogue 3)	Page 145
1 street magician (gnome enchanter 2)	Page 178
1 war priest (dwarf cleric of Gorum 2)	Page 44

Mid-Level (CR 9)

Having adventured with each other for a number of seasons, the members of this group fight well together and have a few tricks up their collective sleeves.

1 adventuring blacksmith (half-elf fighter 6)	Page 82
1 carousing champion (halfling cleric of Cayden Cailean 6)	Page 47
1 freelance thief (human rogue 7)	Page 147
1 thunder wizard (halfling evoker 7)	Page 182

High-Level (CR 18)

These local champions are very protective of their community, and know each other's tactics like the backs of their hands.

1 cruel conjurer (human conjurer 15)	Page 190
1 dwarven arbalester (dwarf fighter 16)	Page 91
1 elemental priest (halfling cleric of Gozreh 16)	Page 57
1 mage slayer (half-orc rogue 16)	Page 155

MONASTIC BAND

Bands of monks roam the areas around their monastery to protect the people in their charge or to further their esoteric philosophies.

Low-Level (CR 5)

A cruel master shows initiates how to strike hard and go for the kill.

3 careful initiates (human monks 1)	Page 96
1 cruel devotee (human monk 5)	Page 98

Mid-Level (CR 10)

These monks protect their sacred charge.

1 sacred sorcerer (human sorcerer 9)	Page 166
3 spry ambushers (gnome monks 4)	Page 97
1 steadfast defender (dwarf monk 9)	Page 100

High-Level (CR 18)

These strange fellows defend a cave sacred to their order.

2 improvised hurlers (dwarf monks 15)	Page 106
1 warren chief (gnome monk 17)	Page 108

MYSTERIOUS ADVENTURERS

Keeping their goals and motivations to themselves, these adventurers can serve as a foil to other groups, threatening to steal the PCs' glory.

Low-Level (CR 3)

Just recently formed, this group is still learning how to work together effectively.

1 initiate of flame (dwarf druid 1)	Page 62
1 mercenary magician (human sorcerer 1)	Page 160
1 novice scout (half-elf ranger 1)	Page 128
1 tavern singer (half-elf bard 1)	Page 26

Mid-Level (CR 8)

These ragtag adventurers care only about accumulating treasure, though they claim loftier goals when asked.

1 bramble sorcerer (half-elf sorcerer 5)	Page 162
1 cavern defender (half-elf druid 5)	Page 64
1 gambler (dwarf bard 7)	Page 30
1 mounted archer (human ranger 5)	Page 130

High-Level (CR 13)

Searching for a group of artifacts for a mysterious master, this group goes to great lengths to guard its secrets.

1 blackscale sorcerer (half-orc sorcerer 10)	Page 167
1 chameleon (half-orc bard 11)	Page 34
1 giant killer (gnome ranger 11)	Page 134
1 mistress of high places (half-elf druid 11)	Page 70

PIRATE CREWS

Roaming the open sea and river networks, these raiders care for little besides gold and their own preservation.

Low-Level (CR 4)

This small crew of novice pirates raids settlements nestled along riverbanks.

1 old sailor (elf expert 2)	Page 260
1 sail master (human druid 2)	Page 62
3 superstitious mercenaries (human fighters 1)	Page 80

Mid-Level (CR 10)

The terror of coastal communities, this crew is led by a daring woman who has claimed the rank of pirate queen.

1 bloodfire sorcerer (half-orc sorcerer 7)	Page 164
1 pirate queen (human ranger 10)	Page 133
6 veteran buccaneers (human warriors 4)	Page 267

High-Level (CR 17)

Raiding ships on the high seas, this seasoned crew is supported by a fire mage.

1 life stealer (human barbarian 15)	Page 20
1 pirate king (half-elf fighter 15)	Page 90
1 pyromaniac mage (human evoker 13)	Page 188
4 scheming fencers (human fighters 11)	Page 86

QUESTING PALADINS

Unyielding in their goals, a group of paladins on a sacred mission can be frustrating adversaries.



Low-Level (CR 7)

This group's unorthodox tactics surprise the enemies of law and good.

1 holy archer (elf paladin of Erastil 6)	Page 114
2 skirmishing crusaders (gnome paladins of Erastil 4)	Page 113

Mid-Level (CR 10)

A cadre of clerics follow around a paladin they consider a living saint.

4 noble crusaders (human clerics of Iomedae 5)	Page 46
1 saintly knight (half-orc paladin of Iomedae 9)	Page 116

High-Level (CR 20)

This group is on a quest to purge the world of both demons and undead.

1 demon hunter (human paladin 20)	Page 127
3 undead slayers (human rangers 16)	Page 139

SAGE CIRCLE

Purveyors of knowledge are good at keeping secrets unless they are paid to share them. They may lord their magical abilities over their communities, or reside in hidden hermitages.

Low-Level (CR 7)

This sage has taken on a wizard who is too afraid to go adventuring, and is plagued by the endless pessimism-laced questions of the local doom prophet.

1 cautious mage (human wizard 1)	Page 178
1 doom prophet (half-orc adept 4)	Page 245
1 wise sage (human expert 8)	Page 263

Mid-Level (CR 10)

These sages are usually found in the back of one smoky tavern or another, arguing about minutiae and eager to acquire rare books from adventurers.

1 aloof scholar (elf bard 7/Pathfinder chronicler 2)	Page 232
1 divine loremaster (halfling cleric of Abadar 7/loremaster 2)	Page 224
1 wise sage (human expert 8)	Page 263

High-Level (CR 18)

Masters of dwarven lore, these sages share their vast knowledge only in return for payment made in fine gems, mithral items, and platinum coins.

1 deep marshal (dwarf abjurer 16)	Page 191
1 master historian (dwarf bard 10/loremaster 7)	Page 226
1 tunnel drummer (dwarf bard 14)	Page 37

SELLSWORDS

Those plagued by pesky adventurers often hire skilled mercenaries to defend them.

Low-Level (CR 6)

Brigands often team up with rogues to bring down foes with deadly efficiency.

2 skulking brutes (half-orc rogues 2)	Page 144
3 traitorous brigands (half-orc fighters 3)	Page 81

Mid-Level (CR 12)

This fencer keeps a couple of slingers to watch his back during a fight.

2 halfling slingers (halfling fighters 9)	Page 84
1 scheming fencer (human fighter 11)	Page 86

High-Level (CR 19)

This unconventional duo defeats its foes with bold, even ostentatious flourishes.

1 failed disciple (half-orc fighter 18)	Page 93
1 sword savant (elf monk 19)	Page 110

SLAYERS

When adventurers thwart their plans, governments, churches, and criminals have all been known to send hired killers out to take care of the problem, either quickly and quietly or in a spectacular show designed to stop any future rebellion.

Low-Level (CR 3)

This group specializes in bringing down marks in a fast and bloody fashion.

2 savage mercenaries (human barbarians 1)	Page 10
1 skulking brute (half-orc rogue 2)	Page 144

Mid-Level (CR 11)

With unholy purpose, this group stalks its prey and leaves no one standing.

2 spell hunters (dwarf fighters 7)	Page 83
1 death priest (human cleric of Urgathoa 9)	Page 50
1 sacred killer (half-orc cleric of Norgorber 1/rogue 6/assassin 2)	Page 208

High-Level (CR 23)

This fellowship of despicable villains will eventually turn on one another, but until then they are a danger to all they encounter.

1 fatal axe (dwarf rogue 10/assassin 10)	Page 211
1 fire diabolist (human cleric of Asmodeus 20)	Page 61
1 infernal champion (human fighter 20)	Page 95
1 mithral wizard (human fighter 2/evoker 8/eldritch knight 10)	Page 223

SMALL ROVERS

Never judge a book by its cover, and never underestimate enemies because of their diminutive stature. These halfling combatants take on full-sized foes with ease.

Low-Level (CR 6)

Patrolling the areas around hidden settlements, these protective wardens make sure their communities stay secret and safe.

1 dog rider (halfling barbarian 4)	Page 11
1 sylvan protector (gnome druid 3)	Page 63
3 town watchers (halfling rangers 2)	Page 128

Mid-Level (CR 12)

These small raiders wander the coasts and rivers, looking for easy prey.

1 pirate queen (halfling ranger 10)	Page 133
2 halfling slingers (fighters 9)	Page 84
1 sea captain (halfling druid 8)	Page 67

High-Level (CR 17)

Mixing natural magic with natural attacks, these little folk pack a surprisingly hard punch.

2 little fists (halfling monks 14)	Page 105
1 natural arcanist (halfling sorcerer 16)	Page 173

SORCERER FELLOWSHIPS

Sorcerers band together for mutual protection and to increase the amount of carnage they can create on the field of battle.

Low-Level (CR 5)

This pair ruthlessly patrols the land, unfailingly attacking all who trespass.

1 border guard (half-orc ranger 4)	Page 129
1 bramble sorcerer (half-elf sorcerer 5)	Page 162

Mid-Level (CR 11)

A pair of monks wielding large and wicked blades protects this powerful sorcerer.

2 axe dancers (half-orc monks 8)	Page 99
1 blackscale sorcerer (half-orc sorcerer 10)	Page 167

High-Level (CR 15)

With a mix of ice and lightning magic, this fellowship of sorcerers takes on all who threaten its members.

2 azure bolt sorcerers (human sorcerers 13)	Page 170
1 ice mage (half-elf sorcerer 14)	Page 171

SWASHBUCKLERS

With daring and panache, these warriors challenge others to duels just to increase their own reputations.

Low-Level (CR 5)

This pair of bumbling gnome swordfighters has attracted the attention of a poet wishing to lampoon their exploits.

1 court poet (human bard 5)	Page 28
2 daring bravos (gnome fighters 2)	Page 80

Mid-Level (CR 13)

Their courtesan companion spurs on these swashbucklers to greater deeds of daring.

1 contract killer (elf rogue 11)	Page 150
1 courtesan (human bard 12)	Page 35
1 scheming fencer (human fighter 11)	Page 86

High-Level (CR 18)

This celebrated duelist of the dwarven people is supported by elemental might and a driving drumbeat to urge him on.

1 elemental priest (halfling cleric of Gozreh 16)	Page 57
1 iron duelist (dwarf fighter 10/duelist 7)	Page 218
1 tunnel drummer (dwarf bard 14)	Page 37

THIEVES' GUILD BRAVOS

Whether committing crimes or enforcing the will of their guild, these bravos are bold, daring, and not afraid of a fight. Leaving the actual thievery to others, they instead focus on causing distractions and eliminating those who might pose a threat to the guild's livelihood.

Low-Level (CR 5)

A sniper often backs up a guild initiate during the first few missions of his career.

1 guild initiate (halfling rogue 5)	Page 146
1 skilled sniper (half-elf rogue 3)	Page 145

Mid-Level (CR 8)

When a guild needs to make a show of strength, it sends in an impressive bruiser retained for just that purpose, with support from lesser guild members.

1 spell hunter (dwarf fighter 7)	Page 83
3 guild initiates (halfling rogues 5)	Page 146

High-Level (CR 14)

When push comes to shove, guildmasters take matters into their own hands, perhaps with the support of necromancers, to ensure troublemakers stay eternally silent.

2 contract killers (elf rogues 11)	Page 150
1 guildmaster (dwarf rogue 13)	Page 152
1 undead creator (human necromancer 11)	Page 186

UNHOLY PILGRIMS

On nefarious quests for dark gods, these unholy travelers are a danger to all they encounter, caring little whom they sacrifice to their deities' eternal hunger.

Low-Level (CR 6)

A group of initiates follows a doom prophet and his bodyguards to an unholy oracle site.

2 axe warriors (half-orc barbarians 3)	Page 11
1 doom prophet (half-orc adept 4)	Page 245
3 initiates (human adepts 3)	Page 245

Mid-Level (CR 12)

A pair of evil priests and their companions wander the byways spreading death.

1 cautious hunter (half-orc monk 10)	Page 101
1 deadly spy (elf rogue 9)	Page 148
2 death priests (human clerics of Urgathoa 9)	Page 50

High-Level (CR 19)

This deadly group escorts sacred relics to unholy sites with the goal of heralding the world's end.

3 death initiates (human monks 9/assassins 4)	Page 209
1 death master (half-elf cleric of Urgathoa 5/evoker 5/mystic theurge 7)	Page 230
1 herald of armageddon (human cleric of Rovagug 17)	Page 58

Visiting Adventurers

Entering new lands to make their names, adventurers often come into conflict with established champions.

Low-Level (CR 7)

A local celebrity has thrown in with the new adventuring band in town.

1 battle mage (elf wizard 3)	Page 179
1 charlatan (human rogue 4)	Page 145
1 local celebrity (human bard 3)	Page 27
1 scholar priest (human cleric of Nethys 3)	Page 45
1 traitorous brigand (half-orc fighter 3)	Page 81

Mid-Level (CR 10)

This ambitious group spies on other adventurers and attempts to beat them to adventuring sites.

1 spell hunter (dwarf fighter 7)	Page 83
1 cave stalker (dwarf rogue 6)	Page 146
1 con artist (half-elf bard 6)	Page 29
1 tribal seer (half-orc diviner 6)	Page 181
1 vivisectionist cleric (human cleric of Zon-Kuthon 7)	Page 48

High-Level (CR 21)

Working toward nothing less than overthrow of the status quo, this group attempts to thwart other adventuring groups whenever possible.

1 dagger master (halfling rogue 18)	Page 157
1 failed disciple (half-orc fighter 18)	Page 93
1 grand necromancer (human necromancer 18)	Page 193
1 rival explorer (half-orc bard 18)	Page 41
1 shadow cleric (elf cleric of Norgorber 18)	Page 59

Wilderness Hunters

Sometimes stalking game, sometimes pursuing those who dare enter their domain, hunters can be more dangerous than monsters.

Low-Level (CR 4)

A poacher takes a trio of apprentice hunters to steal game from the local nobility.

3 novice scouts (half-elf rangers 1)	Page 128
1 poacher (human ranger 3)	Page 129

Mid-Level (CR 11)

Stalking the mire, these hunters do not take kindly to any interference or competition.

1 mud shaman (human druid 9)	Page 68
2 swampwalkers (half-elf rangers 9)	Page 132

High-Level (CR 14)

This unlikely trio stalks the hills and mountains to rid the land of giants and their thralls.

2 giant-killers (gnome rangers 11)	Page 134
1 monastic sniper (elf monk 13)	Page 104

Wizards' Guild Agents

Arcane spellcasters are often the masterminds behind seats of power, and defend their positions ruthlessly.

Low-Level (CR 5)

When the guild investigates, it typically sends a pair of battle mages for support.

2 battle mages (elf wizards 3)	Page 179
1 investigator wizard (human diviner 4)	Page 179

Mid-Level (CR 10)

Sometimes guild business requires a subtle hand. These agents find solutions to guild problems with quiet finesse.

1 con artist (half-elf bard 6)	Page 29
1 deadly spy (elf rogue 9)	Page 148
1 seductive enchanter (elf enchanter 8)	Page 183

High-Level (CR 17)

When threatened, a guild is quick to respond with powerful casters and melee support.

1 arcane pretender (halfling fighter 14)	Page 89
1 cruel conjurer (human conjurer 15)	Page 190
2 pyromaniac mages (human evokers 13)	Page 188

APPENDIX 3: CLASS FEATURES

The following table indicates the page in the *Core Rulebook* where each class feature can be located.

Class Feature	Page
A thousand faces	51
Abundant step	59
Acrobatic charge	383
Advanced talents	69
Angel of death	380

Arcane bond	78
Armor mastery	56
Armor training	55
Arrow of death	376
Aura	39
Aura of courage	61
Aura of faith	63
Aura of good	60
Aura of justice	63
Aura of resolve	63
Aura of righteousness	63
Bardic knowledge	35
Bardic performance	35
Blindsight	382
Blood of dragons	381
Bloodline	71
Bravery	55
Breath weapon	382
Call down the legends	391
Camouflage	67
Channel energy	40
Channel positive energy (paladin)	62
Code of conduct	63
Combat reflexes	383
Combined spells	388
Crippling critical	384
Death attack	378
Deep pockets	389
Defensive roll	393
Defensive training	21, 23
Deflect arrows	384
Detect evil	60
Diamond body	59
Diamond soul	59
Diverse training	385
Divine bond	63
Divine grace	61
Divine health	61
Domains	40
Dragon bite	382
Dragon form	382
Elaborate defense	384
Elf blood	24
Empty body	60
Enhance arrows (aligned)	375
Enhance arrows (distance)	375
Enhance arrows (elemental)	375
Enhance arrows (elemental burst)	375
Enhance arrows (magic)	375
Enhanced mobility	383
Epic tales	390
Eschew materials	71
Evasion	59
Favored enemy	64
Favored terrain	65
Flurry of blows	57
Grace	383
Greater epic tales	391
Greater lore	386
Greater rage	34
Hail of arrows	376
Hidden weapons	379
Hide in plain sight	67, 392
High jump	59
Holy champion	63
Hunter's bond	66
Imbue arrow	376
Impromptu sneak attack	377
Improved aid	390
Improved evasion	59
Improved quarry	67
Improved reaction	383
Improved uncanny dodge	34
Indomitable will	34
Inspire action	391
Invisible thief	378
Jack-of-all-trades	38
Ki pool	59
Lay of the exalted dead	391
Lay on hands	61
Live to tell the tale	390
Lore master	38
Master hunter	67
Master scribe	390
Master strike	70
Mercy	61
Mighty rage	34
Nature bond	50
Nature sense	50
No retreat	384
Orc ferocity	25
Parry	383
Pathfinding	390
Perfect self	60
Phase arrow	376
Poison use	379
Precise strike	383
Purity of body	59
Quarry	67
Quiet death	380
Quivering palm	60
Rage	32
Rage powers	32
Ranged legerdemain	377
Resist nature's lure	51
Riposte	383

Rogue talents	68, 392	Timeless body (monk)	60
Secret	386	Tireless rage	34
Seeker arrow	376	Track	64
Shadow call	393	Trackless step	51
Shadow illusion	392	Trap sense	34, 69
Shadow jump	393	Trapfinding	68
Shadow master	393	Tricky spells	378
Shadow power	393	True death	379
Slippery mind	393	True lore	386
Slow fall	59	Uncanny dodge	34
Smite evil	61	Venom immunity	51
Sneak attack	68	Weapon familiarity	21, 22, 23, 25, 26
Spell synthesis	388	Weapon mastery	56
Still mind	59	Weapon training	56
Stunning fist	59	Whispering campaign	390
Summon shadow	392	Wholeness of body	59
Surprise spells	378	Wild empathy	50
Swift death	380	Wild shape	51
Swift tracker	67	Wings	382
Timeless body (druid)	51	Woodland stride	51

INDEX

accomplished angler (commoner 4)	256	bounty hunter (ranger 12)	135	cruel devotee (monk 5)	98
acid terror (dragon disciple 4)	213	bramble sorcerer (sorcerer 5)	162	cruel instructor (bard 9)	32
acolyte (adept 1)	244	brigand (warrior 2)	266	cultist (adept 10)	249
adept (1–10)	244–249	brutal warlord (fighter 13)	88	cutpurse (rogue 1)	144
adventuring blacksmith (fighter 6)	82	bullying brawler (monk 2)	96	cutthroat lawyer (expert 9)	264
ageless master (monk 20)	111	glaive rager (barbarian 8)	13	dagger master (rogue 18)	157
aloof archer (warrior 8)	269	callous rake (paladin 1)	112	dancing dervish (rogue 10)	149
aloof scholar (Pathfinder chronicler 2)	232	cannibalistic hunter (barbarian 10)	15	daredevil hunter (ranger 17)	140
Amiri	276–277	careful initiate (monk 1)	96	daring bravo (fighter 2)	80
angel slayer (ranger 15)	138	carousing champion (cleric 6)	47	dark nature priest (druid 18)	77
animal companions	298–307	castaway (druid 12)	71	darkstar (shadowdancer 10)	239
apprentice jeweler (expert 1)	260	cautious archer (fighter 5)	82	deadly spy (rogue 9)	148
arcane archer	200–203	cautious hunter (monk 10)	101	death dealer (barbarian 19)	24
arcane experimenter (barbarian 14)	19	cautious mage (wizard 1)	178	death initiate (assassin 4)	209
arcane pretender (fighter 14)	89	cavalry soldier (warrior 9)	270	death master (mystic theurge 7)	230
arcane trickster	204–207	cave stalker (rogue 6)	146	death priest (cleric 9)	50
arcanothief (arcane trickster 4)	205	cave wizard (wizard 9)	184	death whisperer (rogue 19)	158
arisen sorcerer (sorcerer 20)	177	cavern defender (druid 5)	64	deep marshal (wizard 16)	191
aristocrat (1–10)	250–255	celestial theurge	228	demon hunter (paladin 20)	127
assassin	208–211	(mystic theurge 2)		demon-blooded sorcerer (sorcerer 18)	175
axe lord (paladin 17)	124	chain mauler (rogue 14)	153	demonologist (loremaster 10)	227
axe warrior (barbarian 3)	11	chameleon (bard 11)	34	desert protector (paladin 8)	115
axe dancer (monk 8)	99	champion of magic (eldritch knight 4)	221	desert stalker (ranger 14)	137
azure bolt sorcerer (sorcerer 13)	170	chaos arrow (arcane archer 10)	203	diabolical charmer (sorcerer 15)	172
barbarian (1–20)	10–25	charlatan (rogue 4)	145	dilettante (rogue 12)	151
bard (1–20)	26–43	class features	314–316	diplomat (aristocrat 8)	253
barmaid (commoner 5)	257	cleric (1–20)	44–61	divine loremaster (loremaster 2)	224
battle mage (wizard 3)	179	commoner (1–10)	256–259	dog rider (barbarian 4)	11
beggar (commoner 1)	256	con artist (bard 6)	29	dog rider knight (paladin 7)	115
spell hunter (fighter 7)	83	constable (commoner 9)	259	doom prophet (adept 4)	245
black ice (shadowdancer 7)	238	contract killer (rogue 11)	150	doomsayer (bard 20)	43
blackscale sorcerer (sorcerer 10)	167	mercenary healer (cleric 1)	44	double axe fury (barbarian 11)	16
blackstrike (shadowdancer 2)	236	court poet (bard 5)	28	dragon chieftain (dragon disciple 7)	214
blade lord (rogue 20)	159	courtesan (bard 12)	35	dragon disciple	212–215
bloodfire sorcerer (sorcerer 7)	164	creeping death (druid 15)	74	dragon smiter (paladin 13)	120
border guard (ranger 4)	129	crime lord (fighter 19)	94	druid (1–20)	62–79
		cruel conjurer (wizard 15)	190	duelist	216–219

dwarven arbalester (fighter 16)	91	horse monk (monk 16)	107	orc slayer (ranger 8)	131
dwarven rager (barbarian 2)	10	ice mage (sorcerer 14)	171	page (aristocrat 1)	250
earthfather (druid 20)	79	ice maiden (dragon disciple 10)	215	paladin (1–20)	112–127
eldritch knight	220–223	improvised hurler (monk 15)	106	Pathfinder chronicler	232–235
elemental priest (cleric 16)	57	infernal champion (fighter 20)	95	pig farmer (commoner 2)	256
elven honorblade (paladin 11)	118	initiate (adept 3)	245	pious guard (paladin 10)	117
elven recluse (fighter 17)	92	initiate of flame (druid 1)	62	pirate king (fighter 15)	90
encounter groups	308–314	investigator wizard (wizard 4)	179	pirate queen (ranger 10)	133
enforcer (adept 5)	246	iron duelist (duelist 7)	218	poacher (ranger 3)	129
evasive slip (druid 6)	65	island defender (druid 7)	66	poisonous performer (monk 11)	102
expert (1–10)	260–265	journeyman carpenter (expert 4)	261	prankster illusionist (wizard 10)	185
expert blacksmith (expert 6)	262	jungle wizard (wizard 5)	180	priest of oblivion (cleric 19)	60
expert bodyguard (warrior 7)	269	king (aristocrat 10)	255	princess (aristocrat 2)	250
Ezren	296–297	knight (aristocrat 9)	254	profane general (cleric 13)	54
failed disciple (fighter 18)	93	Kyra	280–281	puppet master (wizard 19)	194
falconer (aristocrat 5)	252	Lem	278–279	pyromaniac mage (wizard 13)	188
fastidious sharpshooter (fighter 8)	83	life stealer (barbarian 15)	20	queen of staves (eldritch knight 2)	220
fatal axe (assassin 10)	211	Lini	282–283	rage flame (druid 19)	78
fate-bound mage (sorcerer 19)	176	lion tamer (bard 15)	38	raging swimmer (barbarian 9)	14
feisty hotspur (duelist 4)	217	little fist (monk 14)	105	ranger (1–20)	128–143
fey enchantress (sorcerer 12)	169	local celebrity (bard 3)	27	recruit (warrior 1)	266
fey friend (druid 13)	72	loremaster	224–227	refined reaver (barbarian 18)	23
fiendslayer (ranger 13)	136	lucky mage (sorcerer 11)	168	rider of the steppe (paladin 14)	121
fiery dragonkin (sorcerer 17)	174	mad prophet (Pathfinder	233	rival explorer (bard 18)	41
fighter (1–20)	80–95	chronicler 4)		rogue (1–20)	144–159
fire cleric (cleric 11)	52	mage hunter (ranger 19)	142	ruffian (commoner 7)	258
fire diabolist (cleric 20)	61	mage slayer (rogue 16)	155	sacred guardian (cleric 14)	55
forest guardian (barbarian 6)	12	mage sniper (wizard 14)	189	sacred killer (assassin 2)	208
forge rider (paladin 12)	119	mage spy (wizard 17)	192	sacred sorcerer (sorcerer 9)	166
freelance thief (rogue 7)	147	masked lord (rogue 17)	156	sail master (druid 2)	62
furious crusader (paladin 18)	125	master duelist (duelist 10)	219	saintly knight (paladin 9)	116
fury of flame (druid 14)	73	master entertainer (expert 10)	265	Sajan	286–287
gambler (bard 7)	30	master historian (loremaster 7)	226	sapper (expert 5)	262
gem sorcerer (sorcerer 2)	160	master of undeath (cleric 15)	56	savage mercenary (barbarian 1)	10
giant hunter (paladin 15)	122	master spy (bard 19)	42	savage plant sage (druid 4)	63
giant slayer (barbarian 12)	17	master storycrafter	234	savage rider (barbarian 13)	18
giant killer (ranger 11)	134	(Pathfinder chronicler 7)		scarred wanderer (barbarian 20)	25
gladiator champion (warrior 10)	271	master universalist (wizard 20)	195	scheming fencer (fighter 11)	86
god stealer (arcane trickster 10)	207	mayor (aristocrat 7)	253	scholar priest (cleric 3)	45
golem-breaker (ranger 18)	141	mercenary magician (sorcerer 1)	160	sea captain (druid 8)	67
graceful slayer (barbarian 17)	22	Merisiel	292–293	seance medium (bard 10)	33
grand necromancer (wizard 18)	193	midnight dancer (shadowdancer 4)	237	seasoned trapper (expert 3)	261
green warden (arcane archer 2)	200	miner (commoner 3)	256	seductive enchanter (wizard 8)	183
griffon rider (fighter 10)	85	mistress of high places (druid 11)	70	Seelah	288–289
grizzled mercenary (warrior 6)	268	mithral master (paladin 19)	126	Seoni	294–295
grove guardian (monk 18)	109	mithral wizard (eldritch knight 10)	223	shadow cleric (cleric 18)	59
guard (warrior 3)	267	monastic sniper (monk 13)	104	shadowdancer	236–239
guild initiate (rogue 5)	146	monk (1–20)	96–111	shaman (adept 2)	244
guildmaster (rogue 13)	152	mother of beasts (cleric 10)	51	shieldbreaker (fighter 12)	87
guru (adept 6)	246	mountaineer (ranger 7)	131	shopkeeper (commoner 6)	257
halfling slinger (fighter 9)	84	mounted archer (ranger 5)	130	shoreline cleric (cleric 4)	45
hammer of justice (paladin 5)	114	mounted paragon (paladin 16)	123	skilled sniper (rogue 3)	145
harrying brute (monk 7)	99	mud shaman (druid 9)	68	skirmishing crusader (paladin 4)	113
Harsk	290–291	murderous halfling (fighter 4)	81	skulking brute (rogue 2)	144
hateful scourge (druid 17)	76	murderous scythe (assassin 7)	210	sorcerer (1–20)	160–177
haughty avenger (paladin 3)	113	mystic theurge	228–231	sound warrior (mystic theurge 4)	229
healer (adept 9)	248	natural arcanist (sorcerer 16)	173	spellsword (bard 16)	39
heir apparent (aristocrat 4)	251	nature scholar (loremaster 4)	225	spirit avenger (eldritch knight 7)	222
herald of armageddon (cleric 17)	58	nimble shuriken thrower (monk 6)	98	spry ambusher (monk 4)	97
heretic (adept 8)	247	noble crusader (cleric 5)	46	squire (aristocrat 3)	251
hermit (adept 7)	247	notorious foil (bard 17)	40	stage magician (arcane trickster 2)	204
holy archer (paladin 6)	114	novice scout (ranger 1)	128	steadfast defender (monk 9)	100
holy battle mage (mystic theurge 10)	231	officer (aristocrat 6)	252	storm prophet (dragon disciple 2)	212
honorable outcast (paladin 2)	112	old sailor (expert 2)	260	storm sorcerer (sorcerer 6)	163

street artist (bard 8)	31	tournament champion (arcane archer 4)	201	Valeros	284–285
street magician (wizard 2)	178	town watcher (ranger 2)	128	battle skald (Pathfinder)	
street performer (bard 2)	26	traitor (commoner 10)	259	chronicler 10)	235
successful merchant (expert 7)	263	traitorous brigand (fighter 3)	81	vaultbreaker (arcane trickster 7)	206
sundering axe (barbarian 7)	13	trapsmith (rogue 8)	147	veteran buccaneer (warrior 4)	267
superstitious mercenary (fighter 1)	80	tribal champion (duelist 2)	216	vigilant bodyguard (monk 3)	97
supreme hunter (ranger 20)	143	tribal leader (bard 13)	36	village elder (commoner 8)	258
swampwalker (ranger 9)	132	tribal seer (wizard 6)	181	vivisectionist cleric (cleric 7)	48
swift brawler (monk 12)	103	trickster mage (sorcerer 8)	165	war priest (cleric 2)	44
sword savant (monk 19)	110	trickster priest (cleric 12)	53	warren chief (monk 17)	108
sylvan protector (druid 3)	63	tunnel drummer (bard 14)	37	warrior (1–10)	266–271
taiga stalker (druid 16)	75	tunnel rat (ranger 6)	130	water merchant (druid 10)	69
tainted sorcerer (sorcerer 4)	161	undead bane (arcane archer 7)	202	whiteclaw sorcerer (sorcerer 3)	161
taunting comedian (bard 4)	27	undead creator (wizard 11)	186	wild lancer (barbarian 5)	12
tavern champion (warrior 5)	268	undead hunter (barbarian 16)	21	wise sage (expert 8)	263
tavern singer (bard 1)	26	undead slayer (ranger 16)	139	wizard (1–20)	178–195
thunder wizard (wizard 7)	182	unseen archer (rogue 15)	154	wrath priest (cleric 8)	49
toothy transmuter (wizard 12)	187				

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE

of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

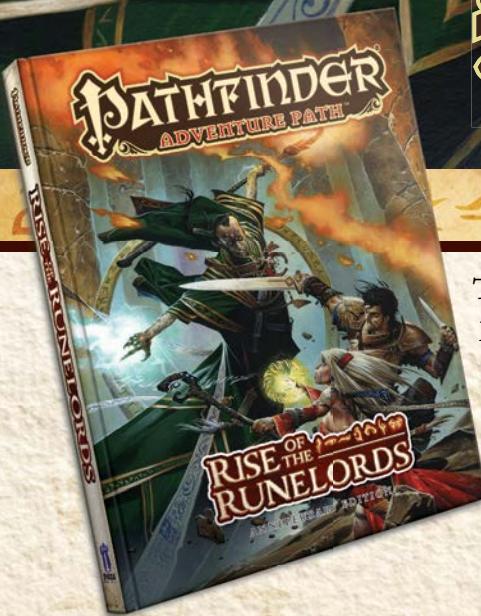
Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

THE RUNELORDS RISE AGAIN!



PATHFINDER
ADVENTURE PATH™

**RISE OF THE
RUNELORDS**
ANNIVERSARY EDITION

The very first Pathfinder Adventure Path returns with a vengeance in the *Rise of the Runelords Anniversary Edition*, a hardcover collection of the legendary original campaign that launched Pathfinder 5 years ago! Newly updated to the Pathfinder RPG rules with expanded encounters, new monsters, and tons of new art, this amazing book sets the scene for one of the most beloved fantasy campaigns ever published!

PZO1002 • \$59.99 • 978-1-60125-436-8

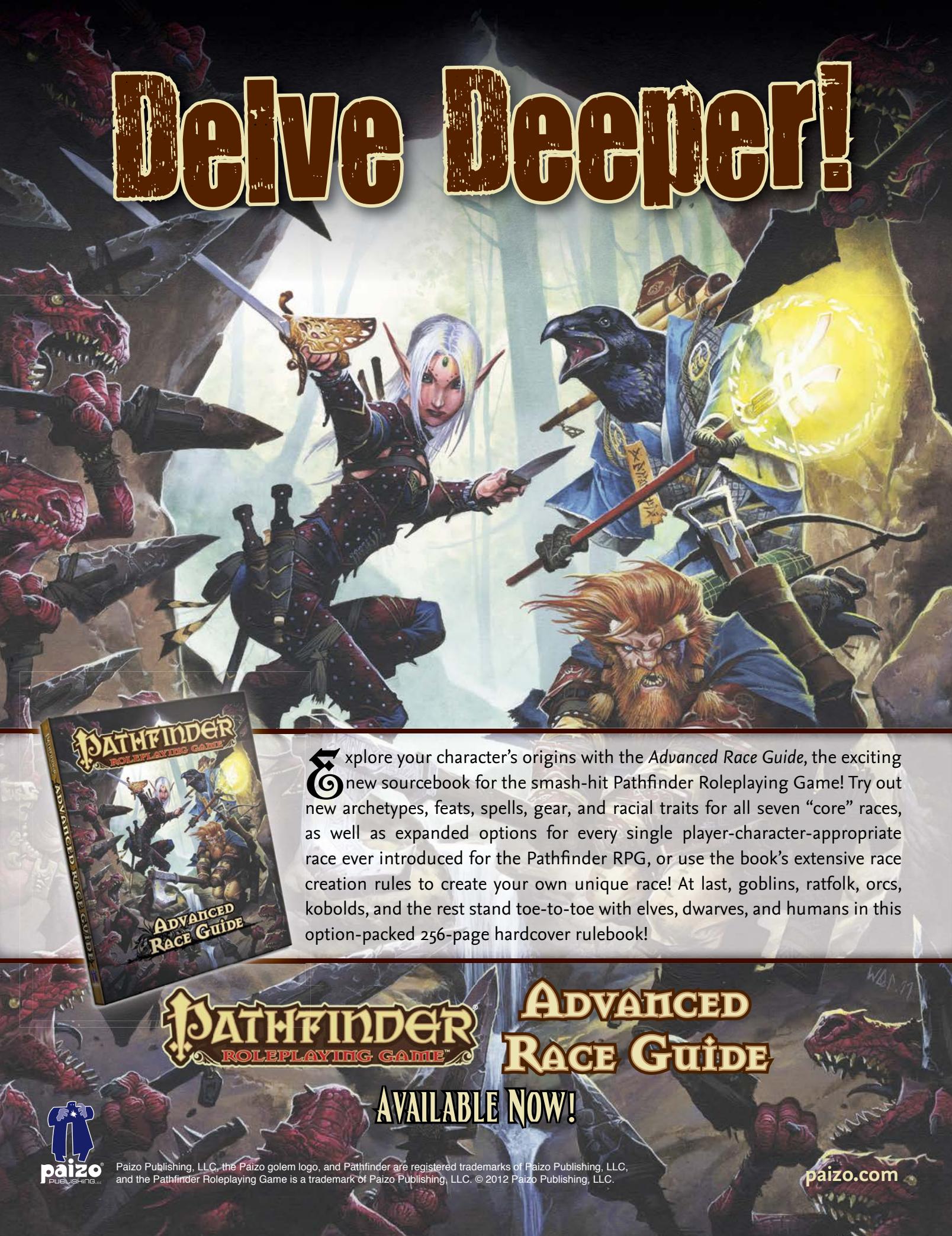
AVAILABLE NOW!

paizo.com/pathfinder

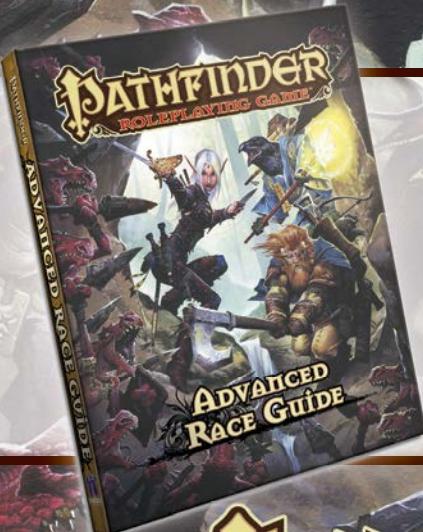
Paizo, Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2012 Paizo Publishing, LLC.



Delve Deeper!



Explore your character's origins with the *Advanced Race Guide*, the exciting new sourcebook for the smash-hit Pathfinder Roleplaying Game! Try out new archetypes, feats, spells, gear, and racial traits for all seven “core” races, as well as expanded options for every single player-character-appropriate race ever introduced for the Pathfinder RPG, or use the book’s extensive race creation rules to create your own unique race! At last, goblins, ratfolk, orcs, kobolds, and the rest stand toe-to-toe with elves, dwarves, and humans in this option-packed 256-page hardcover rulebook!



PATHFINDER
ROLEPLAYING GAME

**ADVANCED
RACE GUIDE**

AVAILABLE NOW!



Paizo Publishing, LLC, the Paizo golem logo, and Pathfinder are registered trademarks of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game is a trademark of Paizo Publishing, LLC. © 2012 Paizo Publishing, LLC.

paizo.com



ALLIES AND ENEMIES

It's happened to every Game Master. You spend hours setting up the perfect encounter, your players are out for blood, the swords are drawn—and then you realize that you've forgotten to build statistics for the enemy characters. Or perhaps your players go left when you expect them to go right, leaving you without any encounters prepared.

Such problems are a thing of the past with the *Pathfinder RPG NPC Codex*. Inside this tome, you'll find hundreds of ready-made stat blocks for nonplayer characters of every level, from a lowly forest poacher to the most majestic knight or ancient spellcaster. Whether you're planning out future adventures or throwing together encounters right at the table, this book does the work so you can focus on playing the game.

Pathfinder RPG NPC Codex is a must-have companion volume to the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Bestiary*. This imaginative tabletop game builds on more than 10 years of system development and open playtests featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium.

Pathfinder RPG NPC Codex includes:

- Statistics for more than 300 characters, including at least one for every level of every class in the *Pathfinder RPG Core Rulebook*.
- Tactical suggestions for every character, ensuring that you get the most out of each individual's gear and abilities in a fight.
- Tons of flavorful names and backgrounds to give characters personality, plus ideas for using them in both combat and roleplaying situations.
- Statistics for characters with lower-powered NPC classes to help populate your world with ordinary people, as well as characters with specialized prestige classes.
- Animal companion statistics for druids and rangers, from level 1 through level 20.
- Multiple versions of each *Pathfinder* iconic character, perfect for pregenerated player characters.
- Encounter groups for conveniently crafting battles on the fly.
- AND MUCH, MUCH MORE!



paizo.com/pathfinder

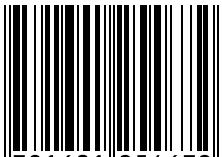
PATHFINDER
ROLEPLAYING GAME

3.5 • OGL
COMPATIBLE

ISBN 978-1-60125-467-2

US \$39.99

5 3999 >



9 781601 254672

Printed in China. PZO1124