





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/×3) or mwk dwarven waraxe +5 (1d10+4/×3), 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/×3) or mwk dwarven waraxe +3 (1d10+2/×3), 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/×3)

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/×3); **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 fells 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/×3)

Ranged +1 *halfling sling staff* +10 (1d6+5/×3)

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/×3); **Ranged** mwk halfling sling staff +10 (1d6+2/×3); **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 barding, 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 adamantite greataxe +13/+8 (1d12+7/×3)

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 adamantite greataxe +11/+6 (1d12+4/×3); **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 adamantite 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
GNOME 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/×3) or kukri +14/+9 (1d3+5/18-20)

Ranged mwk composite longbow +11/+6 (1d6+5/×3)

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/×3) or kukri +12/+7 (1d3+3/18-20); **Ranged** mwk composite longbow +11/+6 (1d6+3/×3); **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

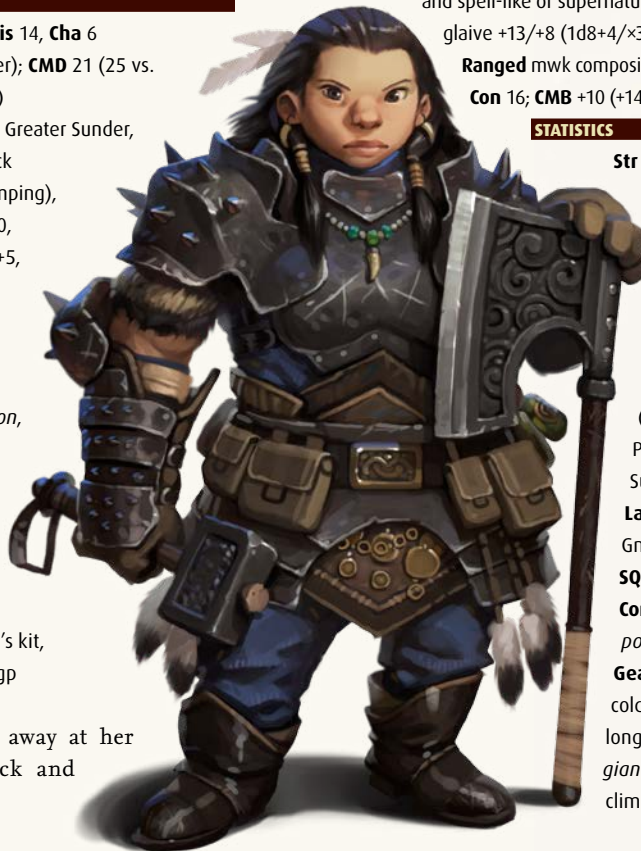
Base Atk +8; **CMB** +12 (+16 trip); **CMD** 21 (23 vs. trip)

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/×3) or spiked gauntlet +15/+10 (1d4+6)

Ranged +1 *composite longbow* +12/+7 (1d8+7/×3)

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/×3) or spiked gauntlet +13/+8 (1d4+4); **Ranged** +1 *composite longbow* +12/+7 (1d8+5/×3); **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.

DORREMER 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/×3) or +1 composite longbow +17/+12 (1d6+4/19-20/×3)

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/×3) or +1 composite longbow +17/+12 (1d6+2/19-20/×3); **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 ritualistically 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/×3) or +1 *orc double axe* +17/+12/+7 (1d8+7/19-20/×3), +1 *orc double axe* +17/+12 (1d8+7/19-20/×3), bite +12 (1d4+3)

Ranged mwk composite longbow +16/+11/+6 (1d8+6/×3)

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/×3) or +1 *orc double axe* +14/+9/+4 (1d8+4/19-20/×3), +1 *orc double axe* +14/+9 (1d8+4/19-20/×3), bite +9 (1d4+1); **Ranged** mwk composite longbow +16/+11/+6 (1d8+3/×3); **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), *potions 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 through 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/×3)

Ranged mwk composite longbow +14/+9/+4 (1d8+6/×3)

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-hurled 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/×3); **Ranged** mwk composite longbow +14/+9/+4 (1d8+3/×3); **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/×3)

Ranged mwk composite longbow +15/+10/+5 (1d8+7/×3)

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/×3); **Ranged** mwk composite longbow +15/+10/+5 (1d8+4/×3); **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/×3)

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/×3); **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

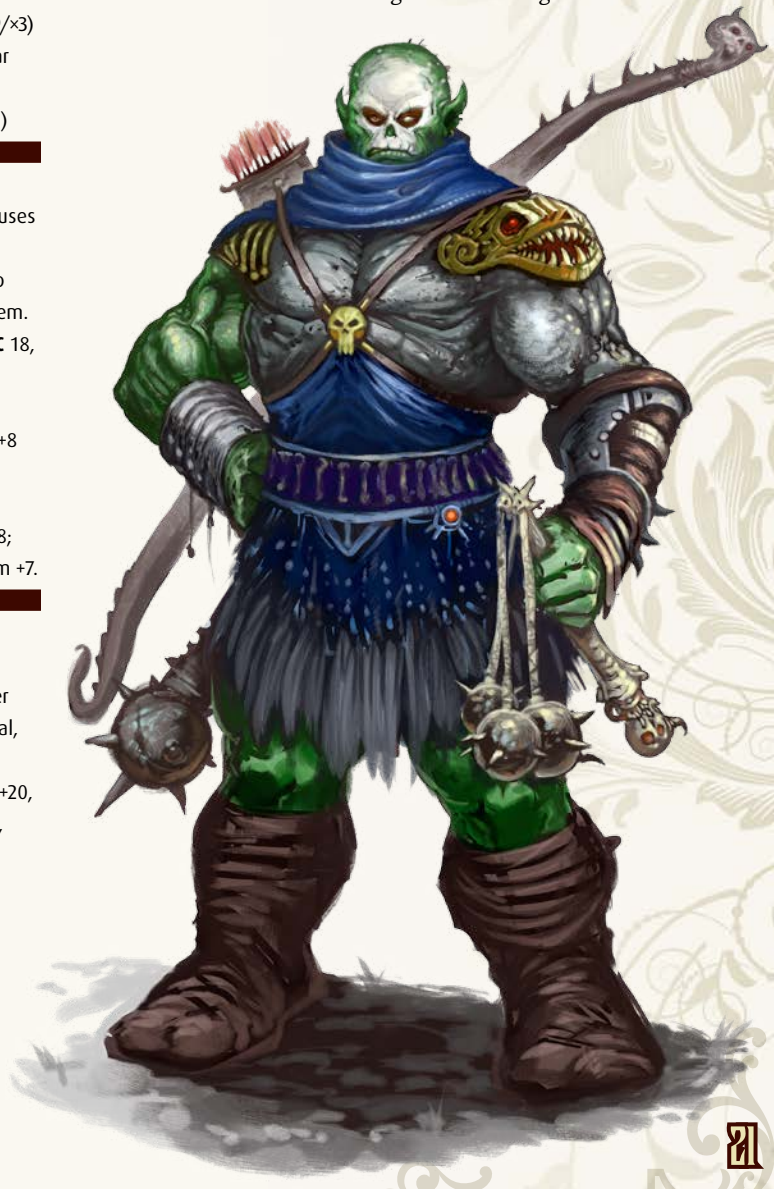
Whether encountered alone or in a group of like-minded individuals, undead hunters let no one stand in the way of their grim work.

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/×3)

Ranged +1 *composite longbow*
+22/+17/+12/+7 (1d8+11/×3)

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/×3); **Ranged** +1 *composite longbow* +22/+17/+12/+7 (1d8+8/×3); **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*, *enthral* (DC 18), *misdirection*, *tongues*

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

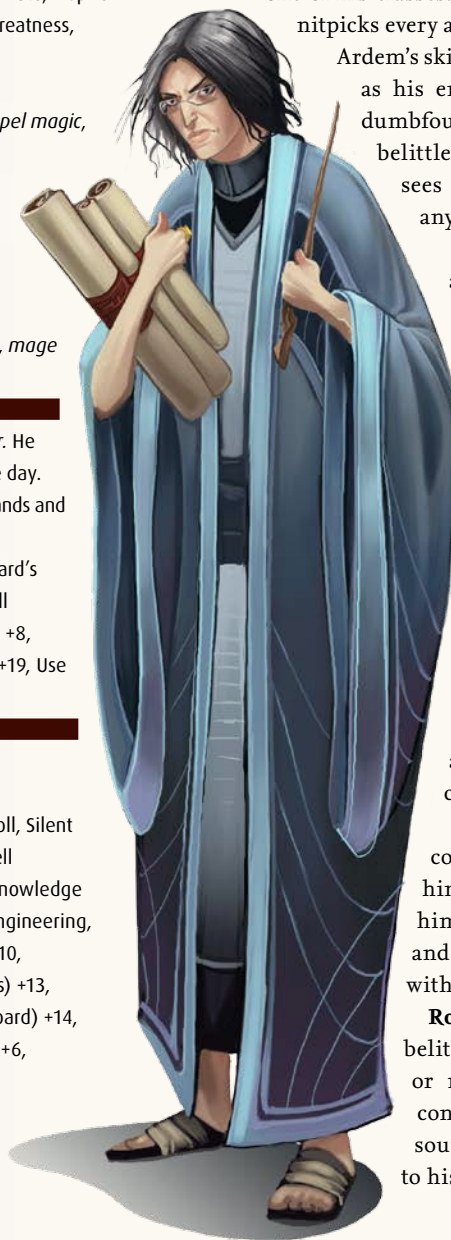
Ardem's skill at language and monologue, as well as his encyclopedic memory, allow him to dumbfound anyone of lesser intelligence and belittle those he considers beneath him. He sees himself a genius able to overcome any obstacle through reason.

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* (DC 19)

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; **Cha** 20; **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	CR 10
HALF-ORC BARD 11	XP 9,600
Medium humanoid (human, orc)	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), *undetected 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.

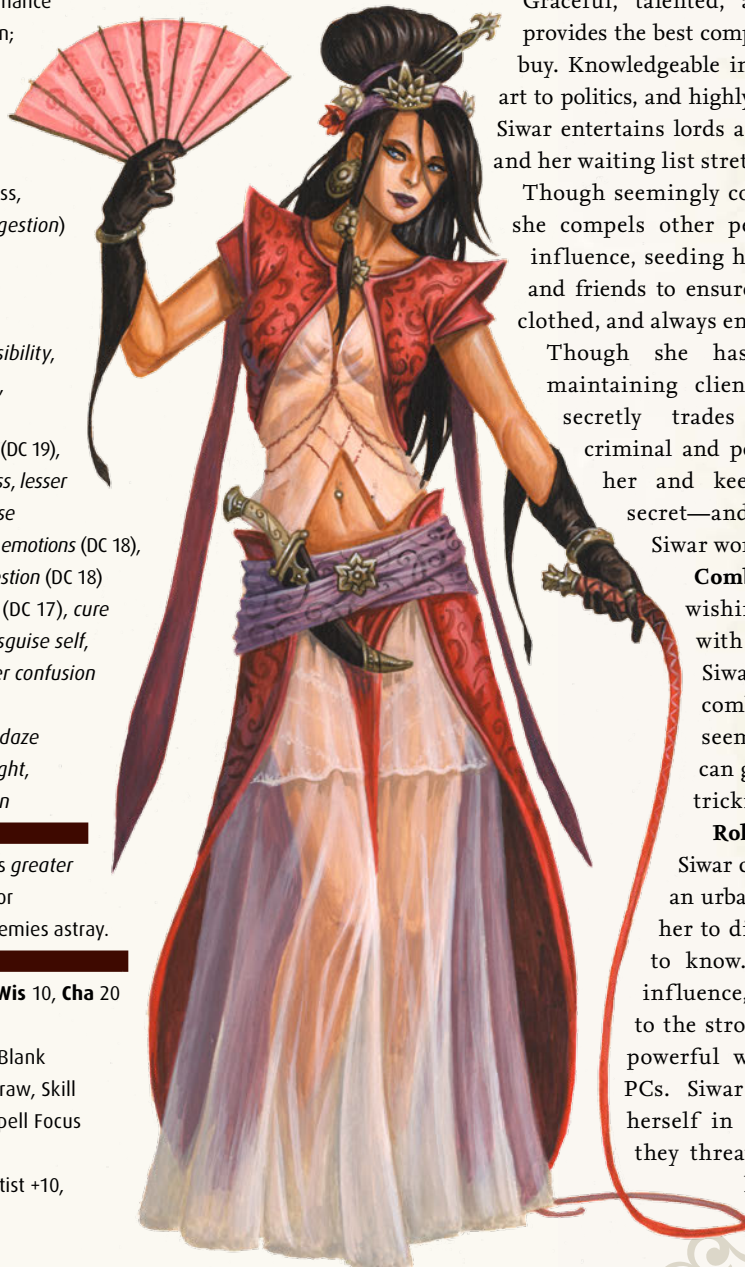
Though seemingly compliant with clients, she compels other people through subtle influence, seeding her desires into clients and friends to ensure she is well fed, well clothed, and always entertained.

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	CR 14
GNOME BARD 15	XP 38,400
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 +11; **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	CR 16
HALFLING BARD 17	XP 76,800
Small humanoid (halfling)	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.

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 RUTTEPPI

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.

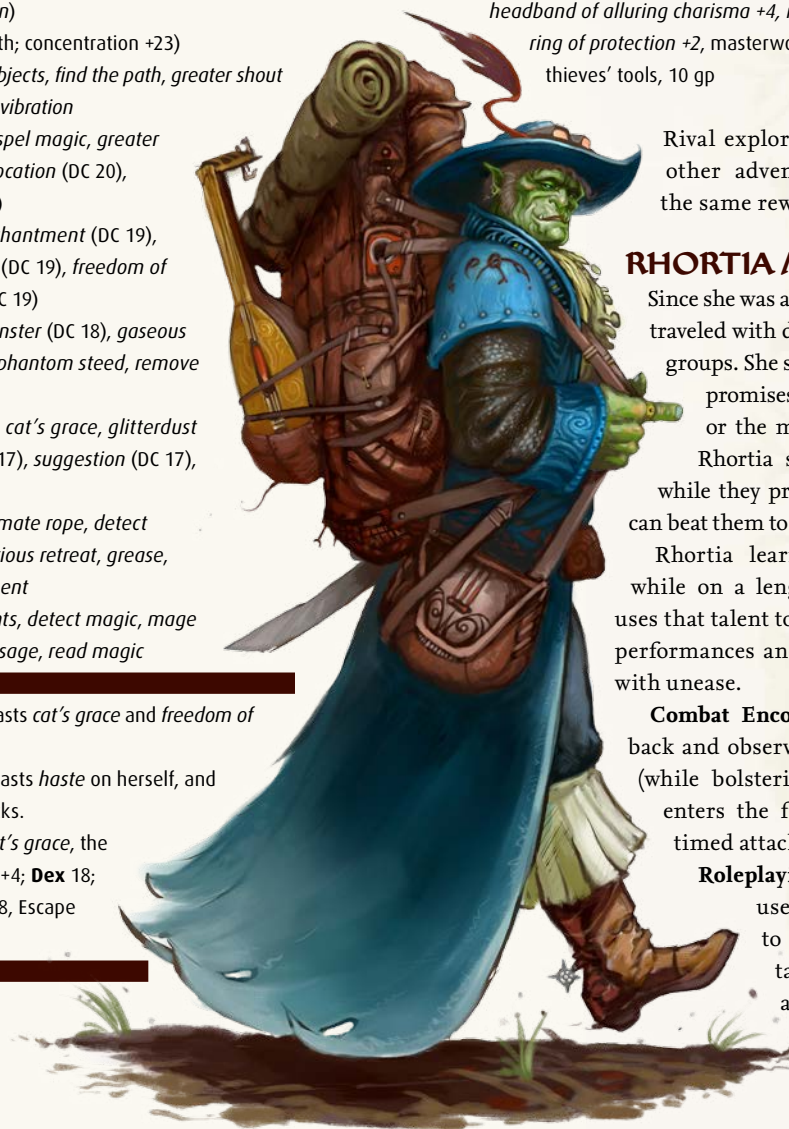
RHORTIA MOOLDON

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	CR 18
HUMAN BARD 19	XP 153,600
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 *unholy 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 *unholy 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

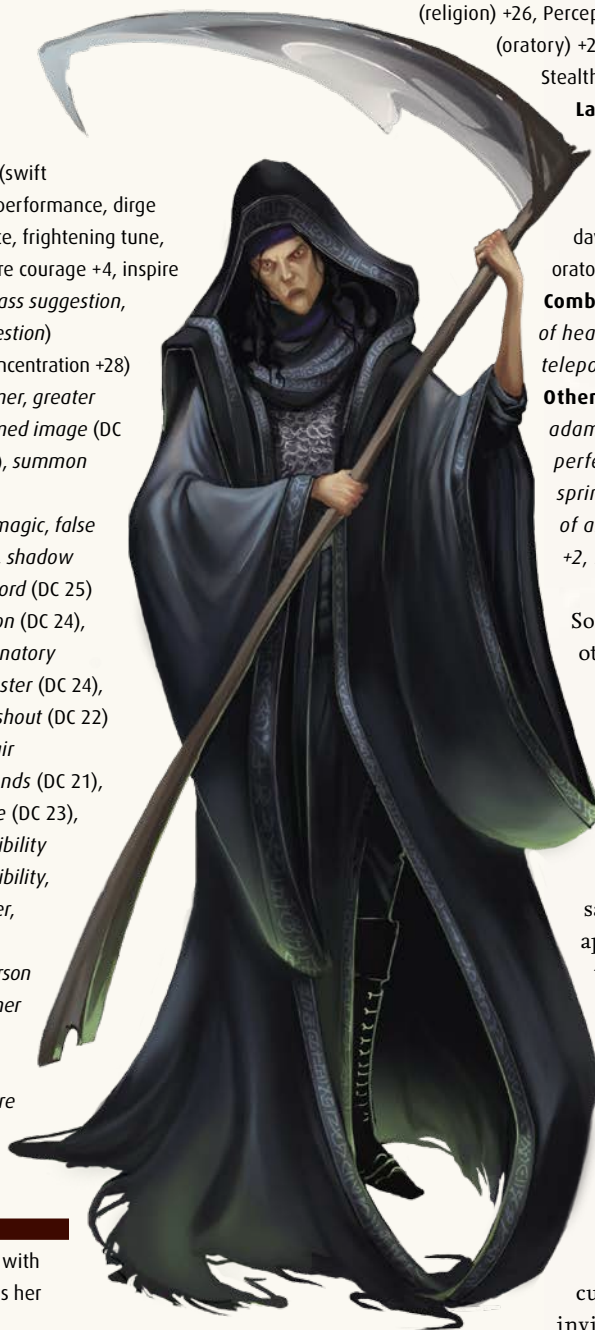
Some doomsayers walk in solitude; others form cults to witness the end.

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*^o, *protection from good*

0 (at will)—*detect magic*, *mending*, *read magic*

D 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*^o

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *read magic*

D 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*^o, *spiritual weapon*
1st—*command* (2, DC 15), *erase*^o, *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** 20,
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*^o,
searing light

2nd—*align weapon* (law only)^o,
enthrall (DC 14), *resist energy*
(DC 14), *sound burst* (DC 14)

1st—*command* (DC 13), *divine favor*,
magic weapon^o, *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*, *suggestion*^o, *summon monster III*

2nd—*aid*, *calm emotions*^o (DC 15), *eagle's splendor*, *sound burst* (DC 15), *zone of truth* (DC 15)

1st—*bless water*, *charm person*^o (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*^o (DC 17)

3rd—*bestow curse* (DC 17), *contagion* (DC 17), *deeper darkness*^o, *dispel magic*

2nd—*blindness/deafness*^o (blindness only, DC 16), *darkness*, *desecrate*, *eagle's splendor*, *silence* (DC 15)

1st—*cause fear*^o (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/×3)

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*^o (DC 16)

3rd—*invisibility purge*, *prayer*, *protection from energy* (DC 15), *rage*^o

2nd—*align weapon*^o (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*^o

0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance*

D 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	CR 8
HUMAN CLERIC OF URGATHOA 9	XP 4,800
Medium humanoid (human)	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*^o (2, DC 21)

4th—*death ward*^o, *freedom of movement*, *poison* (DC 20), *spell immunity*

3rd—*bestow curse* (DC 19), *contagion* (2, DC 19), *dispel magic*^o, *prayer*

2nd—*bear's endurance*, *darkness*, *death knell*^o (DC 18), *delay poison* (DC 16), *desecrate*, *resist energy* (DC 16)

1st—*bane* (DC 15), *cause fear*^o (DC 17, 2), *entropic shield*, *obscuring mist*, *protection from good*

0 (at will)—*bleed* (DC 16), *detect poison*, *light*, *virtue*

D 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

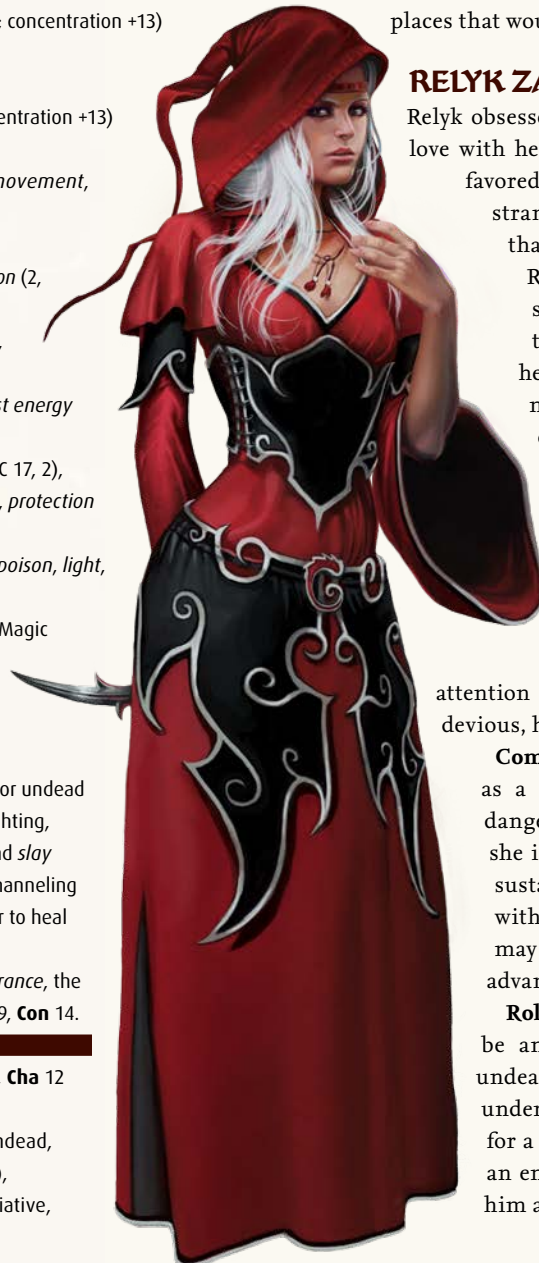
Relyk obsesses over death and undead, and is in love with her goddess. She longs to become her favored servant and lover, and bestows her strange affections on corpses and undead that remind her of the dark goddess.

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*^o, *summon monster V*

4th—*confusion*^o (DC 18), *cure critical wounds*, *summon monster IV* (2), *unholy blight* (DC 18)

3rd—*blindness/deafness*, *magic circle against good*, *magic vestment*^o, *summon monster III*, *water breathing*

2nd—*bull's strength*^o, *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*^o (DC 15)

0 (at will)—*create water*, *detect magic*, *light*, *mending*

D 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 CHALEMEDE

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	CR 10
HUMAN CLERIC OF ASMODEUS 11	XP 9,600
Medium humanoid (human)	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 seeds*^o

5th—*fire shield*^o, *flame strike* (2, DC 22), *spell resistance*

4th—*air walk*, *cure serious wounds*, *dismissal* (DC 19), *freedom of movement*, *wall of fire*^o

3rd—*cure serious wounds*, *fireball*^o (DC 20), *glyph of warding*, *invisibility purge*, *searing light*, *water walk*

2nd—*cure moderate wounds*, *hold person* (DC 17), *produce flame*^o, *resist energy* (2, DC 17), *silence* (DC 17)

1st—*bles*, *burning hands*^o (DC 18), *command* (2, DC 16), *cure light wounds*, *endure elements*, *magic weapon*

0 (at will)—*bleed* (DC 15), *detect magic*, *guidance*, *virtue*

D 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/quest*^o, *greater dispel magic*, *word of recall*

5th—*breath of life*, *charm monster*^o (DC 22), *greater command* (DC 22), *slay living* (DC 20), *spell resistance*

4th—*chaos hammer* (DC 19), *cure serious wounds*, *discern lies* (DC 19), *heroism*^o, *poison* (DC 19)

3rd—*invisibility purge*, *magic vestment*, *prayer*, *protection from energy* (DC 18), *searing light*, *suggestion*^o (DC 20)

2nd—*calm emotions* (DC 19), *delay poison* (DC 17), *enthrall* (DC 19), *hold person* (2, DC 19), *invisibility*^o

1st—*charm person*^o (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*^o, *word of chaos*

6th—*heal*, *mass bull's strength*, *stoneskin*^o

5th—*breath of life*, *flame strike* (DC 18), *righteous might*^o, *spell resistance*

4th—*chaos hammer* (DC 17), *dismissal* (DC 17), *divine power*^o, *restoration*, *spell immunity*

3rd—*cure serious wounds* (2), *invisibility purge*, *magic vestment*^o, *prayer*, *wind wall*

2nd—*aid*, *bear's endurance*, *delay poison* (DC 15), *hold person* (DC 15), *resist energy* (DC 15), *spiritual weapon*^o

1st—*bane* (DC 14), *bless*, *cure light wounds* (2), *enlarge person*^o (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*^o (DC 23), *summon monster VII*

6th—*antilife shell*, *antimagic field*^o, *banishment* (DC 22), *blade barrier* (DC 22), *greater dispel magic*

5th—*breath of life*, *greater command* (DC 21), *mark of justice*, *spell resistance*^o, *wall of stone*

4th—*air walk*, *death ward*, *freedom of movement*^o, *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*^o (DC 19)

2nd—*bear's endurance*, *delay poison* (DC 18), *hold person* (2, DC 18), *remove paralysis*, *shield other*^o

1st—*cause fear* (2, DC 17), *command* (DC 17), *divine favor*, *entropic shield*, *sanctuary* (DC 17), *true strike*^o

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 aura*^o

7th—*blasphemy*^o (DC 25), *destruction* (DC 24), *ethereal jaunt*

6th—*antilife shell*, *blade barrier* (DC 24), *create undead*^o,
harm^o (DC 23)

5th—*dispel good*, *greater command* (DC 22), *flame strike* (DC 23), *insect plague*, *righteous might*, *slay living*^o (DC 22)

4th—*divine power*, *freedom of movement*, *giant vermin*, *greater magic weapon*, *poison* (DC 21),
unholy blight^o (DC 22)

3rd—*animate dead*^o, *contagion* (2, DC 20), *deeper darkness*, *dispel magic*, *wind wall*

2nd—*bear's endurance*, *death knell*^o (DC 19), *desecrate*,
gentle repose, *hold person* (DC 19), *spiritual weapon*

1st—*bane* (DC 18), *cause fear*^o (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*^D (DC 25), *summon monster VIII* (2)

7th—*elemental body IV*^D (air only), *ethereal jaunt*, *repulsion* (DC 24), *summon monster VII* (2)

6th—*banishment* (DC 23), *chain lightning*^D (DC 23), *heal*, *summon monster VI*, *word of recall*

5th—*breath of life*, *greater command* (DC 22), *ice storm*^D, *plane shift* (DC 23), *spell resistance*, *summon monster V*

4th—*air walk*^D, *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*^D, *wind wall*

2nd—*bear's endurance*, *cure moderate wounds*, *hold person* (DC 19), *resist energy* (DC 19), *shatter*, *spiritual weapon*, *wind wall*^D

1st—*bles*, *command* (2, DC 18), *cure light wounds*, *divine favor*, *obscuring mist*^D, *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 (conjunction)

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 kill*^o, *storm of vengeance*
- 8th—*earthquake*, *fire storm* (DC 23), *power word stun*^o
- 7th—*blasphemy*^o (DC 22), *destruction* (2, DC 22), *ethereal jaunt*
- 6th—*blade barrier*^o (DC 21), *greater dispel magic*, *harm* (DC 21), *heal*, *mass bull's strength*
- 5th—*dispel good*, *flame strike*^o (DC 20), *righteous might*, *slay living* (2, DC 20), *spell resistance*
- 4th—*air walk*, *chaos hammer* (DC 19), *death ward*, *divine power*^o, *poison* (DC 19), *unholy blight* (DC 19)
- 3rd—*cure serious wounds*, *deeper darkness*, *dispel magic*, *magic circle against good*^o, *meld into stone*, *prayer*
- 2nd—*bear's endurance*, *bull's strength*, *death knell* (DC 17), *hold person* (2, DC 17), *spiritual weapon*^o
- 1st—*bane* (DC 16), *cause fear* (2, DC 16), *divine favor*, *doom* (DC 16), *entropic shield*, *true strike*^o
- 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.



SHADOW CLERIC	CR 17
ELF CLERIC OF NORGORBER 18	XP 102,400
Medium humanoid (elf)	NE

Init +3; **Senses** low-light vision; Perception +8

DEFENSE

AC 26, touch 17, flat-footed 22 (+7 armor, +3 deflection, +3 Dex, +1 dodge, +2 natural)

hp 129 (18d8+45)

Fort +17, **Ref** +13, **Will** +21; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +4 *short sword* +21/+16/+11 (1d6+5/17-20)

Ranged +4 *seeking light crossbow* +20/+15/+10 (1d8+4/19-20)

Special Attacks channel negative energy 2/day (DC 18, 9d6)

Domain Spell-Like Abilities (CL 18th; concentration +24)

9/day—bleeding touch (9 rounds), copycat (18 rounds)

At will—master's illusion (18 rounds/day, DC 27)

Cleric Spells Prepared (CL 18th; concentration +24)

9th—*energy drain* (DC 25), *implosion* (DC 25), *time stop*^o

8th—*antimagic field*, *discern location*, *greater spell immunity*, *mass invisibility*^o

7th—*blasphemy* (2, DC 23), *ethereal jaunt*, *screen*^o

6th—*blade barrier* (DC 22), *harm* (DC 22), *heal*, *mislead*^o, *wind walk*, *word of recall*

5th—*dispel good*, *false vision*^o, *insect plague*, *slay living* (2, DC 21), *spell resistance*

4th—*confusion*^o (DC 20), *divine power*, *freedom of movement*, *greater magic weapon* (2), *neutralize poison*

3rd—*deeper darkness*, *invisibility purge*, *magic vestment*, *meld with stone*, *poison* (DC 19), *nondetection*^o

2nd—*darkness*, *delay poison* (DC 18), *hold person* (DC 18), *invisibility*^o, *silence* (2, DC 18), *undetected alignment*

1st—*cause fear* (DC 17), *comprehend languages*, *disguise self*^o, *divine favor*, *entropic shield*, *obscuring mist*, *shield of faith*

0 (at will)—*bleed* (DC 16), *detect magic*, *detect poison*, *mending*

D Domain spell; **Domains**

Death, Trickery

TACTICS

Before Combat The cleric casts

delay poison, *greater magic weapon*

(on her sword and crossbow), *freedom of movement*, *greater spell immunity*, *magic vestment*, and *undetected alignment*.

During Combat The cleric uses magic to turn invisible or hinder vision, then makes hit-and-run attacks.

Base Statistics Without *greater magic weapon* and *magic vestment*, the cleric's statistics are **AC** 23, touch 17, flat-footed 19; **Melee** +1 *short sword* +18/+13/+8 (1d6+2/17-20); **Ranged** +1 *seeking light crossbow* +17/+12/+7 (1d8+1/19-20).

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 22, **Cha** 8

Base Atk +13; **CMB** +14; **CMD** 31

Feats Combat Casting, Combat Reflexes, Deadly Aim, Dodge, Improved Critical (short sword), Rapid Reload, Vital Strike, Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +11, Diplomacy +11, Disguise +11, Knowledge (religion) +13, Perception +8, Sense Motive +18, Stealth +24

Languages Common, Elven, Orc

SQ aura, death's embrace, elven magic, weapon familiarity

Combat Gear *wand of invisibility* (10 charges); **Other Gear** +1 *seeking light crossbow* with 20 bolts, +1 *shadow studded leather*, +1 *short sword*, *amulet of natural armor* +2, *belt of mighty constitution* +2, *boots of speed*, *cloak of resistance* +4, *headband of inspired wisdom* +4, *ring of protection* +3, *wooden unholy symbol*, *eye ointment for true seeing* (worth 250 gp), 4,254 gp

A shadow cleric strikes like death from the darkness.

SOUFARA EBONWIND

Soufara is a high priestess and assassin for the god of secrets and murder. Because her god wipes secrets from Soufara's mind once she no longer needs to know them, her memory is full of holes.

Ordinary events that trigger faint echoes of lost memories can make her shake with fear or rage.

Combat Encounters:

Soufara might direct a group of master assassins, dealing with spellcasters while her allies kill the rest.

Roleplaying Suggestions: Soufara might help PCs in exchange for magic that can heal her memory loss.



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*^o (DC 25)

8th—*antimagic field*, *create greater undead*^o, *earthquake*, *fire storm* (DC 24)

7th—*blasphemy* (2, DC 23), *ethereal jaunt*, *power word blind*^o, *repulsion* (DC 23)

6th—*antilife shell*, *blade barrier* (DC 22), *harm* (2, DC 22), *shadow walk*^o (DC 22), *word of recall*

5th—*greater command* (DC 21), *insect plague*, *slay living*^o (2), *unhallow*, *wall of stone*

4th—*air walk*, *death ward*^o, *freedom of movement*, *greater magic weapon*, *neutralize poison*, *unholy blight* (DC 20)

3rd—*deeper darkness*^o (2), *dispel magic* (2), *invisibility purge*, *magic vestment*

2nd—*darkness*, *death knell*^o (DC 18), *desecrate*, *gentle repose*, *hold person* (DC 18), *shield other*, *spiritual weapon*

1st—*bane* (DC 17), *bless*, *cause fear*^o (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*⁰ (fire spell only), *energy drain* (DC 24), *gate*, *implosion* (DC 26), *summon monster IX*

8th—*antimagic field*, *fire storm* (DC 25), *incendiary cloud*⁰ (DC 24), *summon monster VIII*, *unholy aura*

7th—*blasphemy* (DC 24), *ethereal jaunt*, *greater restoration*, *spell turning*⁰, *summon monster VII*

6th—*antimagic field*⁰, *blade barrier* (2, DC 23), *heal* (2)

5th—*break enchantment*, *dispel good*, *flame strike* (DC 22), *greater command* (DC 20), *insect plague*, *spell resistance*⁰

4th—*cure critical wounds*, *dimensional anchor*, *dismissal* (DC 19), *freedom of movement*, *unholy blight* (DC 21), *wall of fire*⁰

3rd—*bestow curse* (DC 18), *fireball*⁰ (DC 20), *magic vestment* (2), *protection from energy* (2, DC 18)

2nd—*align weapon*, *delay poison*, *hold person* (DC 17), *lesser restoration*, *produce flame*⁰, *spiritual weapon*

1st—*bless*, *burning hands*⁰ (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 (conjuration), 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/×3)

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*^o (DC 13), *endure elements*, *faerie fire*

0 (at will)—*detect poison*, *flare* (DC 12), *stabilize*

D 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*^o, *shillelagh*

0 (at will)—*flare* (DC 11), *know direction*, *light*, *stabilize*

D 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*^o

1st—*cure light wounds* (2), *obscuring mist*^o, *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** 20,

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*^o, *bull's strength,*

summon swarm

1st—*entangle*^o (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 shape*⁰

2nd—*barkskin*, *bear's endurance*, *soften earth and stone*⁰,
summon swarm

1st—*cure light wounds*, *magic stone*⁰, *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.

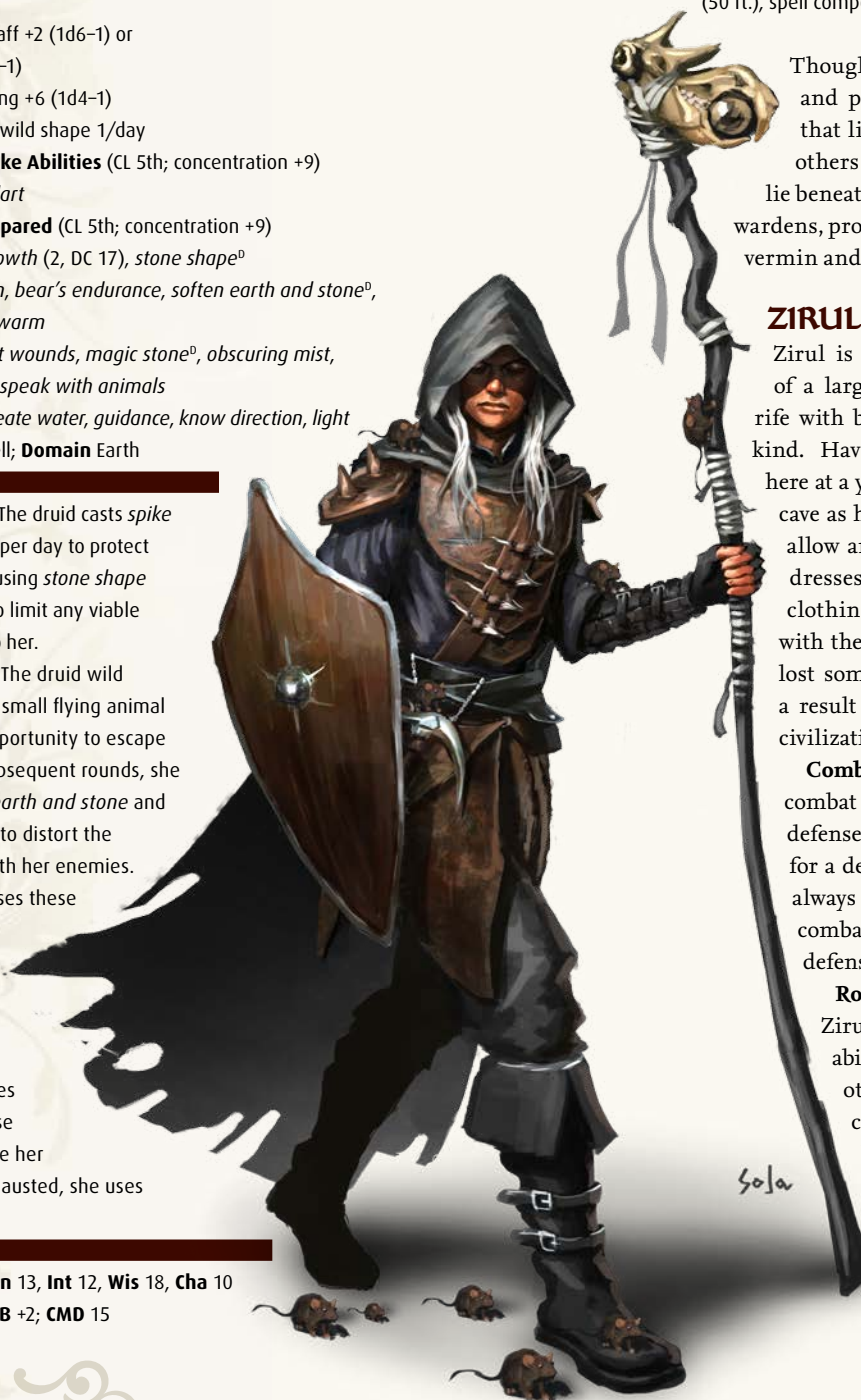
ZIRUL

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*⁰

1st—*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 away from 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

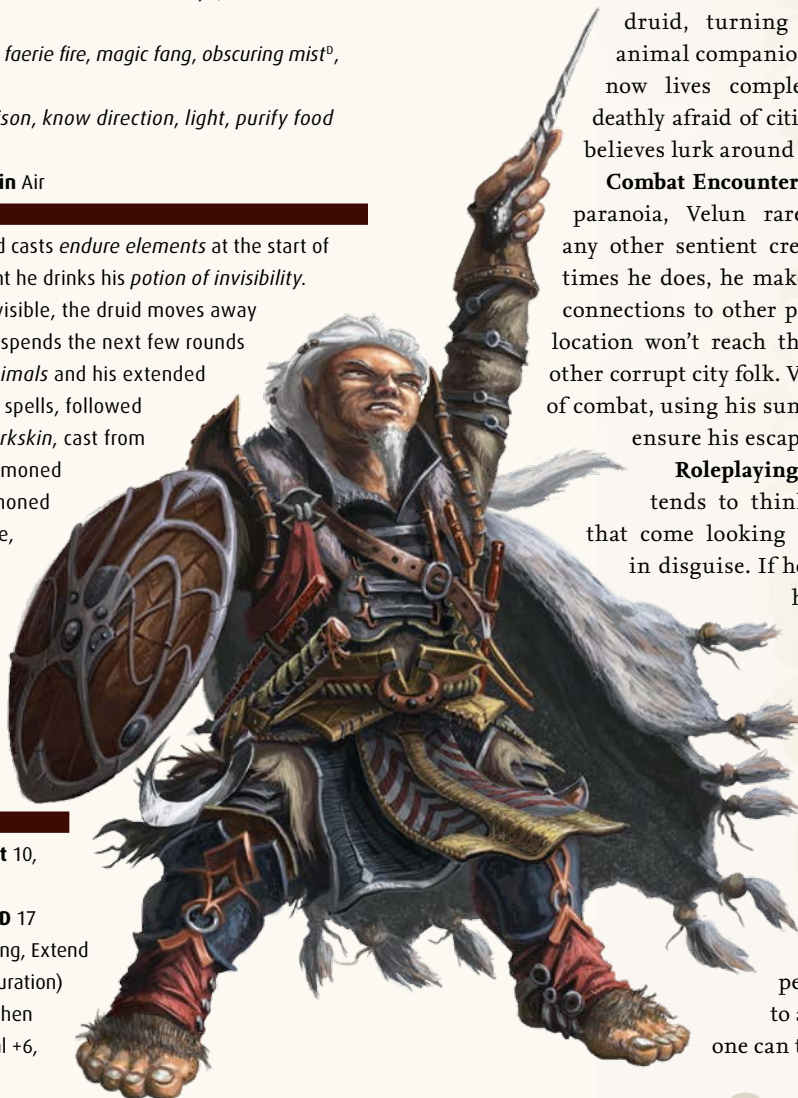
Evasive as the wind, these skittish druids tend to stay away from others, using their formidable powers to escape even the most hazardous situations.

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 make 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*^o, *ice storm*

3rd—*cure moderate wounds*, *daylight*, *sleet storm*, *water breathing*^o

2nd—*animal messenger*, *barkskin*, *bear's endurance*, *fog cloud*^o, *resist energy*

1st—*cure light wounds*, *endure elements*, *magic fang*, *obscuring mist*^o, *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*^o

4th—*dispel magic*, *freedom of movement*, *giant vermin*, *spike stones*^o (DC 19)

3rd—*greater magic fang* (3), *spike growth* (DC 18), *stone shape*^o

2nd—*barkskin* (2), *bull's strength* (2), *fog cloud*, *soften earth and stone*^o

1st—*cure light wounds* (2), *faerie fire* (2), *magic stone*^o, *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 storm*^o, *wall of thorns*
4th—*control water*^o, *dispel magic*, *flame strike* (2, DC 18),
freedom of movement
3rd—*call lightning* (DC 17), *cure moderate wounds*, *greater magic fang* (2), *water breathing*^o
2nd—*barkskin* (2), *cat's grace*, *fog cloud*^o, *lesser restoration*,
resist energy
1st—*cure light wounds* (2), *endure elements*, *faerie fire*,
obscuring mist^o, *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	CR 10
HALF-ELF DRUID 11	XP 9,600
Medium humanoid (elf, human)	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 lightning*⁰ (DC 22), *greater dispel magic*
5th—*call lightning storm* (DC 21), *control winds*⁰ (DC 20),
cure critical wounds, *wall of fire* (DC 21)
4th—*air walk*⁰, *cure serious wounds*, *freedom of movement*, *ice storm* (DC 20), *scrying* (DC 19)
3rd—*gaseous form*⁰, *greater magic fang* (2),
protection from energy (2), *sleet storm*
2nd—*animal messenger*, *barkskin* (3),
fog cloud, *wind wall*⁰
1st—*cure light wounds* (2), *endure elements*,
faerie fire (2), *obscuring mist*⁰, *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 1), *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*⁰ (DC 20), *greater dispel magic*, *repel wood*

5th—*call lightning storm* (DC 19), *cure critical wounds*, *ice storm*⁰, *tree stride*

4th—*cure serious wounds*, *dispel magic*, *flame strike* (DC 18), *freedom of movement*, *sleet storm*⁰

3rd—*call lightning*⁰ (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*⁰

1st—*endure elements*, *entangle* (DC 15), *faerie fire*, *obscuring mist*⁰, *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 (conjunction)

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

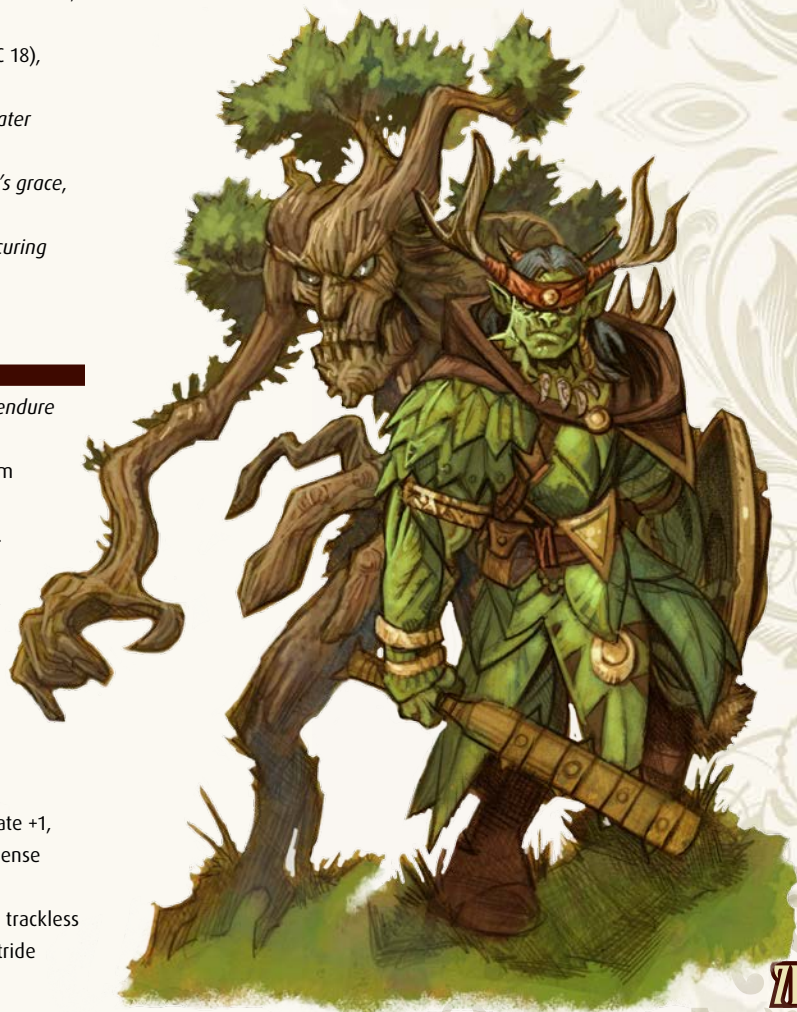
By way of a shipwreck or magical transportation, some druids find themselves alone on far-flung islands.

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	CR 12
GNOME DRUID 13	XP 19,200
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 glamerd 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 IV*^o (fire only), *fire storm* (2, DC 23)
- 6th—*fire seeds*^o, empowered *flame strike* (2, DC 20), *wall of stone*
- 5th—*fire shield*^o, 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 fire*^o
- 3rd—*dominate animal* (DC 17), *fireball*^o (2, DC 19), *greater magic fang* (2), *spike growth* (DC 17)
- 2nd—*barkskin* (3), *bull's strength*, *cat's grace*, *produce flame*^o
- 1st—*burning hands*^o (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 asks 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*⁰ (DC 23), *word of recall*
 - 7th—*animate plants*⁰, *creeping doom* (DC 22), *true seeing*
 - 6th—*antilife shell*, *mass cure light wounds*, *repel wood*⁰, *wall of stone*
 - 5th—*baleful polymorph* (DC 20), *insect plague*, *stoneskin*, *transmute rock to mud*, *tree stride*, *wall of thorns*⁰
 - 4th—*air walk*, *command plants*⁰ (DC 19), *cure serious wounds*, *freedom of movement*, *rusting grasp*, *scrying* (DC 19)
 - 3rd—*daylight*, *greater magic fang* (2), *plant growth*⁰, *protection from energy* (2, DC 18)
 - 2nd—*barkskin*⁰ (3), *bear's endurance*, *lesser restoration*, *longstrider*
 - 1st—*cure light wounds* (2), *entangle*⁰ (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.

GENYIET 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*

D 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.



SoJa



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*^o (DC 26)

8th—*earthquake*, *whirlwind*^o (DC 25), *word of recall*

7th—*control weather*^o, *creeping doom* (DC 24), *fire storm* (DC 24), *heal*, *true seeing*

6th—*antilife shell*, *control winds*^o (DC 23), empowered *flame strike* (2, DC 21), *greater dispel magic*, *wall of stone*

5th—*baleful polymorph* (DC 22), *call lightning storm* (DC 22), *curse critical wounds* (2), *ice storm*^o, *insect plague*

4th—*control water*, *dispel magic*, *flame strike* (2, DC 21), *freedom of movement*, *sleet storm*^o

3rd—*call lightning*^o (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*^o

1st—*entangle* (2, DC 18), *faerie fire* (2), *obscuring mist*^o, *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

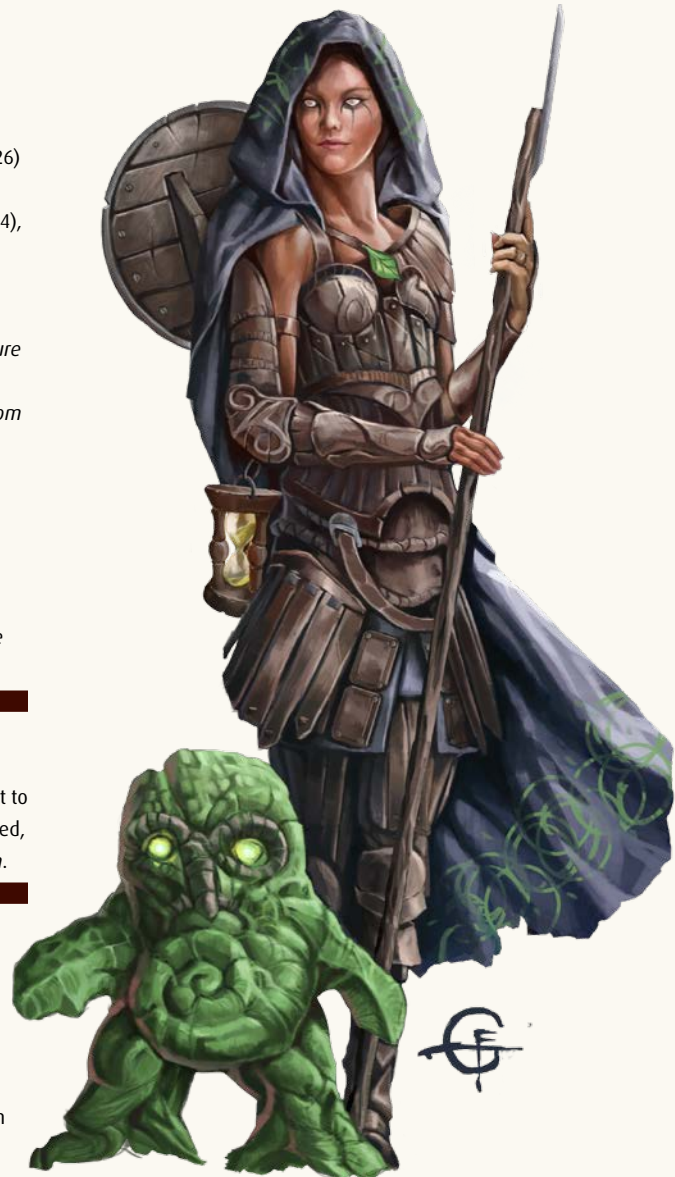
Languages Aquan, Auran, Common, Druidic, Elven, Ignan, Terran
SQ a thousand faces, elf blood, nature bond (Weather domain), nature sense, timeless body, trackless step, wild empathy +17, woodland stride

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*⁰ (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*^o (fire spell only), empowered *fire storm* (3, DC 27)

8th—quicken *cure serious wounds*, *incendiary cloud*^o (DC 26), *reverse gravity*, *sunburst* (DC 28), *word of recall*

7th—quicken *cure moderate wounds*, *fire storm* (2, DC 27), *elemental body IV*^o (fire only), *heal*, *true seeing*

6th—*fire seeds*^o, empowered *flame strike* (3, DC 24), *greater dispel magic*, *mass cat's grace*

5th—*cure critical wounds* (2), *fire shield*^o, *stoneskin*, *wall of fire* (2)

4th—*dispel magic* (2), *flame strike* (2, DC 24), *freedom of movement*, *ice storm* (DC 24), *wall of fire*^o

3rd—*fireball*^o (5, DC 23), *greater magic fang*, *protection from energy* (DC 21)

2nd—*barkskin* (2), *bull's strength* (2), *hold animal* (DC 20), *produce flame*^o, *lesser restoration*

1st—*burning hands*^o (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), *potions 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—quicken *cure critical wounds* (2), *elemental swarm*^o (earth spell only), empowered *fire storm* (DC 24), *storm of vengeance* (DC 27)

8th—*earthquake*^o, *finger of death* (DC 25), *repel metal or stone*, *reverse gravity*, *word of recall*

7th—*changestaff*, *creeping doom* (DC 25), *elemental body IV*^o (earth only), *heal*, *mass cure moderate wounds*, *true seeing*

6th—*antilife shell*, empowered *flame strike* (DC 21), *greater dispel magic* (2), *stoneskin*^o

5th—*animal growth* (2, DC 22), *death ward*, quickened *obscuring mist*, *wall of stone*^o, *wall of thorns*

4th—*air walk*, *dispel magic*, *flame strike* (DC 21), *freedom of movement* (2), *spike stones*^o (DC 21)

3rd—*cure moderate wounds*, *dominate animal* (DC 20), *greater magic fang* (3), *stone shape*^o, *wind wall*

2nd—*barkskin* (3), *bear's endurance*, *bull's strength*, *cat's grace*, *soften earth and stone*^o

1st—*cure light wounds* (2), *faerie fire* (2), *magic stone*^o, *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/×3)

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/×3) 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/×3)

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/×3)

Ranged warhammer +8 (1d8+6/×3)

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*, *potions 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/×3)

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/×3);

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/×3) 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*

ACTICS

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/×3)

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/×3); **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/×3) or flail +14/+9 (1d8+2)

Ranged mwk composite longbow +16/+11 (1d8+3/×3)

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/×3) or flail +12/+7 (1d8+2); **Ranged** mwk composite longbow +14/+9 (1d8+3/×3); **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.

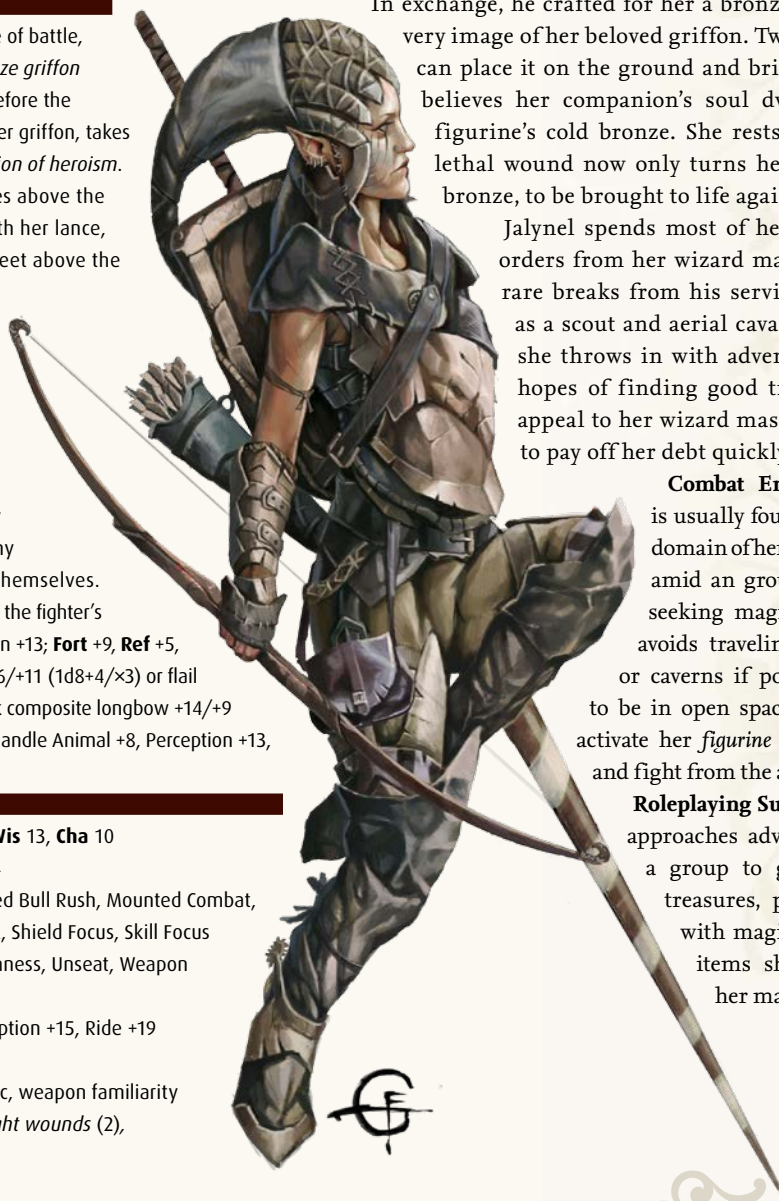
JALYNEL MASATHAL

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 an 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	CR 10
HUMAN FIGHTER 11	XP 9,600
Medium humanoid (human)	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/×3)

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/×3); **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 TALGAST

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	CR 12
HALF-ORC FIGHTER 13	XP 19,200
Medium humanoid (human, orc)	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	CR 14
HALF-ELF FIGHTER 15	XP 38,400
Medium humanoid (elf, human)	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/×3)

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/×3) or mwk warhammer +22/+17/+12/+7 (1d8+3/×3)

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/×3) or mwk warhammer +20/+15/+10/+5 (1d8+3/×3); **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 arbalisters 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 slaving 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.



SoJa



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/×3) or kukri +22/+22/+17/+12/+7 (1d4+4/18-20)

Ranged +1 *seeking composite longbow* +26/+26/+26/+21/+16/+11 (1d8+9/×3)

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/×3) or kukri +21/+16/+11/+6 (1d4+4/18-20); **Ranged** +1 *seeking composite longbow* +25/+25/+20/+15/+10 (1d8+9/×3); **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/x3)

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/x3); **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	CR 18
GNOME FIGHTER 19	XP 153,600
Small humanoid (gnome)	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 *unholy cold iron falchion* +40/+35/+30/+25 (2d4+23/15-20/×3 plus 2d6 vs. good) or

mwk light pick +34/+29/+24/+19 (1d4+10/×4), or

mwk alchemical silver falchion +38/+33/+28/+23 (2d4+19/15-20/×3)

Ranged +1 *shock composite longbow* +30/+25/+20/+15 (1d8+12/×3)

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 *unholy cold iron falchion* +36/+31/+26/+21 (2d4+21/15-20/×3 plus 2d6 vs. good), or mwk light pick +32/+27/+22/+17 (1d4+14/×4), or mwk silver falchion

+36/+31/+26/+21 (2d4+19/15-20/×3); **Ranged** +1 *shock composite longbow* +28/+23/+18/+13 (1d8+12/×3); **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 *unholy 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 AMBUSER	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 (4d8+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

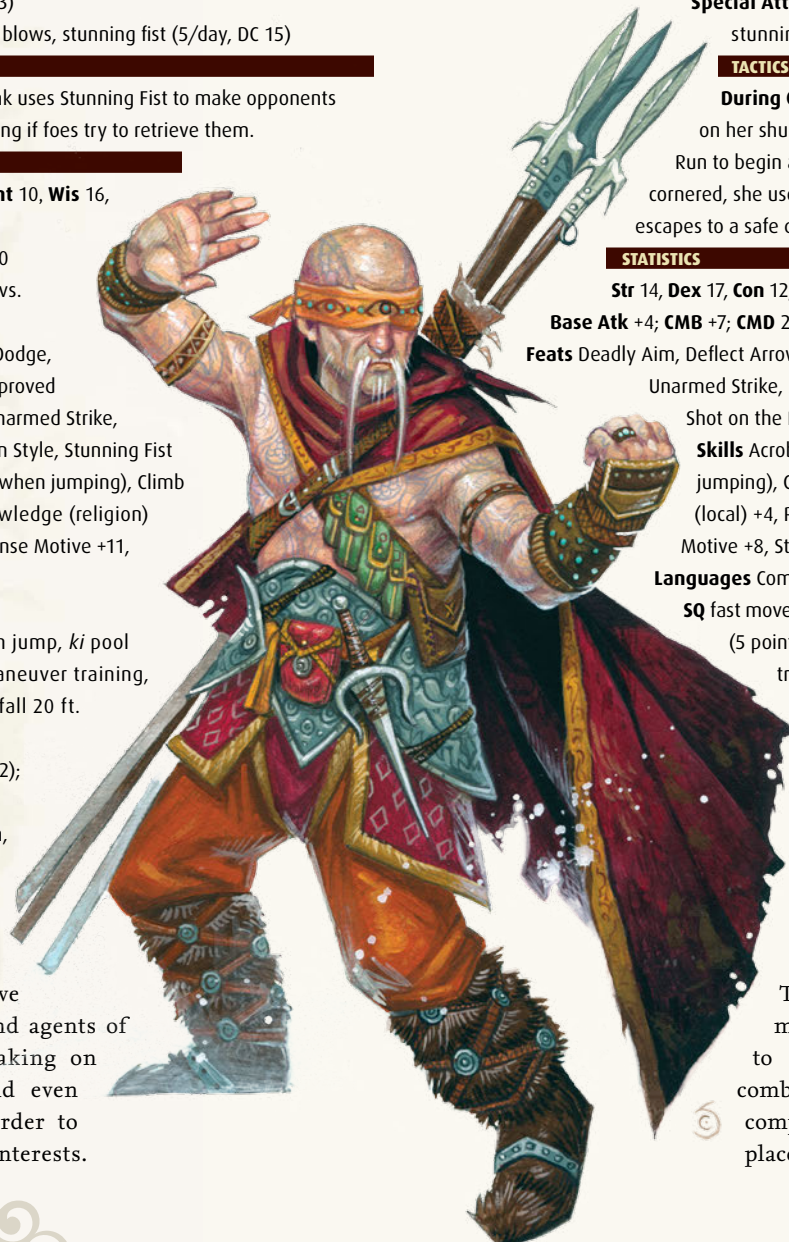
Languages Common, Halfling

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/×3) 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/×4) 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.

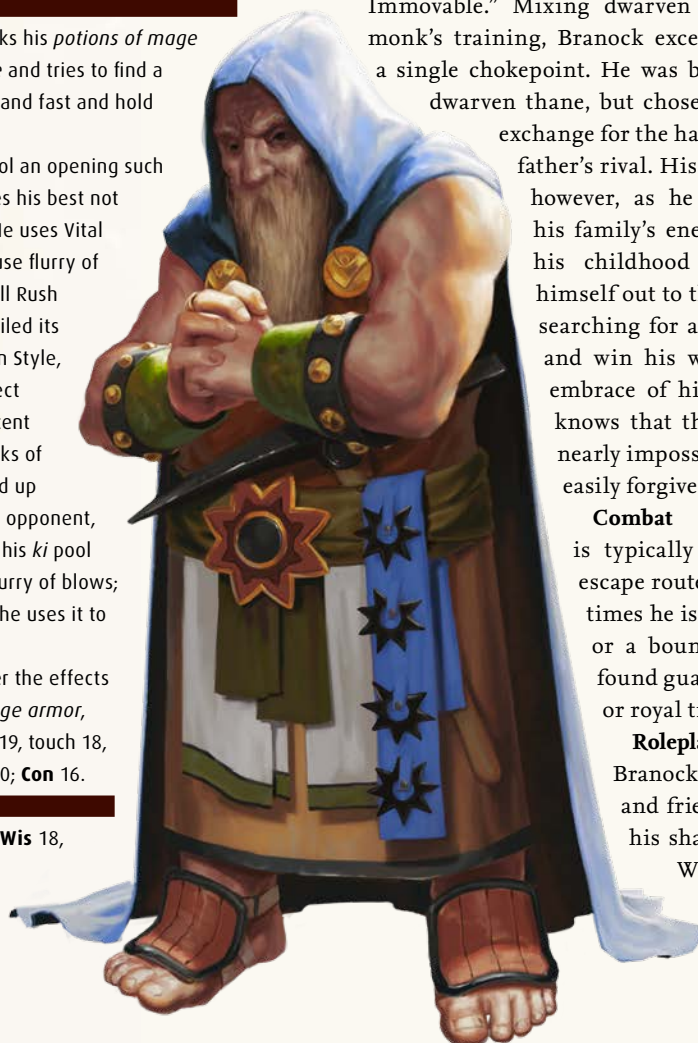
BRANOCK ULGREHN

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)

Facts 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)

Facts 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	CR 12
ELF MONK 13	XP 19,200
Medium humanoid (elf)	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/×3) 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 ANDARAE

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/×3) 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,

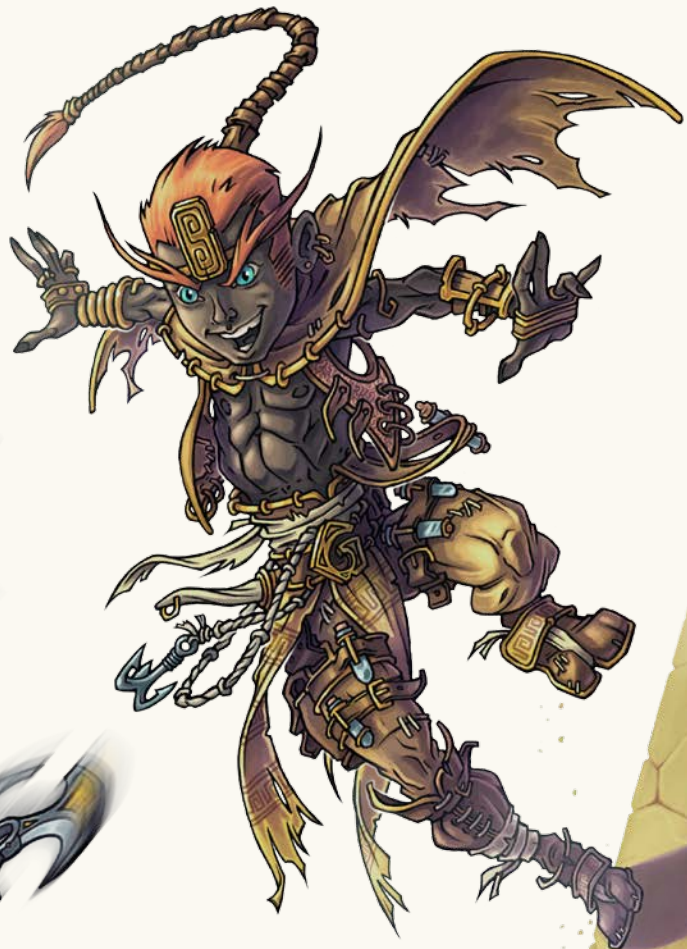
Knowledge (history) +7, Perception +23, Sense Motive +15, Stealth +24, Survival +8, Swim +7

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.



GROVE GUARDIAN	CR 17
HALF-ELF MONK 18	XP 102,400
Medium humanoid (elf, human)	LN

Init +6; **Senses** low-light vision; Perception +24

DEFENSE

AC 31, touch 27, flat-footed 24 (+4 armor, +1 deflection, +6 Dex, +1 dodge, +4 monk, +5 Wis)

hp 148 (18d8+64)

Fort +16, **Ref** +19, **Will** +18; +4 vs. enchantments

Defensive Abilities improved evasion; **Immune** disease, poison; **SR** 28

OFFENSE

Speed 90 ft.

Melee +2 *unarmed strike* +21/+16/+11 (2d8+4) or mwk cold iron dagger +20/+15/+10 (1d4+2/19-20) or +2 *unarmed strike* flurry of blows +24/+24/+19/+19/+14/+14/+9 (2d8+4)

Ranged mwk cold iron dagger +20/+15/+10 (1d4+2/19-20)

Special Attacks flurry of blows, quivering palm (1/day, DC 24), stunning fist (18/day, DC 24)

TACTICS

Before Combat The monk attempts to get close to an opponent through Bluff or Diplomacy, then drinks her *potions of bear's endurance* and *bull's strength*.

During Combat Against a single foe, the monk opens with Stunning Fist augmented with Improved Vital Strike, then tries to grapple the stunned foe. Against multiple opponents, she uses flurry of blows to attempt trip and disarm maneuvers, making as many foes prone or weaponless as possible, then strikes when those opponents provoke attacks of opportunity. Against foes too large to grapple or immune to stunning, she uses her *ki* pool to boost her movement, then Spring Attack with Improved Vital Strike to make hit and run attacks.

Base Statistics Without *bear's endurance* and *bull's strength*, the monk's statistics are **hp** 112; **Fort** +14; **Melee** +2 *unarmed strike* +21/+16/+11 (2d8+2) or mwk cold iron dagger +20/+15/+10 (1d4/19-20) or flurry of blows (+2 *unarmed strike*) +22/+22/+17/+17/+12/+12/+7 (2d8+2); **Ranged** mwk cold iron dagger +20/+15/+10 (1d4/19-20); **Str** 10, **Con** 12; **CMD** 45 (47 vs. trip); **Skills** Climb +4, Swim +5.

STATISTICS

Str 14, **Dex** 22, **Con** 16, **Int** 13, **Wis** 20, **Cha** 11

Base Atk +13; **CMB** +24 (+26 grapple, +28 trip); **CMD** 47 (49 vs. trip)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Defensive Combat Training, Dodge, Greater Trip, Improved Bull Rush, Improved Disarm, Improved Grapple, Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Skill Focus (Acrobatics), Spring Attack, Strike Back, Stunning Fist, Vital Strike, Weapon Finesse

Skills Acrobatics +33 (+75 when jumping), Bluff +8, Climb +4, Diplomacy +8, Knowledge (history) +8, Knowledge (local) +6, Knowledge (religion) +7, Perception +24, Perform (dance) +6, Sense Motive +26, Stealth +23, Swim +5

Languages Common, Elven, Gnome; tongue of the sun and moon
SQ abundant step, diamond body, diamond soul, elf blood, fast movement, high jump, *ki* pool (14 points, adamantite, lawful, magic), maneuver training, purity of body, slow fall 90 ft., timeless body, wholeness of body

Combat Gear *potion of bear's endurance*, *potion of bull's strength*, *potions of cure moderate wounds* (2), *potions of entropic shield* (2), *universal solvent* (2); **Other Gear** masterwork cold iron dagger, *amulet of mighty fists* +2, *belt of incredible dexterity* +6, *bracers of armor* +4, *cloak of resistance* +2, *headband of inspired wisdom* +4, *ring of protection* +1, 298 gp

Devoted to the protection of druidic groves or other sacred places of power, grove guardians do anything necessary to protect what they guard.

XEXILIA AISHINKAI

Xexilia Aishinkai, the 834th of that name, guards one of the world trees. Like those who came before her, she left behind her old life when she was called to the tree.



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/+18/+13/+13/+8 (2d8+6)

Ranged +1 *shuriken* +20/+15/+10 (1d2+6) or
+1 *shuriken* flurry of blows +23/+23/+18/+18/+13/+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, adamantite, 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

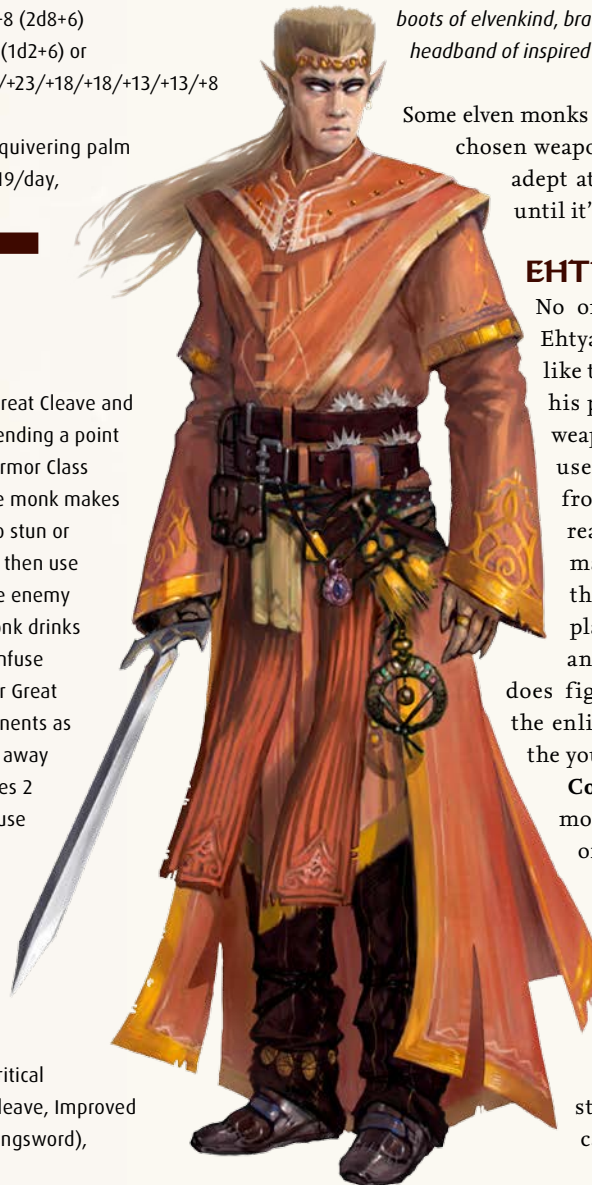
Some elven monks master the art of carnage with one chosen weapon. Sword savants are particularly adept at keeping their foes at a distance until it's time to land the killing blow.

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/+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/×3)

Ranged shortbow +1 (1d6/×3)

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/×3) 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/×3) 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/×3)

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/×3) 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/×3) 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—*bles*, *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/×3) 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	CR 10
ELF PALADIN 11	XP 9,600
Medium humanoid (elf)	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—*bles, 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 urgrash* +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 urgrash*)

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 urgrash*, 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—*bles* (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/×3 plus 1d6 electricity) or

mwk *gnome hooked hammer* +22/+17/+12 (1d4+6/×4)

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—*bles, 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

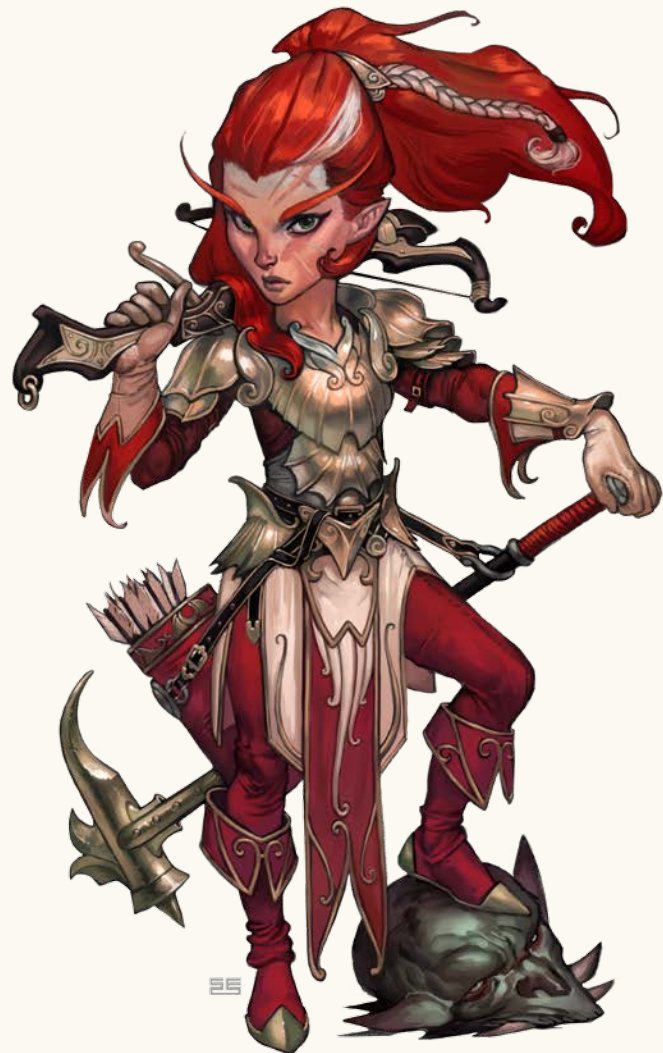
This paladin's lifelong mission is to eradicate evil giants.

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/x3) 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—*bles* (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—*bles, 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—*bles, 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/×3)

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/×3)

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/×3)

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/×3)

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 Archery, 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
GNOME 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

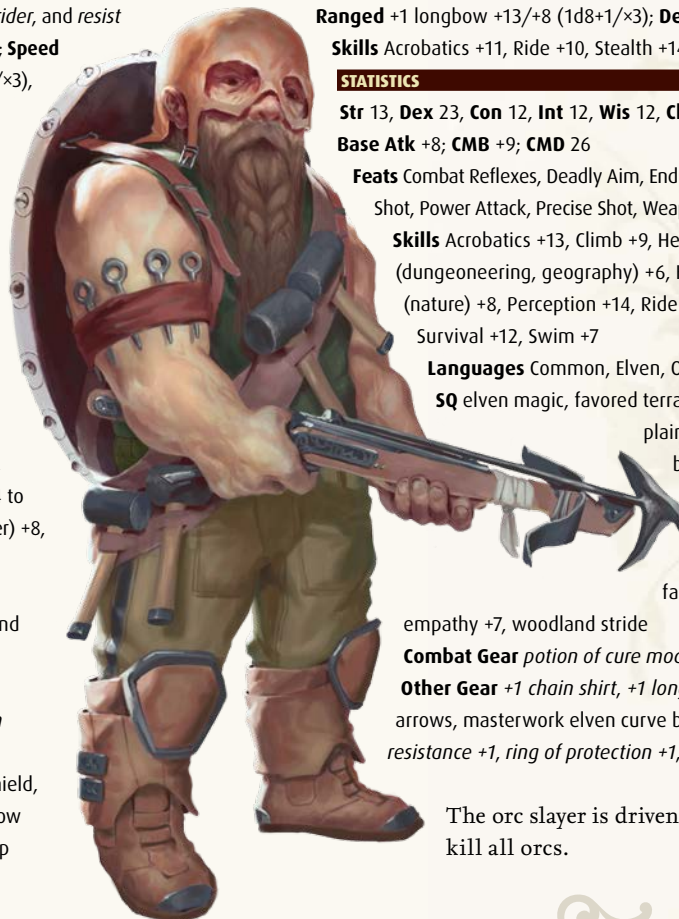
Speed 30 ft.
Melee +1 warhammer +9/+4 (1d8+6/×3), mwk heavy shield +9/+4 (1d4+5 plus bull rush)
Ranged mwk heavy crossbow +10 (1d10/19–20)
Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (giants +2, humans +4)
Ranger Spells Prepared (CL 4th; concentration +6)
2nd—*spike 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/×3), 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/×3)
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/×3); **Dex** 19; **CMD** +24; **Skills** Acrobatics +11, Ride +10, Stealth +14.

STATISTICS

Str 13, **Dex** 23, **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/×3),
mwk *gnome hooked hammer* +13 (1d4+2/19–20/×4) or
mwk *longspear* +15/+10/+5 (1d6+3/×3)

Ranged mwk *composite longbow* +15/+10/+5 (1d6+2/×3)

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 swaggers 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/×3)

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/×3); **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/×3)

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/×3), +1 orc double axe +21/+16/+11 (1d8+7/19-20/×3)

Ranged mwk composite longbow +19/+14/+9 (1d8+6/×3)

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/×3); **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, Seijal 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/×3)

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 *dwarven urgrosh* +25/+20/+15/+10 (1d8+8/19-20/x3),
+2 *dwarven urgrosh* +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 (dwarven urgrosh), Improved Initiative, Improved Two-Weapon Fighting, Improved Vital Strike, Mobility, Spring Attack, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus (dwarven urgrosh)

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 *dwarven urgrosh*, +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

Esheyne 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: Esheyne might battle the PCs for control of an ancient juggernaut just so she has bragging rights about destroying it.

Roleplaying Suggestions: Esheyne 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/×3)

Ranged +1 frost longbow +27/+22/+17/+12 (1d8+1/19-20/×3 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 (1d6/19-20)

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
GNOME 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	CR 8
ELF ROGUE 9	XP 4,800
Medium humanoid (elf)	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.

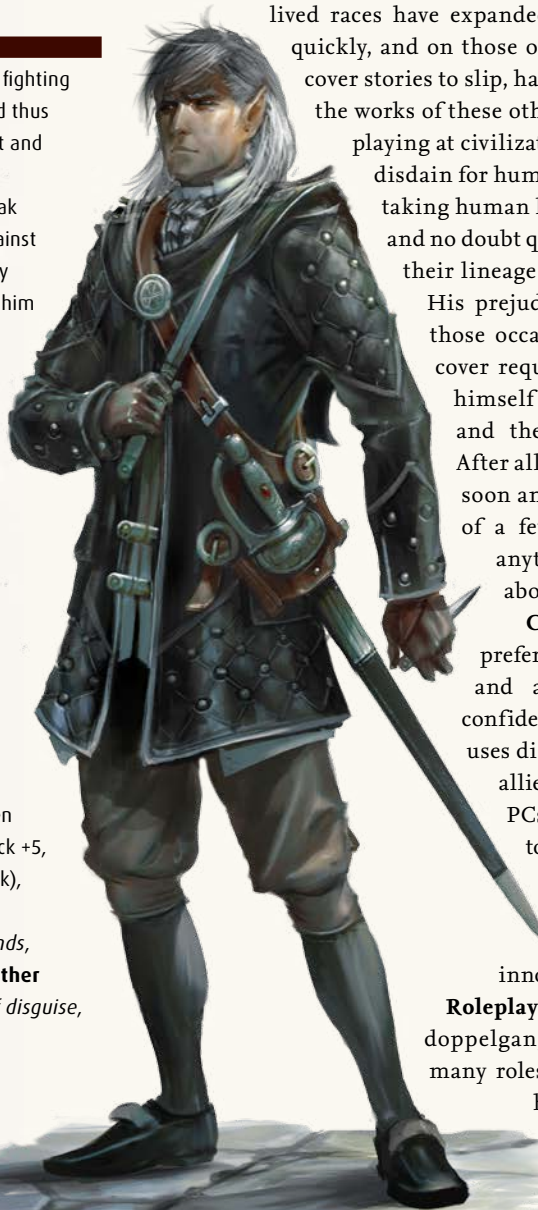
KELETHIROS

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.

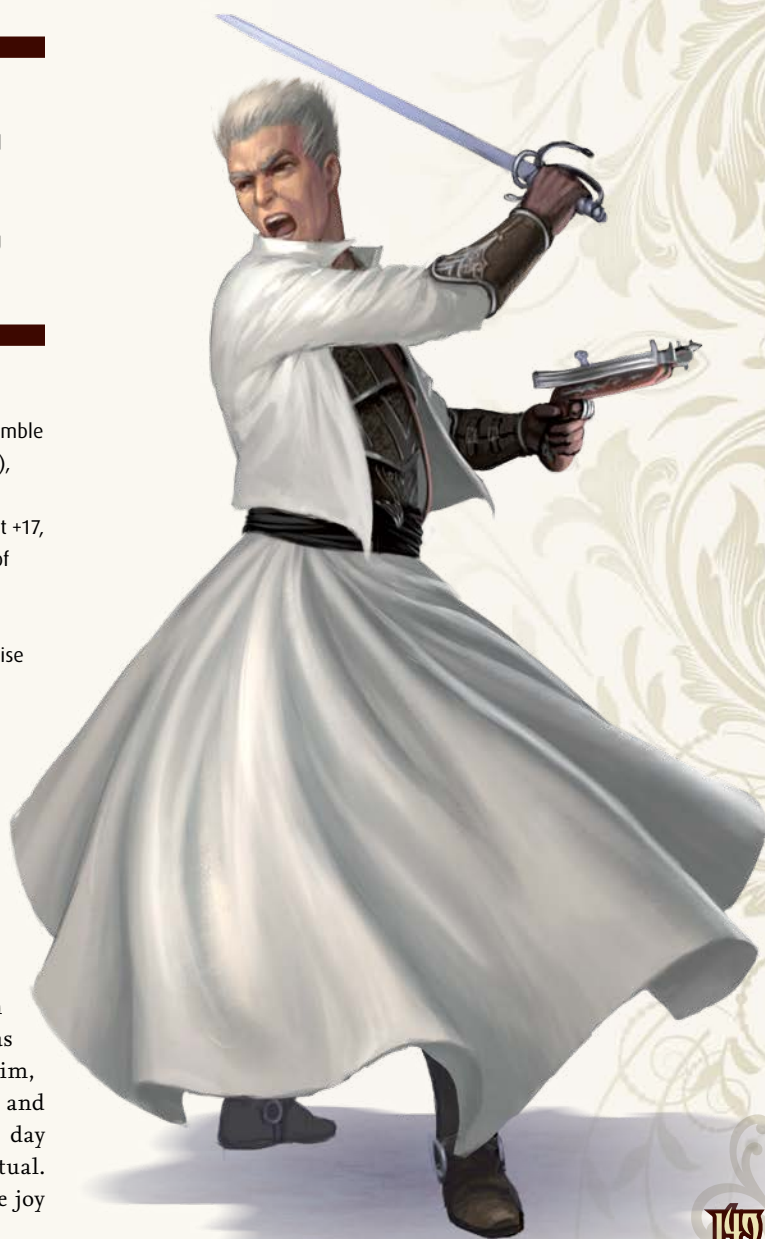
LESATH THE DESERT STING

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	CR 10
ELF ROGUE 11	XP 9,600
Medium humanoid (elf)	NE

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 +1 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.



Quinto

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), 696 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 beneficent 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/×3 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.



Quinto

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 *Sicken* 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*, *Sicken* 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

Skankrak 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:

Skankrak 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:

Skankrak 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 to 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.



Quinto 

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/×3)

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.



TAINED 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/×3)

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/×3)

Ranged mwk longbow +6 (1d8/×3)

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-worshipping 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
GNOME 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/×3) 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 SWAMPBLACK

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 HOLLEDOCK

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/×3)

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 I*

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 I*.

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 (14d6 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

Faets 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 arcane (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 (conjuration), Improved Initiative, Quicken Spell, Spell Focus (conjuration), 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.

OGRİK 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)

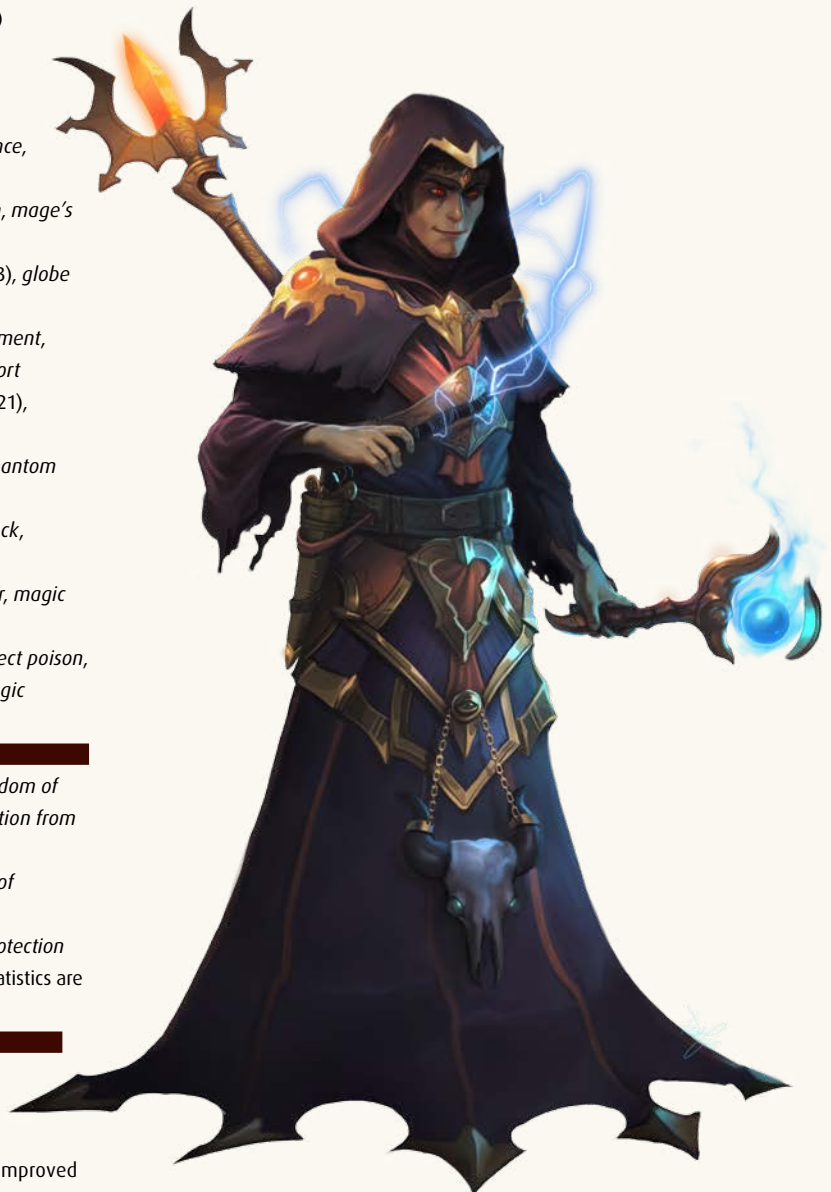
Skills Bluff +20, Diplomacy +17, Fly +11, Intimidate +20, Knowledge (arcana, history) +15, Perception +21, Spellcraft +24

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)—*cloudkill* (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

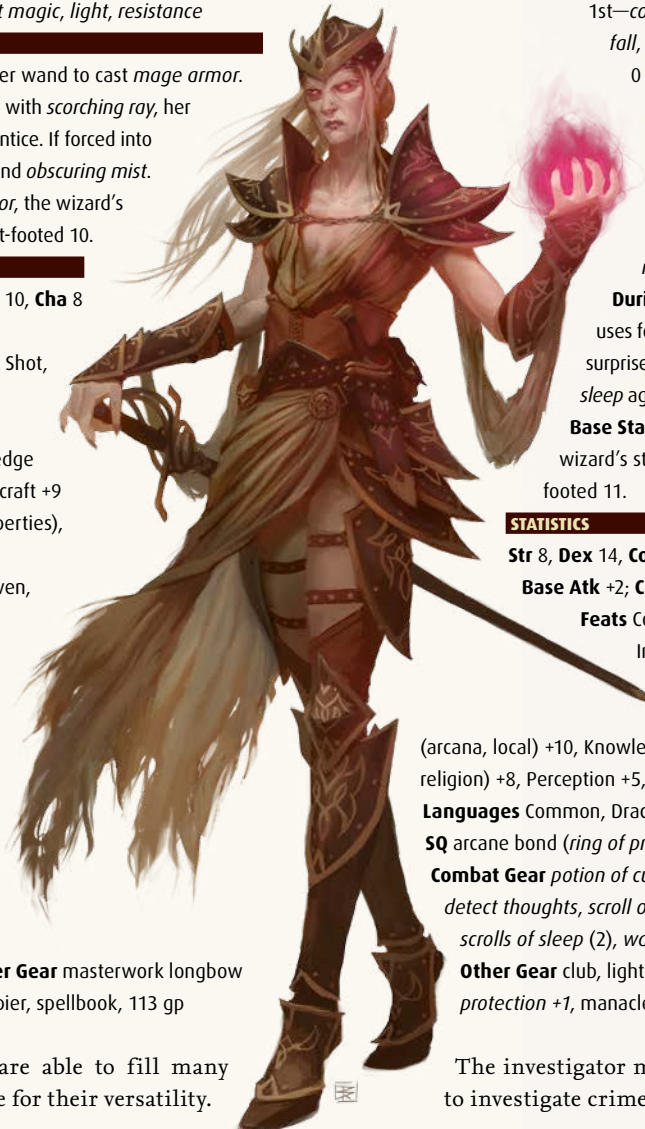
Languages Common, Draconic, Dwarven, Elven, Orc

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/×3)

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

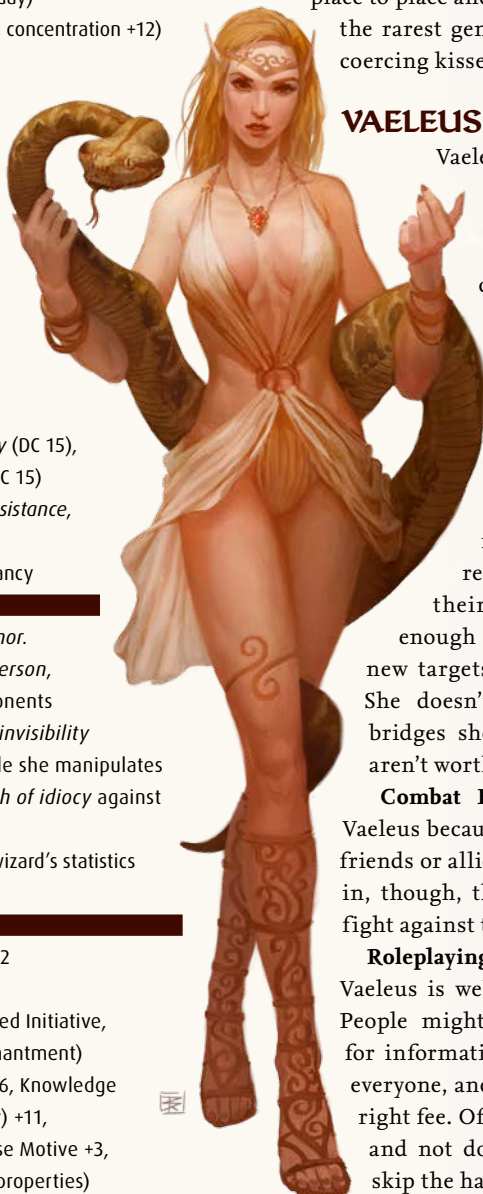
Seductive enchanters use magic so they can enjoy mortal pleasures. This usually means influencing people to give them things. These wizards can be found anywhere they can get the finer things in life. Many of them become connoisseurs of one particular pleasure, going from place to place and scamming 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	CR 8
DWARF EVOKER 9	XP 4,800
Medium humanoid (dwarf)	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/×3)

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/×3)

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.



PYROMANIAC 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

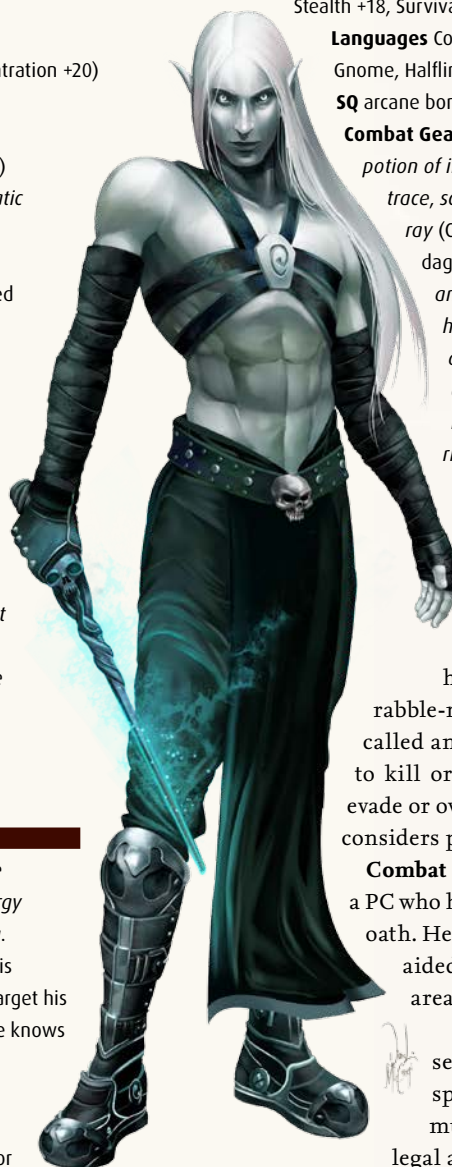
Feats Craft Wondrous Item, Enlarge Spell, Greater Spell Focus (evocation), Maximize Spell, Point-Blank Shot, Precise Shot, Scribe Scroll, Skill Focus (Perception), Spell Focus (evocation, transmutation), Spell Penetration

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—*quicken acid arrow*, *acid fog*, *disintegrate* (DC 22), *quicken 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 (conjuration), Improved Initiative, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration), 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—quicken *charm monster* (DC 23), *mind blank*, *prismatic wall*

7th—*banishment* (DC 23), quicken *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), *feblemind* (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

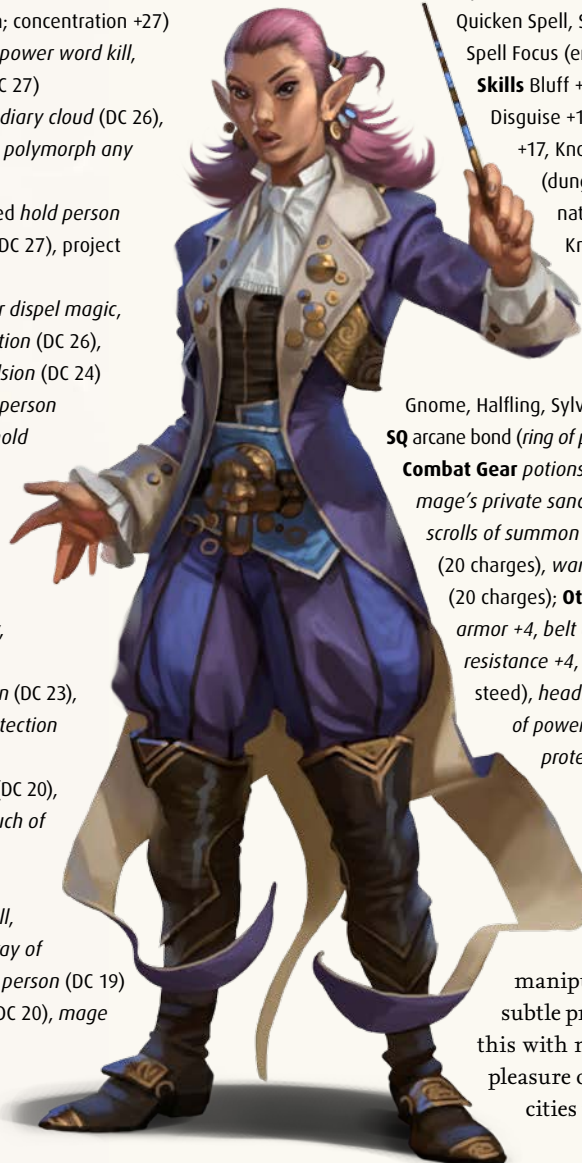
SQ arcane bond (*ring of protection* +3), elf blood, enchanting smile

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.

