





PRESTIGE CLASSES

Secanus kicked Cambin hard in the back, sending him sprawling. Where the theurge had been standing, a line of flame blistered the stones.

“Looks like we found him,” Secanus said, nocking an arrow. As he drew back the string, the projectile’s shaft lit up with brilliant blue energy.

“Fools!” the dragon sorcerer rumbled. “You think you can take what’s mine?”

“Yours?” Cambin shrieked back, clenched fists blazing with holy light. “You stole that book from the temple not three days ago!”

The reptile-man smiled, exposing jagged rows of bone-yellow fangs.

“Of course,” he said. “At which point it became my property...”

PRESTIGE CLASSES

Prestige classes allow you to customize characters in very specialized ways. However, the prerequisites mean characters with a prestige class tend to be higher level and might require specific kinds of multiclassing to be effective. The *NPC Codex* saves busy GMs the time it would take to create NPCs with prestige classes.

This chapter gives you useful and interesting NPCs at prestige class levels 2, 4, 7, and 10 for each of the 10 prestige classes detailed in the *Pathfinder RPG Core Rulebook*. The NPCs are character levels 9, 13, 17, and 20, allowing you to use them over a wide range of levels in the campaign.

All of the NPCs in this chapter use the “heroic” set of base ability scores (15, 14, 13, 12, 10, 8), and the value of their gear has been determined using the Heroic Level column of Table 14–9: NPC Gear, which can be found on page 454 of the *Core Rulebook*.

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

HOW TO USE THIS CHAPTER

As with the characters presented in Chapter 1, the three most common uses for NPCs in this chapter are as enemies, allies, and player characters, and the same guidelines explained there apply to this chapter. If your campaign requires PCs to train with a member of a prestige class before they can take levels in that prestige class, you may wish to use these NPCs as mentors or trainers for PCs interested in pursuing these specific courses of study.

NOTES ON CLASSES

As with the characters in Chapter 1, you always have the option to alter or add to these characters to make them even more useful to your campaign. If you’re considering swapping a character’s core class abilities for those of another class or archetype, be sure the altered character still qualifies for the prestige class. For example, the arcane trickster class requires a character to have sneak attack +2d6, so don’t use a class or rogue archetype that removes the character’s sneak attack ability.

The remainder of this section examines specific alternative class and archetype choices for each of the classes in this chapter.

Arcane Archer

This prestige class requires the ability to cast 1st-level arcane spells, so all four of the arcane archers in this chapter have at least one level in bard, sorcerer, or wizard. If you want to alter the flavor of these characters, you can swap levels in these core classes for levels in a similar arcane spellcasting class such as summoner or witch. You can even hand-wave the minor math differences between the classes (such as the Hit Die type of a summoner compared to that of a wizard) and create an NPC with a very different feel. For example, the tournament champion (arcane archer 4) is a bard/sorcerer, but could easily be a summoner/sorcerer or a bard/witch, which presents a very different concept for the character.

Arcane Trickster

This prestige class requires sneak attack +2d6, so all of the arcane tricksters presented here have at least three levels in the rogue class (the only class in the *Core Rulebook* with sneak attack). The requirement that the character must be able to cast *mage hand* means the character must have levels in bard, sorcerer, or wizard, so all of the arcane tricksters are multiclassed with rogue and one of those three classes. You could, however, replace the rogue levels in any of these characters with ninja levels (*Pathfinder RPG Ultimate Combat*), since the ninja is a modified rogue. The sandman bard archetype (*Pathfinder RPG Advanced Player’s Guide*) and vivisectionist alchemist archetype (*Pathfinder RPG Ultimate Magic*) also give the sneak attack ability and would be interesting class swaps for arcane tricksters.

Assassin

This prestige class has the easiest requirements to meet (in terms of game mechanics) out of any in the *Core Rulebook*, so the four assassins presented here have a variety of base classes—a cleric/rogue, a druid/fighter, a monk, and a rogue. This gives you many options when it comes to quickly customizing these assassins to suit your campaign without altering much of the math. The cleric/rogue could be an oracle/rogue, a cleric/bard, or druid/rogue. The monk could be a fighter, ranger, or rogue. The druid/fighter could be a druid/barbarian, druid/ranger, or cleric/fighter. The rogue could be a bard, ninja, or even a summoner.

Dragon Disciple

This class requires levels in a spontaneous-casting arcane class (of which there are only two examples in the *Core Rulebook*, the bard and sorcerer), and if the character has sorcerer levels, it requires him to have the draconic bloodline, so this prestige class is perhaps the most specialized in the *Core Rulebook*. Fortunately, changing

the character's dragon type is very easy, allowing you to use these four characters as any of the 10 dragon types listed in the sorcerer class.

Duelist

This class requires three combat feats, so it is naturally suited for fighters (and to a lesser extent rogues, who can use rogue talents to gain extra combat feats). Its reliance on using intelligent tactics, wearing light or no armor, wielding a light or one-handed piercing weapon, and having a free hand makes it a suboptimal choice for barbarians (whose rage-based abilities are a poor thematic match), monks (as they can fight without weapons, and there is only one monk weapon they can use with duelist class abilities), paladins (who usually wear heavier armor), and rangers (who for the most part either are archers or fight in melee with two weapons). Therefore, the four duelists presented here all have fighter or rogue levels. Because the duelist doesn't use specific fighter or rogue class features as requirements, you can easily swap out these features with those of another archetype, such as the free hand fighter, mobile fighter, acrobat rogue, or rake rogue (all of which are detailed in the *Advanced Player's Guide*), to create a new duelist with this stat block.

Eldritch Knight

This class requires proficiency in all martial weapons and 3rd-level arcane spellcasting, so the character must have levels in barbarian, fighter, paladin, or ranger (the only way to gain proficiency in *all* martial weapons listed in the *Core Rulebook*), and levels in bard, sorcerer, or wizard (the only classes in the *Core Rulebook* that have arcane spellcasting). Though the theme of this class is mostly taken over by the magus base class (see *Ultimate Combat*), using the prestige class lets you do things that you can't do as a single-classed magus, such as using higher-level spells or arcane spells that aren't on the magus spell list, mixing arcane and divine magic (as the champion of magic eldritch knight on page 221 does), and using barbarian rage. In most cases, you can swap out the character's spellcasting class for another (such as replacing conjurer levels with summoner levels or sorcerer levels with bard levels) or swap her martial class levels for another martial class (ranger for barbarian, cavalier for fighter, and so on).

Loremaster

Because this class's skill, feat, and spell requirements are very specific and its unique class abilities are not particularly useful in combat, characters of this class are often relegated to NPC status as sages or mentors. The four loremasters presented here focus on knowledge of the gods, nature, humanoid history, and the planes.

However, because the prestige class abilities don't alter the base class's abilities or have specific ties to the character's field of study, you can swap out class levels or change the knowledge focus to whatever you need for your campaign. For example, if you need a 9th-level planar expert, use the divine loremaster and swap her Knowledge (planes) and Knowledge (religion) skill bonuses.

Mystic Theurge

This class requires three or more levels of investment in two different spellcasting classes, and a character interested in this path usually can't afford to dip into other classes on the way to taking prestige class levels. One of the two unique class abilities of the mystic theurge is the ability to use spell slots from one class to cast spells from the character's other class. However, because doing so makes the spell use a higher-level spell slot than normal, this is a suboptimal choice—the character would normally do this only if he needed extra castings of certain spells and didn't have enough spell slots of the right class. Rather than presenting an underpowered character with weaker-than-normal spells, the four mystic theurges in this chapter are not depicted as using that class ability. Feel free to alter their spell lists to take advantage of this ability if it suits your campaign.

Pathfinder Chronicler

This class requires a small skill investment and a roleplaying or background requirement that doesn't need a specific class ability and has no effect on the character's stat block; therefore, the example Pathfinder chroniclers represent a variety of classes. As with the example assassin characters, this means you can easily swap base classes to customize these Pathfinder chroniclers to suit your campaign, such as by changing the mad prophet (page 233) from a cleric to a conjurer, the master storyteller (page 234) from a sorcerer to an illusionist, or the battle skald (page 235) from a barbarian/bard to a ranger/bard.

Shadowdancer

This class requires three combat feats and a small skill investment, so while it is mainly suited for martial characters, it is within reach for spellcasters as well. However, many of the shadowdancer's class abilities—darkvision, evasion, proficiencies, rogue talents, and uncanny dodge—are available from other classes or races (or can be emulated with other class abilities), so many characters who take levels in this class will have redundant abilities. Creating an effective shadowdancer requires careful selection of base classes and feats to avoid this; if you swap out earlier levels, make sure you minimize the number of these abilities the character gains from two different sources.



GREEN WARDEN	CR 8
ELF FIGHTER 5	XP 4,800
CONJURER 2	
ARCANE ARCHER 2	
Medium humanoid (elf)	N

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 19, touch 15, flat-footed 14 (+4 armor, +5 Dex)

hp 51 (5d10+2d6+2d10)

Fort +7, **Ref** +9, **Will** +10; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1; **DR** 10/magic (ranged weapon attack only; 30 points); **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +2 *short sword* +14/+9 (1d6+4/19-20)

Ranged mwk composite longbow +18/+13 (1d8+5/×3)

Special Attacks enhance arrows (magic), imbue arrow, weapon training (bows +1)

Conjurer Spell-Like Abilities (CL 3rd; concentration +4)
4/day—acid dart

Conjurer Spells Prepared (CL 3rd; concentration +4; arcane spell failure 15%)

2nd—*glitterdust* (DC 13), *web* (DC 13)

1st—*burning hands* (2, DC 12), *color spray* (2, DC 12)

0 (at will)—*bleed* (DC 11), *dancing lights*, *ghost sound* (DC 11), *mage hand*

Opposition Schools divination, necromancy

TACTICS

Before Combat The arcane archer attempts to start combat from a hard-to-reach spot, such as a high tree branch or steep elevation. He casts *heroism* and *protection from arrows* on himself from scrolls.

During Combat The archer keeps his distance and uses his magic arrows first. He casts *glitterdust* and *web* to slow down any approaching enemies, using imbue arrow to increase the range of such spells if needed. He uses Arcane Armor Training each round.

Base Statistics Without *heroism* and *protection from arrows*, the archer's base statistics are **Senses** Perception +12; **Fort** +5, **Ref** +7, **Will** +8; **DR** none; **Melee** +2 *short sword* +12/+7 (1d6+4/19-20); **Ranged** mwk composite longbow +16/+11 (1d8+5/×3); **Skills** Climb +8, Knowledge (arcana, nature) +7, Perception +12, Spellcraft +7 (+9 to identify magic item properties), Stealth +12, Swim +8.

STATISTICS

Str 14, **Dex** 21, **Con** 10, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +8; **CMB** +10; **CMD** 25

Feats Arcane Armor Training, Iron Will, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Scribe Scroll, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Climb +10, Knowledge (arcana, nature) +9, Perception +14, Spellcraft +9 (+11 to identify magic items), Stealth +14, Swim +10

Languages Common, Elven, Goblin

SQ arcane bond (masterwork composite longbow), armor training 1, elven magic, summoner's charm (1 round), weapon familiarity

Combat Gear +1 *frost arrows* (5), +1 *human-bane arrows* (5), +1 *shock arrows* (5), *potion of cure moderate wounds*, *scroll of heroism*, *scrolls of invisibility* (2), *scroll of protection from arrows*; **Other Gear** +1 *studded leather*, +2 *short sword*, masterwork composite longbow with 50 arrows, *belt of incredible dexterity* +2, spell component pouch, spellbook, 165 gp

Protectors of the forest, green wardens are sworn to defend their sylvan homes from enemy encroachment, using magic arrows to kill from the trees' canopy.



TOURNAMENT CHAMPION	CR 12
HALF-ELF BARD 7	XP 19,200
SORCERER 2	
ARCANE ARCHER 4	N
Medium humanoid (elf, human)	

Init +7; **Senses** low-light vision; Perception +25

DEFENSE

AC 21, touch 15, flat-footed 17 (+6 armor, +1 deflection, +4 Dex)

hp 86 (7d8+2d6+4d10+22)

Fort +6, **Ref** +15, **Will** +11; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk rapier +11/+6 (1d6/18-20)

Ranged +2 longbow +21/+16 (1d8+2/x3)

Special Attacks bardic performance 19 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*), enhance arrows (elemental, magic), imbue arrow, seeker arrow (1/day).

Bard Spells Known (CL 10th; concentration +13)

4th (1/day)—*greater invisibility*, *shout* (DC 17)

3rd (4/day)—*charm monster* (DC 16), *crushing despair* (DC 16), *cure serious wounds* (DC 16), *deep slumber* (DC 16)

2nd (5/day)—*cat's grace*, *eagle's splendor*, *invisibility*, *shatter*, *silence* (DC 15)

1st (6/day)—*charm person* (DC 14), *feather fall*, *grease*, *lesser confusion* (DC 14), *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 13), *mage hand*, *mending*, *prestidigitation*

Sorcerer Spells Known (CL 2nd;

concentration +5; arcane spell failure 20%)

1st (5/day)—*magic missile*, *true strike*

0 (at will)—*arcane mark*, *daze* (DC 13), *ghost sound* (DC 13), *open/close*, *read magic*

Bloodline arcane

TACTICS

Before Combat The arcane archer casts *cat's grace* and drinks her *potion of haste*. She typically prepares *shock* arrows as her enhance arrows ability.

During Combat The archer's favorite tactic is to cast *greater invisibility*, then make shots from a distance using *true strike*.

Base Statistics Without *cat's grace*, the arcane archer's statistics are **Init** +5; **Ref** +13; **Ranged** +2 longbow +19/+14 (1d8+2/x3); **Dex** 20; **CMD** 26.

STATISTICS

Str 10, **Dex** 24, **Con** 13, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +10; **CMD** 28

Feats Deadly Aim, Eschew Materials, Far Shot, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perception), Weapon Focus (longbow)

Skills Knowledge (geography) +6, Knowledge (local, nobility) +8, Perception +25, Perform (oratory, sing) +19, Spellcraft +3, Swim +0, Use Magic Device +7

Languages Common, Elven

SQ arcane bond (+2 longbow), bardic knowledge +3, bloodline arcana (+1 DC for spells with metamagic feats that increase spell level), elf blood, lore master 1/day, versatile performance (oratory, sing)

Combat Gear +1 human-bane arrow (2), +1 magical beast-bane arrow (4), *potion of haste*; **Other Gear** +2 chain shirt, +2 longbow with 40 arrows, masterwork rapier, *belt of incredible dexterity* +2, *cloak of resistance* +1, *lesser bracers of archery*, *ring of protection* +1, 309 gp



These half-elves travel from fair to fair, entertaining crowds with archery prowess, arcane flourishes, and epic ballads.

CLAIRIAN ARROWSONG

The daughter of a pair of academics, Clairian Arrowsong was never interested in the studious pursuits her parents encouraged. From an early age, Clairian showed promise as both an excellent archer and bard, despite her parents' misgivings about both "hobbies." In the hours she was supposed to be studying in solitude, she escaped to hear

the orators and bards who congregated outside of the city's university. But not until she saw her first archery tournament did she find her real passion. None but her parents were surprised when, as a young woman, she ran away with a sorcerer who served as a soothsayer on the tournament circuit.

Combat Encounters: For extra coin and adventure, Clairian hires herself out as an archer to local princelings, bandit lords, and thieves' guilds. Though she serves with skill, she would rather surrender than die for another's cause.

Roleplaying Suggestions: Quick with song and laughter, Clairian doesn't take the plights of others too seriously. She would rather live the good life and have fun than be tied down to lords or obligations.

UNDEAD BANE	CR 16
HUMAN RANGER 9	XP 76,800
SORCERER 1	
ARCANE ARCHER 7	
Medium humanoid (human)	N

Init +9; **Senses** Perception +22

DEFENSE

AC 26, touch 17, flat-footed 21 (+6 armor, +1 deflection, +4 Dex, +1 dodge, +1 insight, +3 natural)

hp 138 (9d10+1d6+7d10+43)

Fort +16, **Ref** +17, **Will** +11

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +17/+12/+7/+2 (1d6+1/19–20)

Ranged +2 *flaming shock shortbow* +24/+19/+14/+9 (1d6+2/×3 plus 1d6 electricity and 1d6 fire)

Special Attacks enhance arrows (*distance*, elemental, elemental burst, magic), favored enemy (humans +2, undead +4), imbue arrow, phase arrow (1/day), seeker arrow (2/day)

Bloodline Spell-Like Abilities

(CL 6th; concentration +8)

5/day—touch of destiny

Ranger Spells Prepared (CL 6th;

concentration +8)

2nd—*barkskin*, *snare*

1st—*alarm*, *entangle*,
resist energy

Sorcerer Spells Known

(CL 6th; concentration +8;

arcane spell failure 20%)

3rd (3/day)—*slow* (DC 15)

2nd (6/day)—*false life*,
mirror image

1st (7/day)—*burning hands* (DC 13), *detect undead*, *silent image* (DC 13), *true strike*

0 (at will)—*acid splash*, *disrupt undead*, *light*, *mage hand*, *message*, *open/close*, *resistance*

Bloodline destined

TACTICS

Before Combat The arcane archer casts *barkskin* and uses her *wand of shield*. She prepares *frost burst* arrows using her enhance arrows ability.

During Combat Preferring to stay out of the reach and sight of powerful enemies, the arcane archer casts *fly* and *greater invisibility*

on herself, takes flight, and pelts her enemies with arrows from relative safety.

Base Statistics Without *barkskin*, the arcane archer's statistics are **AC** 24, touch 17, flat-footed 19

STATISTICS

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

Base Atk +16; **CMB** +16; **CMD** 34

Feats Deadly Aim, Dodge, Endurance, Eschew Materials, Great Fortitude, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Manyshot, Point-Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Focus (shortbow)

Skills Climb +12, Heal +15, Intimidate +12, Knowledge (religion) +9, Perception +22, Stealth +17, Survival +15, Swim +12

Languages Common

SQ bloodline arcana (gains a luck bonus on saves when casting personal-range spells), evasion, favored terrain (forest +2, underground +4), hunter's bond (companions), swift tracker, track +4, wild empathy +11, woodland stride

Combat Gear +1 *ghost touch*

arrows (10), +1 *undead-bane arrows* (10), *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of lesser restoration*, *potion of remove disease*, *scrolls of greater invisibility* (2), *scrolls of invisibility* (2), *wand of fly* (10 charges), *wand of shield* (20 charges), holy water (10); **Other Gear** +2 *chain shirt*,

+2 *flaming shock shortbow* with 20 arrows, +1 *short sword*, *amulet of natural armor* +1, *belt of physical might* +2 (Dex, Con), *cloak of resistance* +2, *dusky rose prism ioun stone*, *efficient quiver*, *ring of feather fall*, *ring of protection* +1, 238 gp



Though these archers primarily hunt undead, they are dangerous foes for any creatures.

SORINA KALTHORIN

Sorina believes undeath is a scourge and corruption that must be purged. As long as the undead spread their filth, all other moral questions are moot. She sees it as her sacred duty to destroy all undead she comes across. To this end, she is constantly in search of crypts and ruins that hide her hated foes.

CHAOS ARROW	CR 19
GNOME ROGUE 6	XP
SORCERER 4	204,800
ARCANES ARCHER 10	
Small humanoid (gnome)	CE

Init +11; **Senses** low-light vision, *see invisibility*; Perception +26

DEFENSE

AC 31, touch 21, flat-footed 24 (+7 armor, +3 deflection, +6 Dex, +1 dodge, +3 natural, +1 size)

hp 140 (6d8+4d6+10d10+40)

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

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 20 ft.

Melee dagger +17/+12/+7/+2 (1d3/19-20)

Ranged +2 *frost shock shortbow* +27/+22/+17/+12 (1d4+2/x3 plus 1d6 cold and 1d6 electricity)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, arrow of death, enhance arrows (aligned, distance, elemental, elemental burst, magic), imbue arrow, phase arrow (3/day), seeker arrow (4/day), sneak attack +3d6

Gnome Spell-Like Abilities (CL 20th; concentration +24) 1/day—*dancing lights, ghost sound, prestidigitation, speak with animals*

Bloodline Spell-Like Abilities (CL 11th; concentration +15) 7/day—*laughing touch*

Sorcerer Spells Known (CL 11th; concentration +15; arcane spell failure 10%)
 5th (4/day)—*cloudkill* (DC 19), *teleport*
 4th (7/day)—*confusion* (DC 20), *greater invisibility, shout* (DC 18)
 3rd (7/day)—*explosive runes, haste, heroism, stinking cloud* (DC 17)
 2nd (7/day)—*darkvision, glitterdust* (DC 16), *rope trick, see invisibility, web* (DC 16)
 1st (7/day)—*color spray* (DC 16), *entangle* (DC 15), *expeditious retreat, magic missile, reduce person* (DC 15), *true strike*
 0 (at will)—*bleed* (DC 14), *detect magic, flare* (DC 14), *light, mage hand, message, prestidigitation, ray of frost, read magic*

Bloodline fey

TACTICS

Before Combat The arcane archer casts *see invisibility* and *haste*. She prepares *flaming burst* arrows as her enhance arrows ability.

During Combat A arcane archer uses imbue arrows to fire off *cloudkill, stinking cloud, and entangle* from a distance.

Base Statistics Without *see invisibility*, the arcane archer's statistics are **Senses** low-light vision; Perception +26.

STATISTICS

Str 10, **Dex** 24, **Con** 14, **Int** 10, **Wis** 13, **Cha** 18

Base Atk +16; **CMB** +15; **CMD** 36

Feats Deadly Aim, Dodge, Eschew Materials, Improved Initiative, Mobility, Pinpoint Targeting, Point-Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Vital Strike, Weapon Focus (shortbow)

Skills Bluff +27, Craft (bows) +8, Disguise +13, Knowledge (local, nature) +8, Perception +26, Spellcraft +8, Stealth +34, Swim +8, Use Magic Device +12

Languages Common, Gnome

SQ bloodline arcana (+2 DC for compulsion spells), rogue talents (bleeding attack +3, combat trick, surprise attack), trapfinding +3, woodland stride

Combat Gear +1 *dwarf-bane arrows* (10), +1 *elf-bane arrows* (10), +1 *human-bane arrows* (10), +1 *holy arrows* (5), +1 *unholy arrows* (5), *dust of illusion, potions of cure serious wounds* (3); **Other Gear** +3 *mithral chain shirt, +2 frost shock shortbow* with 20 arrows, daggers (3), *amulet of natural armor* +3, *belt of physical might* +4 (Dex, Con), *cloak of resistance* +3, *deck of illusions, efficient quiver, hat of disguise, headband of alluring charisma* +2, *ring of protection* +3, *rope of climbing*, 621 gp



Often whimsical in their destruction, chaos arrows roam the world playing the cruelest pranks for their own twisted amusement.

TRIS DARKJESTER

It's said that even a few demons that have crossed Tris's path found her a little too malicious for their taste. The gnome's odd looks hide the heart of a capricious and sadistic killer. She enjoys watching other creatures die, burning in arcane fire or crackling and freezing from the energy of her dangerous bow.

Combat Encounters: Tris often strikes without any clear reason or purpose. She does it just to feed her morbid sense of fun, or to see if she can find a new way to murder.

Roleplaying Suggestions: Though she doesn't like to be, Tris can be patient. She sometimes joins a group of adventurers on some quest or another just to see how she can subtly bring about the demise of a few members before they find her out and she can slay them with impunity.

STAGE MAGICIAN	CR 8
HALF-ORC BARD 4	XP 4,800
ROGUE 3	
ARCANE TRICKSTER 2	
Medium humanoid (human, orc)	N

Init +9; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 21, touch 17, flat-footed 15 (+3 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 51 (4d8+3d8+2d6+9)

Fort +6, **Ref** +15, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities evasion, orc ferocity, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *light mace* +9/+4 (1d6+1)

Ranged dagger +13 (1d4/19–20) or light mace +13 (1d6)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), sneak attack +3d6

Bard Spells Known (CL 6th; concentration +8)

2nd (4/day)—*cat's grace*, *cure moderate wounds* (DC 14), *eagle's splendor*, *suggestion* (DC 14)

1st (5/day)—*animate rope*, *charm person* (DC 13), *silent image* (DC 13), *sleep* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *lullaby* (DC 12), *mage hand*, *mending*, *prestidigitation*

TACTICS

Before Combat The arcane trickster drinks his *potion of heroism* and casts *cat's grace* on himself.

During Combat The trickster starts by throwing the light maces he uses for his juggling act, then casts *charm person* and *suggestion* to help even the odds.

Base Statistics Without *heroism*, the arcane trickster's statistics are **Init** +7; **Fort** +4, **Ref** +11, **Will** +5; **Melee** +1 *light mace* +7/+2 (1d6+1); **Ranged** dagger +9 (1d4/19–20) or light mace +9 (1d6); **Dex** 17; **CMD** 21; **Skills** Acrobatics +15, Disable Device +15, Escape Artist +15, Handle Animal +3, Intimidate +4, Knowledge (arcana) +11, Perception +11, Perform (comedy) +9, Ride +4, Sense Motive +6, Sleight of Hand +15, Stealth +15, Swim +4, Use Magic Device +14.

STATISTICS

Str 10, **Dex** 21, **Con** 13, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +6; **CMD** 23

Feats Catch Off-Guard, Combat Casting, Dodge, Improved Initiative, Throw Anything

Skills Acrobatics +19, Disable Device +19, Escape Artist +19, Handle Animal +5, Intimidate +6, Knowledge (arcana) +13, Perception +13, Perform (comedy) +11, Ride +8, Sense Motive +8, Sleight of Hand +19, Stealth +19, Swim +6, Use Magic Device +16

Languages Celestial, Common, Goblin

SQ bardic knowledge +2, orc blood, ranged legerdemain, rogue talents (ledge walker), trapfinding +1, versatile performance (comedy), weapon familiarity

Combat Gear *potion of delay poison*, *potion of heroism*, *potions of invisibility* (2), *potion of pass without trace*, *scrolls of summon monster I* (3), acid (4), holy water (4), smokesticks (4), tanglefoot bags (4), thunderstones (4); **Other Gear** +1 *leather armor*, +1 *light mace*, dagger (6), light mace (6), *amulet of natural armor* +1, *ring of protection* +1, everburning torches (4), masterwork thieves' tools, spell component pouch, 53 gp

Stage magicians use their skills to entertain nobles in theaters and crowds of commoners on street corners.



ARCANO THIEF	CR 12
HALFLING ROGUE 4	XP 19,200
SORCERER 5	
ARCANO TRICKSTER 4	
Small humanoid (halfling)	N

Init +4; **Senses** Perception +16

DEFENSE

AC 22, touch 16, flat-footed 18 (+5 armor, +1 deflection, +4 Dex, +1 natural, +1 size)

hp 111 (4d8+5d6+4d6+44)

Fort +9, **Ref** +16, **Will** +10; +2 vs. fear

Defensive Abilities evasion, trap sense +1, uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk rapier +7/+2 (1d4-2)

Ranged +1 heavy crossbow +13 (1d8+1/19-20)

Special Attacks impromptu sneak attack 1/day, sneak attack +4d6

Sorcerer Spells Known (CL 9th; concentration +12; arcane spell

failure 10%)

4th (4/day)—*arcane eye*, *dimension door*

3rd (7/day)—*dispel magic*, *flame arrow*, *gaseous form*

2nd (7/day)—*false life*, *invisibility*, *knock*, *locate object*, *spider climb*

1st (7/day)—*detect secret doors*, *erase*, *feather fall*, *floating disk*, *identify*, *unseen servant*

0 (at will)—*acid splash*, *detect magic*, *detect poison*, *light*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*

Bloodline arcane

TACTICS

Before Combat The arcane trickster casts *false life*.

During Combat The arcane trickster stays out of melee, using *invisibility*, *gaseous form*, and *dimension door* to keep her distance while pelting foes with crossbow bolts. When in dire straits, she uses her *scroll of teleport* to flee.

Base Statistics Without *false life*, the arcane trickster's statistics are **hp** 97.

STATISTICS

Str 6, **Dex** 18, **Con** 16, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +4; **CMD** 19

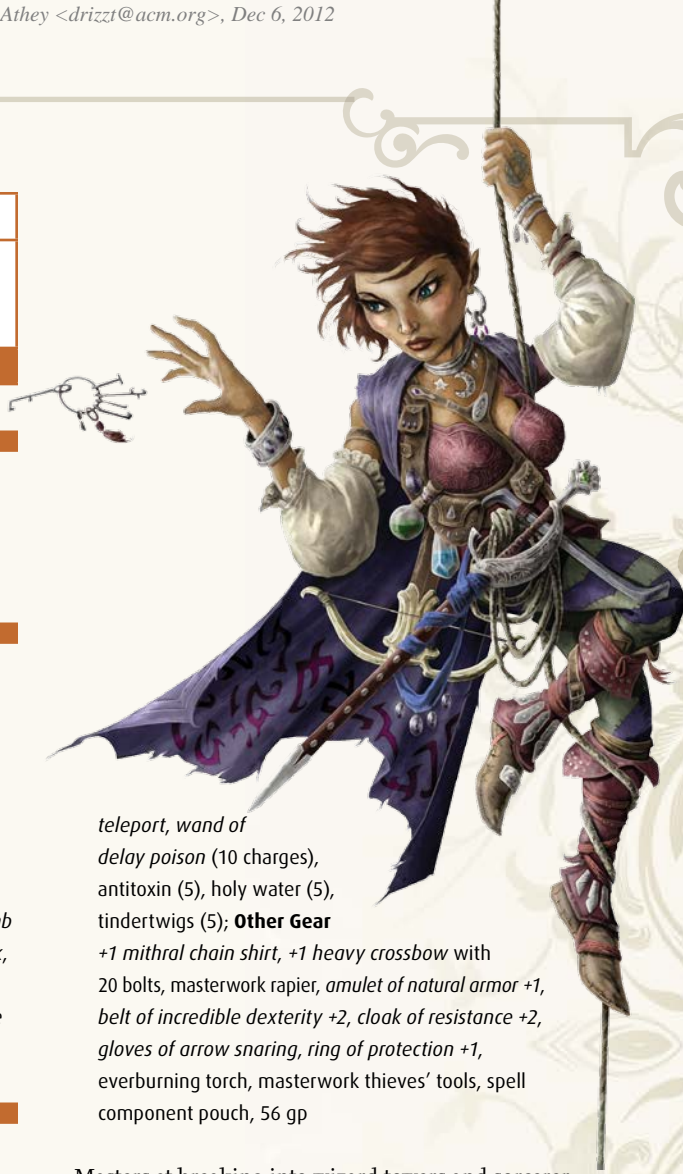
Feats Arcane Armor Training, Eschew Materials, Extend Spell, Improved Lightning Reflexes, Lightning Reflexes, Nimble Moves, Skill Focus (Disable Device), Still Spell

Skills Acrobatics +15 (+11 when jumping), Climb +9, Disable Device +26, Escape Artist +11, Knowledge (arcana) +10, Perception +16, Stealth +24, Swim +7, Use Magic Device +12

Languages Common, Draconic, Halfling

SQ arcane bond (+1 heavy crossbow), bloodline arcana (+1 DC for spells with metamagic feats that increase spell level), metamagic adept (1/day), ranged legerdemain, rogue talents (quick disable, trap spotter), trapfinding +2

Combat Gear +1 construct-bane bolts (3), +1 undead-bane bolts (3), *potions of cure serious wounds* (2), *scroll of neutralize poison*, *scroll of remove curse*, *scroll of remove disease*, *scroll of*



teleport, *wand of delay poison* (10 charges), *antitoxin* (5), *holy water* (5), *tindertwigs* (5); **Other Gear**

+1 mithral chain shirt, +1 heavy crossbow with 20 bolts, masterwork rapier, *amulet of natural armor* +1, *belt of incredible dexterity* +2, *cloak of resistance* +2, *gloves of arrow snaring*, *ring of protection* +1, *everburning torch*, *masterwork thieves' tools*, *spell component pouch*, 56 gp

Masters at breaking into wizard towers and sorcerer societies, arcanothieves steal magic items, supplying local fences or selling directly to visiting adventurers.

JILIS QUICKFINGERS

A strange little thief, Jilis cares little for the money or magic she steals. Instead, she enjoys the pure challenge of larceny. She started with simple scores, but her love of thieving quickly turned into an addiction. Like most addicts, she needed more potent fixes over time. It didn't take her long to discover that wizards, sorcerers, and other arcane spellcasters are extremely crafty when safeguarding their treasures. They present unique challenges that, when overcome, provide the rush she craves.

Combat Encounters: Jilis is not alone in her love for challenging theft. She often recruits like-minded rogues, sellswords, and even other spellcasters to aid her with particularly difficult capers.

Roleplaying Suggestions: Jolly and personable, Jilis is a fixture in many taverns favored by arcane spellcasters. She sidles up to patrons, plies them with drinks, and worms her way into their confidence to learn about how to trick magical wards and locals who might make good marks.

VAULTBREAKER	CR 16
HUMAN ROGUE 6	XP
TRANSMUTER 4	76,800
ARCANE TRICKSTER 7	
Medium humanoid (human)	NE

Init +5; **Senses** Perception +21

DEFENSE

AC 24, touch 18, flat-footed 18 (+4 armor, +2 deflection, +5 Dex, +1 dodge, +2 natural)

hp 109 (6d8+4d6+7d6+40)

Fort +9, **Ref** +19, **Will** +13

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 40 ft.

Melee +1 *frost rapier* +15/+10 (1d6/18–20)

Ranged mwk dagger +15 (1d4–1/19–20)

Special Attacks impromptu sneak attack 2/day, sneak attack +6d6

Transmuter Spell-Like Abilities (CL 11th; concentration +16)

8/day—telekinetic fist

Transmuter Spells Prepared (CL 11th; concentration +16; arcane spell failure 10%)

6th—*antimagic field, disintegrate* (DC 22)

5th—*passwall, prying eyes, teleport, transmute rock to mud*

4th—*beast shape II, charm monster* (DC 19), *dimension door, greater invisibility, illusory wall* (DC 19)

3rd—*blink, dispel magic, fly, slow* (DC 19), *stinking cloud* (DC 18), *water breathing*

2nd—*flaming sphere* (DC 17), *invisibility, knock, levitate, mirror image, spider climb*

1st—*comprehend languages, detect secret doors, expeditious retreat, feather fall, obscuring mist, shield, sleep* (DC 16),

0 (at will)—*detect magic, ghost sound, mage hand, open/close*

Opposition Schools evocation, necromancy

TACTICS

During Combat The arcane trickster uses *teleport, greater invisibility, blink*, and *fly* to keep out of melee. If forced into melee, she uses Spring Attack and Vital Strike to make quick, devastating attacks before leaping away.

STATISTICS

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

Base Atk +9; **CMB** +8; **CMD** 26

Feats Arcane Strike, Dodge, Fleet (2), Lightning Reflexes, Mobility, Point-Blank Shot, Scribe Scroll, Spell Focus (transmutation), Spring Attack, Vital Strike, Weapon Finesse

Skills Acrobatics +18 (+22 when jumping), Appraise +18, Climb +12, Disable Device +25, Disguise +8, Escape Artist +13, Knowledge (arcana, geography, history, local, nature, nobility, planes, religion) +13, Knowledge (dungeoneering, engineering) +18, Perception +21, Sleight of Hand +13,

Spellcraft +18, Stealth +25, Survival +6, Swim +7, Use Magic Device +13

Languages Celestial, Common, Draconic, Dwarven, Elf, Gnome, Goblin
SQ arcane bond (+1 *frost rapier*), physical enhancement +1

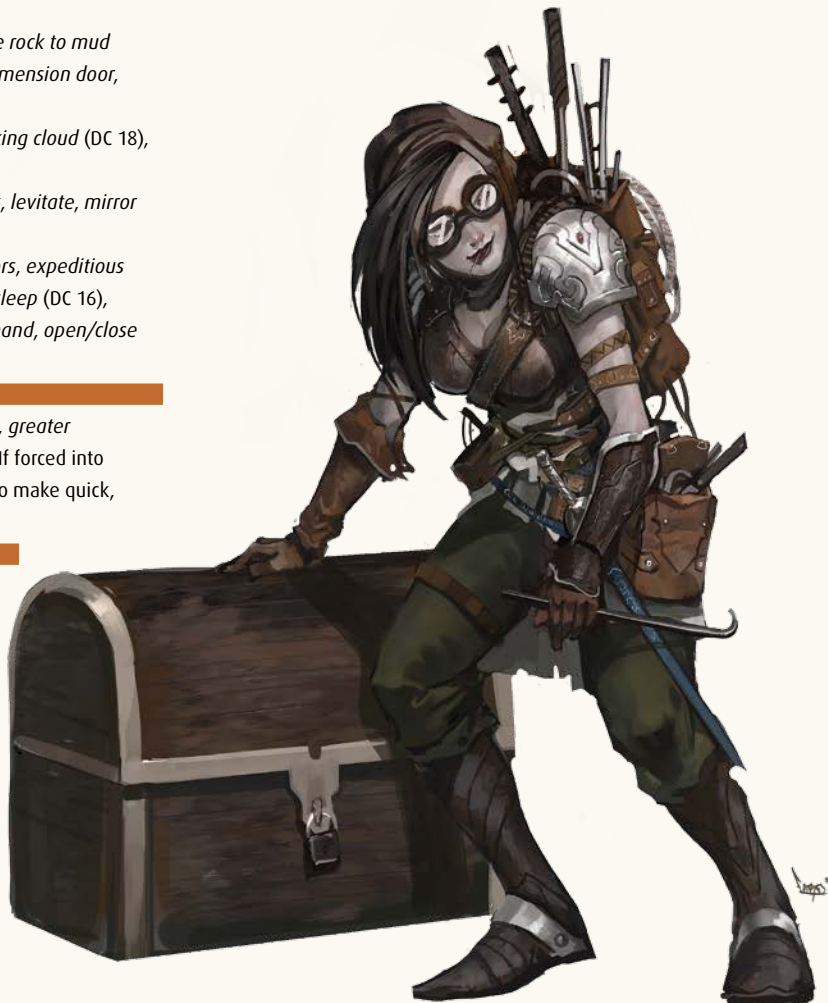
(Strength), ranged legerdemain, rogue talents (finesse rogue, surprise attack, trap spotter), trapfinding +3, tricky spells 4/day

Combat Gear *potions of cure serious wounds* (2), *scrolls of dispel magic* (3); **Other Gear** +2 *leather armor*, +1 *frost rapier*, masterwork daggers (5), *amulet of natural armor* +2, *belt of incredible dexterity* +4, *boots of speed*, *chime of opening*, *cloak of resistance* +2, *headband of vast intelligence* +2, *lens of detection*, *ring of protection* +2, spell component pouch, spellbook, 167 gp

Masters at breaking into treasure vaults, many arcane tricksters are more interested in the challenge of such break-ins than the riches they gain from them.

DELANT THE BOLD

A true professional, Delant is meticulous and organized, and hates it when her compatriots improvise or otherwise fail to follow her carefully laid plans.



GOD STEALER	CR 19
ELF ROGUE 3	XP 204,800
ENCHANTER 7	
ARCANIC TRICKSTER 10	NE
Medium humanoid (elf)	

Init +8; **Senses** low-light vision; Perception +25

DEFENSE

AC 23, touch 17, flat-footed 19 (+5 armor, +3 deflection, +4 Dex, +1 natural)
hp 163 (3d8+7d6+10d6+87)
Fort +13, **Ref** +19, **Will** +16; +2 vs. enchantments
Defensive Abilities evasion, trap sense +1; **DR** 10/adamantine (150 points); **Immune** sleep

OFFENSE

Speed 30 ft.
Melee +1 *unholy rapier* +15/+10 (1d6/18-20)
Ranged ray +15 (by spell)
Special Attacks impromptu sneak attack 2/day, sneak attack +7d6, surprise spells
Enchanter Spell-Like Abilities (CL 17th; concentration +25)
11/day—dazing touch
Enchanter Spells Prepared (CL 17th; concentration +25)
9th—*dominate monster* (DC 29), *energy drain* (DC 27)
8th—*irresistible dance* (DC 28), *mass charm monster* (DC 28), *polar ray*, *power word stun*
7th—*insanity* (DC 27), *mass hold person* (DC 27), *phase door*, *power word blind*, *project image* (DC 25)
6th—*acid fog*, *chain lightning* (DC 24), *circle of death* (DC 24), *disintegrate* (DC 24), *eyebite* (DC 24), *mass suggestion* (DC 26)
5th—*cloudkill* (DC 23), *dominate person* (DC 25), *feeblemind* (DC 25), *hold monster* (DC 25), *mind fog* (DC 25), *teleport*
4th—*charm monster* (DC 24), *confusion* (DC 24), *crushing despair* (DC 24), *dimension door*, *enervation*, *stoneskin*
3rd—*deep slumber* (DC 23), *dispel magic*, *displacement*, *fireball* (DC 21), *hold person* (DC 23) *ray of exhaustion* (DC 21), *suggestion* (DC 23)
2nd—*glitterdust* (DC 20), *hideous laughter* (DC 22), *invisibility*, *protection from arrows*, *resist energy* (DC 20), *scorching ray*, *touch of idiocy*
1st—*alarm*, *burning hands* (DC 19), *charm person* (DC 21), *disguise self*, *magic missile* (2), *unseen servant*



0 (at will)—*detect magic*, *light*, *mage hand*, *read magic*
Opposition Schools divination, transmutation

TACTICS

Before Combat The arcane trickster casts *stoneskin*.
During Combat The arcane trickster begins combat by casting *dominate monster*, *mass hold person*, and similar enchantment spells before casting destructive spells augmented by surprise spell.
Base Statistics Without *stoneskin*, the arcane trickster's statistics are **DR** none.

STATISTICS

Str 8, **Dex** 18, **Con** 18, **Int** 26, **Wis** 10, **Cha** 13
Base Atk +10; **CMB** +9; **CMD** 26
Feats Combat Casting, Empower Spell, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Point-Blank Shot, Scribe Scroll, Spell Focus (enchantment), Weapon Finesse, Weapon Focus (ray)
Skills Acrobatics +27, Bluff +14, Climb +7, Disable Device +27, Escape Artist +27, Fly +10, Intimidate +14, Knowledge (arcana, dungeoneering, engineering, history, local) +16, Knowledge (religion) +21, Perception +25, Sense Motive +8, Sleight of Hand +27, Spellcraft +21 (+23 to identify magic item properties), Stealth +27, Survival +10, Swim +12, Use Magic Device +24
Languages Abyssal, Celestial, Common, Dwarven, Elf, Giant, Goblin, Ignan, Infernal
SQ arcane bond (+1 *unholy longsword*), elven magic, enchanting smile, invisible thief (10 rounds/day), ranged legerdemain, rogue talents (finesse rogue), trapfinding +1, tricky spell 5/day, weapon familiarity
Combat Gear *potions of cure serious wounds* (2), *wand of lightning bolt* (15 charges);
Other Gear +1 *unholy rapier*, *amulet of natural armor* +1, *bag of holding* (type II), *belt of physical might* +4 (Dex, Con), *bracers of armor* +5, *cloak of resistance* +3, *headband of vast intelligence* +6, *ring of protection* +3, 805 gp

Often serving the priesthood of vile cults, these tricksters steal from powerful good temples.

BELLINOS

While Bellinos works with evil cults, in truth he hates all religions. He sees gods as powerful liars who treat mortals as pawns in their sick games.



SACRED KILLER	CR 8
HALF-ORC CLERIC OF NORGORBER 1	XP 4,800
ROGUE 6	
ASSASSIN 2	
Medium humanoid (human, orc)	NE

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

hp 68 (1d8+6d8+2d8+24)

Fort +7, **Ref** +11, **Will** +6; +1 vs. poison

Defensive Abilities evasion, improved uncanny dodge, orc ferocity, trap sense +2

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +12 (1d6+1/19–20 plus poison)

Ranged mwk dagger +11 (1d4/19–20 plus poison)

Special Attacks channel negative energy 2/day (DC 9, 1d6), death attack (DC 14), sneak attack +4d6

Domain Spell-Like Abilities (CL 1st; concentration +2)
4/day—bleeding touch, copycat

Cleric Spells Prepared (CL 1st; concentration +2)

1st—*bless*, *disguise self*^{sp}, *divine favor*

0 (at will)—*bleed* (DC 11), *detect poison*, *guidance*

D Domain spell; **Domains** Death, Trickery

TACTICS

Before Combat The assassin attempts to cast his *scroll of invisibility* and coats his short sword with greenblood oil.

During Combat The assassin begins combat by studying his foe for a death attack. When making this attack, he uses Channel Smite and Vital Strike to do as much damage as possible.

STATISTICS

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

Base Atk +5; **CMB** +5; **CMD** 21

Feats Channel Smite, Dodge, Step Up, Vital Strike, Weapon Finesse, Weapon Focus (short sword)

Skills Bluff +11, Climb +8, Disguise +7, Intimidate +9, Knowledge (local, nobility, religion) +10, Perception +13, Sense Motive +13, Sleight of Hand +13, Spellcraft +10, Stealth +17

Languages Common, Dwarven, Orc

SQ aura, orc blood, poison use, rogue talents (bleeding attack +4, finesse rogue, surprise attack), trapfinding +3, weapon familiarity

Combat Gear *potion of cure serious wounds*, *scroll of invisibility*, black adder venom (2), giant wasp poison (2), greenblood oil (2);

Other Gear +1 *studded leather*, +1 *short sword*, masterwork dagger, *belt of incredible dexterity* +2, 303 gp

Most evil temples and cults use sacred killers to enforce their twisted will or to eliminate annoying enemies.

DULG GOLDENEYES

When living on the streets as a young orphan, Dulg was abducted by a cult of the god of murder, who originally

planned on using him as a test subject for new poisons they were creating. Intrigued by the young half-orc's spirit, resilience, and intelligence, however, the cult decided to cultivate him instead. They groomed him as an unholy assassin, and the half-orc has been an unquestioning killer for the cult ever since. Truly enjoying his murderous trade, Dulg leaves a grim calling card with each kill. Once his victim is dead, Dulg gouges out the eyes and leaves two polished golden coins in the sockets.

Combat Encounters: If Dulg comes calling, it typically means his marks have somehow crossed his cult, but this is not always the case. Sometimes he murders just to hone his craft and increase his grim renown.

Roleplaying Suggestions: Often silent and sullen, Dulg tends to see people only as potential targets of his foul art. He takes few freelance assignments, doing so only if he believes it can enhance his already fearsome reputation.



DEATH INITIATE	CR 12
HUMAN MONK 9	XP
ASSASSIN 4	19,200
Medium humanoid (human)	LE

Init +5; **Senses** Perception +18

DEFENSE

AC 25, touch 21, flat-footed 19 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +2 monk, +2 natural, +2 Wis)

hp 88 (9d8+4d8+22)

Fort +9, **Ref** +14, **Will** +10; +2 vs. enchantments or poison

Defensive Abilities improved evasion, uncanny dodge; **Immune** disease

OFFENSE

Speed 60 ft.

Melee unarmed strike +15/+10 (1d10+1 plus 1d6 electricity) or mwk quarterstaff +11/+6 (1d6+1) or flurry of blows (unarmed strike) +16/+16/+11/+11/+6 (1d10+1 plus 1d6 electricity)

Ranged +1 *shuriken* +16/+11 (1d2+2) or flurry of blows (+1 *shuriken*) +17/+17/+12/+12/+7 (1d2+1)

Special Attacks death attack (DC 16), flurry of blows, sneak attack +2d6, stunning fist (10/day, DC 18), true death (DC 19)

TACTICS

Before Combat The assassin drinks her *potion of barkskin*, attempts to study her victim for 3 rounds, and drinks her *potion of haste*.

During Combat Disguised as a modest pilgrim, the assassin sidles up to her mark and makes her death attack with a Stunning Fist attack. She then retreats to throw flurries of shuriken.

Base Statistics Without *barkskin*, the assassin's statistics are **AC** 23, touch 21, flat-footed 17.

STATISTICS

Str 12, **Dex** 21, **Con** 12, **Int** 14, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +13; **CMD** 31

Feats Deadly Aim, Deflect Arrows, Dodge, Extra *Ki*, Improved Unarmed Strike, Nimble Moves, Point-Blank Shot, Step Up, Stunning Fist, Weapon Finesse, Weapon Focus (*shuriken*, unarmed strike)

Skills Acrobatics +21 (+42 when jumping), Bluff +6, Climb +11, Diplomacy +2, Disguise +6, Intimidate +7, Knowledge (geography, local, nature) +5, Knowledge (history) +8, Knowledge (religion) +6, Perception +18, Sense Motive +12, Stealth +21, Swim +7

Languages Auran, Common, Infernal

SQ fast movement, hidden weapons, high jump, *ki* pool (8 points, magic), maneuver training, poison use, slow fall 40 ft., wholeness of body

Combat Gear *potion of barkskin*, *potion of cure serious wounds*, *potion of haste*; **Other Gear** +1 human-bane *shuriken* (5), +1 *shuriken* (20), adamantine *shuriken* (10), cold iron *shuriken* (10), masterwork quarterstaff, *belt of physical might* +2 (Str, Dex), *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *shock amulet of mighty fists*, 235 gp

These monks deal swift and dispassionate death to those who threaten or cross their monastery.

KEL SAL KOTH

Little is know about Kel Sal Koth's background or origins, even to her. Her first memories involve the monastery's early lessons about the deadly discipline she was chosen to follow. Kel's philosophy is simple, but her commitment to it is deep. She believes that only in suppressing emotion can one find true harmony with the universe—and the true test of such suppression is dispassionately taking other intelligent creatures' lives.

Combat Encounters: Kel prefers to work alone, but if a target is too strong, she handpicks other members of her monastery to cause diversions or run interference.

Roleplaying Suggestions: To call Kel unfeeling is an understatement. She only apes emotion as a ploy to get closer to her prey.



MURDEROUS SCYTHER	CR 16
HALF-ELF DRUID 4	XP 76,800
FIGHTER 6	
ASSASSIN 7	
Medium humanoid (elf, human)	NE

Init +4; **Senses** low-light vision; Perception +24

DEFENSE

AC 26, touch 12, flat-footed 26 (+12 armor, +2 deflection, +2 natural)

hp 144 (4d8+6d10+7d8+57)

Fort +15, **Ref** +8, **Will** +11; +2 vs. enchantments, +2 vs. fear, +3 vs. poison, +4 vs. fey and plant-targeted effects

Defensive Abilities bravery +2, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +2 *scythe* +25/+20/+15 (2d4+15/19–20/×4 plus poison)

Special Attacks death attack (DC 19), quiet death, sneak attack +4d6, true death (DC 22), weapon training (heavy blades +1), wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +6)
5/day—wooden fist

Druid Spells Prepared (CL 4th; concentration +6)

2nd—*barkskin*⁰, *resist energy* (DC 14), *spider climb*, *tree shape*

1st—*entangle*⁰ (DC 13), *faerie fire* (2), *longstrider*, *obscuring mist*

0 (at will)—*detect magic*, *guidance*, *light*, *know direction*

Domain Plant

TACTICS

Before Combat The assassin casts *barkskin* and *longstrider*. He applies poison to his scythe, and wild shapes into an eagle or dire rat.

During Combat In animal form, the assassin studies an enemy spellcaster for 3 rounds before casting *obscuring mist* to sow chaos among his foes. He then takes his real form to make a death attack against his target. In melee, he trips his foes.

Base Statistics Without *barkskin* and *longstrider*, the assassin's statistics are **AC** 24, touch 12, flat-footed 24; **Speed** 20 ft.

STATISTICS

Str 24, **Dex** 10, **Con** 16, **Int** 14, **Wis** 14, **Cha** 8

Base Atk +14; **CMB** +21 (+25 trip); **CMD** 33 (35 vs. trip)

Feats Combat Expertise, Critical Focus, Disruptive, Greater Trip, Improved Critical (*scythe*), Improved Initiative, Improved Trip, Improved Vital Strike, Natural Spell, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (*scythe*), Weapon Specialization (*scythe*)

Skills Climb +13, Disguise +1, Fly +3, Knowledge (geography) +10, Knowledge (local, religion) +7, Knowledge (nature) +12, Perception +24, Sense Motive +19, Stealth +21, Survival +12, Swim +13

Languages Common, Elven, Goblin, Sylvan

SQ armor training 1, elf blood, hidden weapons, nature bond (Plant domain), nature sense, poison use, trackless step, wild empathy +3, woodland stride

Combat Gear *potion of cure serious wounds*, deathblade poison, purple worm poison (3); **Other Gear** +3 *glamered darkwood*

full plate, +2 *scythe*, *belt of physical might* +4 (Str, Con), *cloak of resistance* +1, *ring of protection* +2, 402 gp

Many of these murderers serve as assassins for dark druid circles or dominate savage humanoid tribes.

ZELATH THE REAPER

Knowing that death is just part of the cycle of life, Zelath truly believes his murderous ways enforces the will of nature. Like a deadly gardener, he prunes those who dare thwart death's call or despoil nature.

Combat Encounters: Zelath aids other druids in the protection of their homes, bringing his unorthodox talents for mutual defense and strategic offense.

Roleplaying Suggestions: Zelath often offers his expert knowledge of poisons to friends of the natural order.



FATAL AXE	CR 19
DWARF ROGUE 10	XP
ASSASSIN 10	204,800
Medium humanoid (dwarf)	NE

Init +0; **Senses** darkvision 60 ft.; Perception +25

DEFENSE

AC 24, touch 13, flat-footed 24 (+9 armor, +2 deflection, +1 insight, +2 natural)

hp 183 (10d8+10d8+90)

Fort +12, **Ref** +14, **Will** +12; +2 vs. spells and spell-like abilities; +7 vs. poison

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, improved uncanny dodge, trap sense +3, +5 vs. poison

OFFENSE

Speed 25 ft.

Melee +1 *flaming frost shock handaxe* +20/+15/+10 (1d6+5/19–20/×3 plus 1d6 cold and 1d6 electricity and 1d6 fire)

Ranged +1 *returning shock throwing axe* +15 (1d6+5/×3 plus 1d6 electricity)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, angel of death 1/day, death attack (DC 26), quiet death, sneak attack +10d6, swift death 1/day, true death (DC 25)

TACTICS

Before Combat The assassin uses Stealth or Disguise to get close to her prey so she can study and strike with her death attack.

During Combat Using her fast stealth and *boots of speed* to rush into the fray, the assassin attacks the most threatening target using bleeding strike. Next, she moves out of melee to soften foes with throwing axe attacks before reentering melee.

STATISTICS

Str 18, **Dex** 10, **Con** 19, **Int** 22, **Wis** 14, **Cha** 6

Base Atk +14; **CMB** +18; **CMD** 31 (35 vs. bull rush or trip)

Feats Cleave, Combat Expertise, Fleet, Improved Critical (handaxe), Improved Feint, Improved Iron Will, Improved Vital Strike, Iron Will, Point-Blank Shot, Power Attack, Vital Strike, Weapon Focus (handaxe)

Skills Acrobatics +12, Bluff +21, Climb +16, Diplomacy +6, Disable Device +12, Disguise +11, Heal +7, Knowledge (dungeoneering) +14, Knowledge (engineering, geography, history, nature, nobility, religion) +11, Knowledge (local) +19, Linguistics +14, Perception +25 (+27 to notice unusual stonework), Sense Motive +25, Sleight of Hand +22, Stealth +22, Survival +12, Swim +16, Use Magic Device +21

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Ignan, Infernal, Orc, Terran

SQ hidden weapons, hide in plain sight, poison use, rogue talents (bleeding attack +10, combat trick, crippling strike, fast stealth, weapon training), trapfinding +5

Gear +5 *chain shirt*, +1 *flaming frost shock handaxe*, +1 *returning shock handaxe*, *amulet of natural armor* +2, *belt of physical might* +4 (Str, Con), *boots of speed*, *cloak of resistance* +2, *dusty*

rose prism ioun stone, *headband of vast intelligence* +2, *ring of protection* +2, 2,138 gp

Surprisingly quick and nimble for dwarves, fatal axes mix melee prowess with devastating throwing axe strikes to bring down their foes.

THELAN STONEBITER

In Thelan's mind, the task she performs serves the greater good of her clan and her fortress home. The dwarven people have many foes, from savage giants to sociopathic goblins to those capricious and deceptive elves. Her work, though unconventional, deceptive, and contrary to most dwarves' sense of honor and fair play, is essential in evening the odds. Not entirely without honor, she refuses to use her murderous art against fellow dwarves.

Combat Encounters: Though Thelan sometimes takes freelance assignments against non-dwarven targets, her true passion is protecting her people.

Roleplaying Suggestions: When not on a mission, Thelan acts like a normal dwarf. She is loyal to friends, her clan, and the thanes of her fortress. Few who know her suspect her of dark deeds.



STORM PROPHET	CR 8
DWARF SORCERER 7	XP
DRAGON DISCIPLE 2	4,800
Medium humanoid (dwarf)	CE

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 80 (7d6+2d12+40)

Fort +9, **Ref** +5, **Will** +7; +2 vs. poison, spells, and spell-like abilities;

Resist electricity 5

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

OFFENSE

Speed 20 ft.

Melee +1 warhammer +11 (1d8+7/×3) or

2 claws +11 (1d6+6) and bite +10 (1d6+9)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, dragon bite, claws (2, 1d4+4, magic, 5 rounds/day)

Sorcerer Spells Known (CL 8th; concentration +10)

4th (3/day)—*greater invisibility*

3rd (5/day)—*fly, heroism, lightning bolt* (DC 15)

2nd (7/day)—*false life, protection from arrows, resist energy, scorching ray*

1st (7/day)—*enlarge person* (DC 13), *mage armor, magic missile, magic weapon, shield, shocking grasp*

0 (at will)—*arcane mark, detect magic, detect poison, ghost sound* (DC 12), *light, mage hand, message, resistance*

Bloodline draconic (blue)

TACTICS

Before Combat The dragon disciple drinks his *potion of bull's strength*, and casts *false life* and *mage armor*.

During Combat At range, the dragon disciple casts *lightning bolt* and *scorching ray*. If forced into melee, he casts *heroism* and *greater invisibility* first.

Base Statistics Without *bull's strength, false life, and mage armor*, the dragon disciple's statistics are **AC** 15, touch 12, flat-footed 14; **hp** no temporary hit points; **Melee** +1 warhammer +9 (1d8+5/×3) or bite +8 (1d6+6), 2 claws +9 (1d6+4); **Str** 18; **CMB** +8; **CMD** 20 (24 vs. bull rush or trip); **Skills** Climb +4.

STATISTICS

Str 22, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +4; **CMB** +10; **CMD** 22 (26 vs. bull rush or trip)

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Power Attack, Weapon Focus (claws)

Skills Bluff +7, Climb +6, Diplomacy +5, Intimidate +6, Knowledge (arcana) +8, Knowledge (geography) +1, Knowledge (nature) +1, Linguistics +1, Perception +10 (+12 to notice unusual stonework), Perform (oratory) +3, Survival +2

Languages Common, Draconic, Dwarven

SQ blood of dragons, bloodline arcana (electricity spells deal +1 damage per die)

Combat Gear *potion of bull's strength, potion of cure moderate wounds*; **Other Gear** +1 warhammer, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +2, ring of protection +1, 138 gp

Storm prophets are as terrible as thunderheads and as capricious as tornados.

GWELLAT HAMMERMIND

The bastard son of a dwarven noble house, Gwellat never fit in among his people, instead craving the open skies. Denied this dream for most of his young life, he grew resentful. His bitterness turned into anger that struck as fast as lightning, and the magical powers he manifested were just as unpredictable and destructive. Upon reaching adulthood, he learned the secret of his true heritage. Angry that the secret was kept from him for so long, he unleashed his most destructive spells on his clan, killing many of them. He fled his home to chase the storms he always longed to be a part of.



ACID TERROR	CR 12
HUMAN SORCERER 9	XP
DRAGON DISCIPLE 4	19,200
Medium humanoid (human)	LE

Init +6; **Senses** Perception +12

DEFENSE

AC 24, touch 15, flat-footed 21 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +5 natural)

hp 108 (9d6+4d12+48)

Fort +9, **Ref** +10, **Will** +11; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d6+3 plus 1d6 acid), bite +10 (1d6+4) or quarterstaff +10/+5 (1d6+3)

Special Attacks breath weapon (30-foot cone, 13d6 acid, DC 22, 2/day), claws (2, 1d6+3 plus 1d6 acid, magic, 9 rounds/day), dragon bite

Sorcerer Spells Known (CL 12th; concentration +18)

6th (4/day)—*acid fog*, *form of the dragon I*

5th (6/day)—*cloudkill* (DC 23), *feeblemind* (DC 22), *spell resistance*

4th (7/day)—*black tentacles*, *confusion* (DC 21), *dimension door*, *fear* (DC 20)

3rd (7/day)—*displacement*, *fly*, *hold person* (DC 20), *stinking cloud* (DC 21), *suggestion* (DC 20)

2nd (8/day)—*acid arrow*, *glitterdust* (DC 20), *hideous laughter* (DC 19), *invisibility*, *resist energy*, *web* (DC 20)

1st (8/day)—*charm person* (DC 18), *color spray* (DC 17), *mage armor*, *magic missile*, *reduce person* (DC 17), *silent image* (DC 17)

0 (at will)—*acid splash*, *dancing lights*, *daze* (DC 17), *detect magic*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*

Bloodline draconic (green)

TACTICS

Before Combat As soon as she suspects combat is imminent, the dragon disciple casts *mage armor* and *spell resistance*.

During Combat The dragon disciple prefers to keep her distance, and starts combat by casting quickened *web* followed by *acid fog*. She then casts *fly*, *black tentacles*, *acid arrow*, *feeblemind*, and *cloudkill*, with judicious uses of Quickened Spell.

Base Statistics Without *mage armor*, the dragon disciple's statistics are **AC** 20, touch 15, flat-footed 17.

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 8, **Cha** 22

Base Atk +7; **CMB** +10; **CMD** 25

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (conjuration), Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Spell Focus (conjuration, enchantment), Toughness

Skills Climb +4, Fly +6, Intimidate +19, Knowledge (arcana) +8, Linguistics +1, Perception +12, Spellcraft +7, Stealth +9

Languages Common, Draconic

SQ blood of dragons, bloodline arcana (acid spells deal +1 damage per die)

Combat Gear *potion of cure serious wounds*, *potion of delay poison*, *wand of detect thoughts* (15 charges); **Other Gear** quarterstaff, *amulet of natural armor +1*, *belt of mighty constitution +2*, *cloak of resistance +2*, *hat of disguise*, *headband of alluring charisma +2*, *ring of protection +2*, 800 gp



Cunning and manipulative, these dragon disciples trap their foes with schemes and spells before showering them with deadly acid.

REMEL LEVATH

Remel Levath has always craved control. She's certain that if people just did what she wanted them to, there would be peace and order—for her, at least. When the petty motivations and stupid behaviors of the “rabble” get in the way, she has no choice but to magically manipulate them into doing the “right” thing. If they still don't, she unleashes her righteous fury in a spray of purifying acid.

Combat Encounters: Remel sees all altercations as the fault of the other parties, and tends to shout her disappointment throughout the battle, encouraging them to lay down their arms—though not all who surrender receive mercy.

Roleplaying Suggestions: Always arrogant and often argumentative, Remel employs enchantment spells even in casual conversation. Despite her prejudices, she knows that she needs like-minded individuals to aid in enforcing her will. She can be surprisingly flattering and friendly toward those with the good sense to follow her directions in all things.



DRAGON CHIEFTAIN	CR 16
HALF-ORC BARD 10	XP
DRAGON DISCIPLE 7	76,800
Medium humanoid (human, orc)	CE

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +18

DEFENSE

AC 27, touch 12, flat-footed 27 (+9 armor, +2 deflection, -1 Dex, +1 insight, +6 natural)

hp 189 (10d8+7d12+95)

Fort +16, **Ref** +11, **Will** +14; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities orc ferocity; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee bite +19 (1d6+9 plus 1d6 fire), 2 claws +19 (1d6+6) or +1 heavy mace +19/+14/+9 (1d8+10)

Special Attacks bardic performance 26 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, suggestion), breath weapon (30-foot cone, 7d6 fire, DC 17, 1/day), claws (2, 1d6+6, magic, 7 rounds/day), dragon bite

Dragon Disciple Spell-Like Abilities (CL 7th; concentration +11) 1/day—*form of the dragon I* (red dragon only)

Bard Spells Known (CL 15th; concentration +19)

5th (3/day)—*greater heroism*, *mass cure light wounds*, *shadow walk* (DC 19), *song of discord* (DC 20)

4th (5/day)—*cure critical wounds*, *dominate person* (DC 19), *neutralize poison*, *shout* (DC 18)

3rd (6/day)—*clairaudience/clairvoyance*, *fear* (DC 17), *haste*, *invisibility sphere*, *phantom steed*

2nd (6/day)—*blur*, *cure moderate wounds*, *detect thoughts* (DC 16), *silence* (DC 16), *summon swarm*, *whispering wind*

1st (6/day)—*charm person* (DC 16), *cure light wounds*, *expeditious retreat*, *feather fall*, *remove fear*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 14), *mage hand*, *message*, *resistance*

TACTICS

During Combat The dragon disciple casts *greater heroism* and *haste*, then uses *dominate person* and *charm person* to create allies among his enemies. In melee, he uses his breath weapon and Dazzling Display.

STATISTICS

Str 22, **Dex** 8, **Con** 18, **Int** 12,

Wis 10, **Cha** 18

Base Atk +12; **CMB** +18; **CMD** 30

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Dazzling Display, Great Fortitude, Improved Initiative, Power Attack, Spell Focus (enchantment), Toughness, Weapon Focus (bite, claws)

Skills Climb +12, Intimidate +6, Knowledge (arcana, dungeoneering) +14, Knowledge (geography, history, local, nature, religion) +10, Linguistics +5, Perception +18, Perform (oratory, percussion, sing) +17, Ride +2, Spellcraft +9, Stealth +10, Swim +9

Languages Common, Draconic, Goblin, Orc

SQ bardic knowledge +5, blood of dragons, jack-of-all-trades (use any skill), lore master 1/day, orc blood, versatile performance (oratory, percussion, sing), weapon familiarity

Combat Gear *potions of cure serious wounds (2)*, *potion of eagle's splendor*; **Other Gear** +5 *hide armor*, +1 *heavy mace*, *amulet of natural armor* +2, *belt of physical might* +2 (Str, Con), *cloak of resistance* +3, *dusty rose prism ioun stone*, *headband of alluring charisma* +2, *ring of protection* +2, 1,723 gp

These half-orcs become chieftains of savage tribes by brutally and publicly assassinating the former chieftains.



ICE MAIDEN	CR 19
ELF SORCERER 10	XP
DRAGON DISCIPLE 10	204,800
Medium humanoid (elf)	NE

Init +7; **Senses** blindsense 60 ft., low-light vision; Perception +20

DEFENSE

AC 32, touch 18, flat-footed 28 (+4 armor, +3 deflection, +3 Dex, +1 dodge, +1 insight, +10 natural)

hp 222 (10d6+10d12+120)

Fort +18, **Ref** +12, **Will** +17; +2 vs. enchantments; **DR** 10/adamantine (150 points); **Immune** cold, paralysis, sleep

OFFENSE

Speed 30 ft., fly 90 ft. (average)

Melee 2 claws +15 (1d6+1 plus 1d6 cold), bite +15 (1d6+1 plus 1d6 cold)

Ranged +1 composite longbow +16/+11/+6 (1d8+2/x3)

Special Attacks breath weapon (30-foot cone, 20d6 cold, DC 27, 4/day), claws (2, 1d6+1 plus 1d6 cold, magic, 10 rounds/day), dragon bite

Dragon Disciple Spell-Like Abilities (CL 20th; concentration +27) 2/day—*form of the dragon II* (white dragon only)

Sorcerer Spells Known (CL 17th; concentration +24)

8th (4/day)—*form of the dragon III, polar ray, sunburst* (DC 27)

7th (7/day)—*delayed blast fireball* (DC 26), *form of the dragon II, mass hold person* (DC 24), *prismatic spray*

6th (7/day)—*control water, disintegrate* (DC 23), *form of the dragon I, freezing sphere* (DC 25)

5th (7/day)—*blight* (DC 22), *cone of cold* (DC 24), *dream, spell resistance, wall of force*

4th (7/day)—*dimension door, fear* (DC 21), *ice storm, stonesskin, wall of ice* (DC 23)

3rd (8/day)—*displacement, fly, lightning bolt* (DC 22), *sleet storm, vampiric touch*

2nd (8/day)—*darkvision, gust of wind* (DC 21), *invisibility, resist energy, see invisibility, web* (DC 19)

1st (8/day)—*charm person* (DC 18), *expeditious retreat, mage armor, magic missile, shield, silent image* (DC 18)

0 (at will)—*dancing lights, detect magic, disrupt undead, mage hand, mending, ray of frost, read magic, resistance, touch of fatigue* (DC 17)

Bloodline draconic (white)

TACTICS

Before Combat The dragon disciple casts *stonesskin*.

During Combat The dragon disciple casts *shield* and *spell resistance* on herself, then takes flight and rains down destructive spells augmented with *Empower Spell*.

Base Statistics Without *stonesskin*, the dragon disciple's statistics are **DR** none.

STATISTICS

Str 12, **Dex** 16, **Con** 20, **Int** 16, **Wis** 10, **Cha** 25

Base Atk +12; **CMB** +13; **CMD** 31

Feats *Combat Casting, Dodge, Empower Spell, Eschew Materials, Great Fortitude, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Mobility, Nimble Moves, Quicken Spell, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Finesse*

Skills *Climb* +6, *Diplomacy* +12, *Fly* +11, *Heal* +5, *Intimidate* +15, *Knowledge (arcana)* +11, *Knowledge (geography, local, nature, nobility, planes)* +8, *Perception* +20, *Sense Motive* +5, *Spellcraft* +11 (+13 to identify magic item properties),

Stealth +13, *Survival* +5, *Use Magic Device* +15

Languages *Auran, Common, Draconic, Elven, Goblin*

SQ *blood of dragons, bloodline arcana (cold spells deal +1 damage per die), elven magic, weapon familiarity, wings*

Combat Gear *wand of cure serious wounds* (10 charges), *wand of lightning bolt* (10 charges); **Other Gear**

+1 composite longbow (+1 Str) with 20 arrows, *amulet of natural armor* +3, *belt of mighty constitution* +6, *boots of the winterlands, bracers of armor* +4, *cloak of resistance* +3, *dusty rose prism ioun stone, headband of alluring charisma* +6, *ring of force shield, ring of protection* +3, 3,099 gp

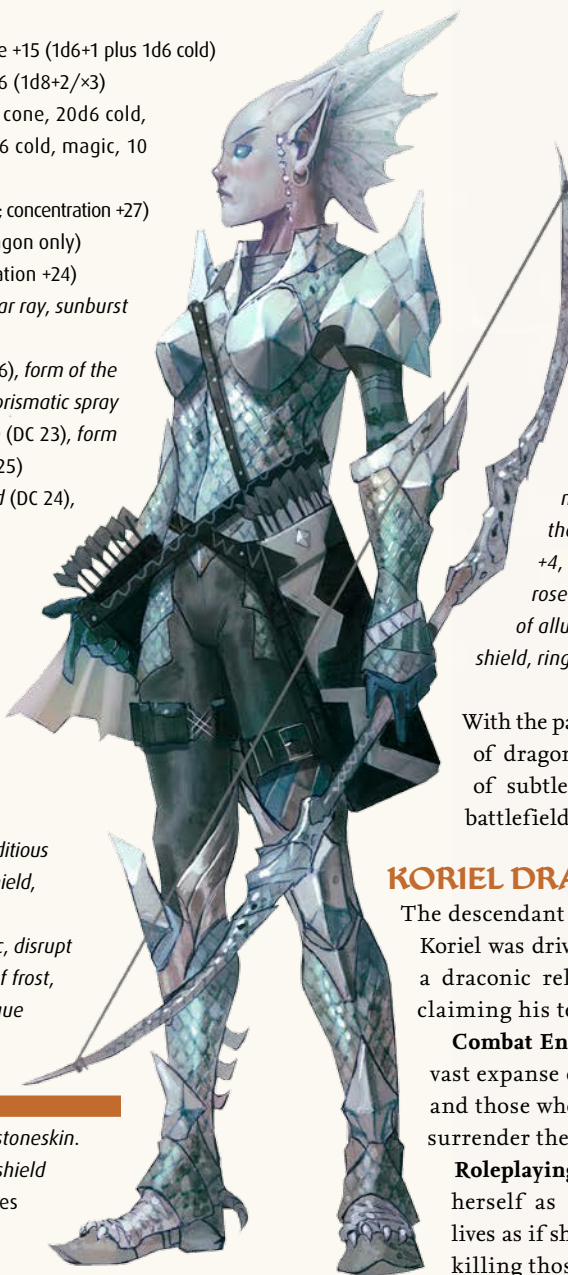
With the patience of elves and the majesty of dragons, ice maidens are masters of subtle machinations—and of the battlefield.

KORIEL DRAGONCHILD

The descendant of a white dragon and an elf, Koriel was driven to prove herself by killing a draconic relation and eating his heart, claiming his territory and hoard.

Combat Encounters: Koriel maintains a vast expanse of mountains as her domain, and those who enter it must pay tribute or surrender their lives.

Roleplaying Suggestions: Koriel sees herself as more dragon than elf, and lives as if she were a full-blooded dragon, killing those who say otherwise.



TRIBAL CHAMPION	CR 8
HALF-ELF FIGHTER 7	XP
DUELIST 2	4,800
Medium humanoid (elf, human)	CN

Init +6; **Senses** low-light vision; Perception +14

DEFENSE

AC 21, touch 17, flat-footed 15 (+3 armor, +1 deflection, +5 Dex, +1 dodge, +1 natural)

hp 70 (7d10+2d10+16)

Fort +8, **Ref** +10, **Will** +4; +2 vs. enchantments, +2 vs. fear

Defensive Abilities bravery +2, canny defense +1, parry; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 shortspear +14/+9 (1d6+6) or

mwk short sword +14/+9 (1d6+2/19–20)

Ranged mwk shortspear +16 (1d6+5)

Special Attacks precise strike +2, weapon training (spears +1)

TACTICS

During Combat The duelist uses Mobility to press her advantage against spellcasters. In the thick of the fray, she uses parry and Combat Expertise to augment her defenses.

STATISTICS

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

Base Atk +9; **CMB** +11; **CMD** 27

Feats Combat Expertise, Dodge, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Finesse, Weapon Focus (shortspear), Weapon Specialization (shortspear)

Skills Acrobatics +6, Climb +6, Heal +1, Intimidate +6, Knowledge (geography, history, nature) +2, Perception +14, Perform (dance) +1, Ride +8, Stealth +10, Survival +4, Swim +6

SQ armor training 2, elf blood, improved reaction +2

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 leather armor, +1 shortspear, masterwork short sword, masterwork shortspear, *amulet of natural armor +1*, *cloak of resistance +1*, *ring of protection +1*, 236 gp

These brave warriors gain prestige within their tribes and clans by challenging and defeating enemy spellcasters.

YALLATHOON

The daughter of a warrior who was branded as a coward and a traitor by his tribe, Yallathoon had to work hard to prove her worth to her people. The shame of her father's misdeeds spurred her on, and she quickly moved up the ranks of the warrior caste. But it wasn't until she defeated a powerful wizard who tried to subjugate her tribe that Yallathoon's calling manifested. Branded with the title "Mageslayer," Yallathoon is hailed as the savior of her tribe, and the sins of her father have been long forgotten.

Though she despises arcane spellcasters and is leery of any divine casters who aren't obviously servants of her tribe's favored deities, Yallathoon isn't blinded by her

role or her pride. If offered the chance to ally with a caster against a greater foe, she takes it—though nominally only to show up the caster with her martial prowess.

Combat Encounters: Yallathoon typically runs into the fray with other members of her tribe, but quickly breaks off from the pack to confront enemy spellcasters—in single combat, if at all possible.

Roleplaying Suggestions: Yallathoon is focused and proud, and is used to being treated with respect. She quickly dismisses those who do not treat her thus, but happily shares stories of her exploits with those who do. Warriors who disdain obvious magic items earn her approval, while anyone who notes the magic on her spear receives a flinty glare.



FEISTY HOTSPUR	CR 12
HALFLING ROGUE 9	XP
DUELIST 4	19,200
Small humanoid (halfling)	NE

Init +7; **Senses** Perception +19

DEFENSE

AC 26, touch 19, flat-footed 19 (+6 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural, +1 size)

hp 101 (9d8+4d10+35)

Fort +9, **Ref** +18, **Will** +10; +2 vs. fear

Defensive Abilities canny defense +2, enhanced mobility, evasion, grace +2, improved uncanny dodge, parry, trap sense +3

OFFENSE

Speed 20 ft.

Melee +1 rapier +18/+13 (1d4/18-20)

Special Attacks sneak attack +5d6, precise strike +4

TACTICS

During Combat The duelist drinks her *potion of haste*. She attempts to disarm opponents, then makes sneak attacks even if she must feint to do so.

STATISTICS

Str 8, **Dex** 20, **Con** 15, **Int** 14, **Wis** 12, **Cha** 12

Base Atk +10; **CMB** +14 (+16 to disarm); **CMD** 25 (27 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge, Greater Feint, Improved Disarm, Improved Feint, Iron Will, Mobility, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +23 (+19 when jumping), Bluff +17, Climb +1, Diplomacy +17, Disguise +17, Intimidate +17, Knowledge (dungeoneering, local) +10, Knowledge (nobility) +7, Perception +19, Perform (comedy) +5, Perform (sing) +6, Sleight of Hand +13, Stealth +25

Languages Common, Halfling

SQ improved reaction +2, rogue talents (combat trick, finesse rogue, surprise attack, weapon training), trapfinding +4

Combat Gear *potions of cure serious wounds* (2), *potion of haste*;

Other Gear +2 mithral chain shirt, +1 rapier, amulet of natural armor +1, belt of physical might +2 (Str, Con), cloak of resistance +2, ring of protection +1, 180 gp

Anyone who questions the martial prowess of halflings should keep quiet around feisty hotspurs, as these diminutive bravos excel at poking holes in large people who underestimate them.

LYLIN DALTHAINOL

Growing up in a rough neighborhood, Lylin had to learn at a young age to fight fast and dirty. Her grace and feisty nature caught the attention of a traveling swordmaster and assassin, who took in the halfling as a student and raised her as a daughter. He cultivated her kill-or-be-killed nature, and trained her to be fearless and utterly

ruthless in both battle and life. Her former master is long dead, but she has taken his lessons to heart, becoming a bold and competent killer. These days she's something of a loner, but still keeps an eye out for promising young halflings similar to herself as a child, so that she might pass on her advice and training. Though much of her knowledge is loudly proclaimed to be a "trade secret," she has often been known to boast of its central maxim: "Hit first, hit hard, and don't stop till you're painted red."

Combat Encounters: Lylin is proud, but also a selfish and opportunistic combatant who is quick to turn on allies when her own life is on the line. Though an assassin and mercenary by trade—one who might easily be hired by any villain and sent against the PCs—Lylin disdains anonymity, and would prefer to finish her kills in public (though she isn't averse to starting with a sneak attack from the shadows).

Roleplaying Suggestions: Lylin's master taught her social graces, but even when diplomatic and pleasant, she is always sizing up potential opponents, and feels no qualms about taking life at the slightest provocation. She is far more likely to ally with a party that contains other halflings, though those who rely too much on racial camaraderie may be surprised by how quickly her backslapping friendship disappears if they dare question her methods.



IRON DUELIST	CR 16
DWARF FIGHTER 10	XP
DUELIST 7	76,800
Medium humanoid (dwarf)	N

Init +8; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 24, touch 15, flat-footed 20 (+8 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural)

hp 159 (10d10+7d10+61)

Fort +14, **Ref** +13, **Will** +10; +2 vs. poison, spells, and spell-like abilities; +3 vs. fear

Defensive Abilities bravery +3, canny defense +1, defensive training (+4 dodge bonus to AC vs. giants), elaborate defense +2, enhanced mobility, grace +2, parry

OFFENSE

Speed 20 ft.

Melee +1 flaming frost light pick +27/+22/+17/+12 (1d4+10/19-20)×4 plus 1d6 cold and 1d6 fire) or mwk punching dagger +24/+19/+14/+9 (1d4+6/×3)

Ranged +1 light crossbow +20 (1d8+1/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, acrobatic charge, precise strike +7, riposte, weapon training (axes +2, light blades +1)

TACTICS

During Combat The duelist drinks his *potion of invisibility*, and gets into a tactical position. He uses Spring Attack, Lunge, and Improved Vital strike to make hit-and-run attacks.

STATISTICS

Str 21, **Dex** 14, **Con** 16, **Int** 13, **Wis** 12, **Cha** 6

Base Atk +17; **CMB** +22; **CMD** 36 (40 vs. bull rush or trip)

Feats Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Greater Weapon Focus (light pick), Improved Critical (light pick), Improved Initiative, Improved Vital Strike, Iron Will, Lunge, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (light pick), Weapon Specialization (light pick)

Skills Acrobatics +7 (+3 when jumping), Appraise +6 (+8 to assess nonmagical metals or gemstones), Climb +13, Craft (weapons) +9, Diplomacy +3, Disable Device +7, Knowledge (dungeoneering, engineering) +9, Knowledge (history) +6, Perception +11 (+13 to detect unusual stonework), Perform (percussion) +0, Stealth +7, Survival +6, Swim +9

Languages Common, Dwarven, Orc

SQ armor training 2, improved reaction +2

Combat Gear *potion of cure serious wounds*, *potion of invisibility*;

Other Gear +4 chain shirt, +1 flaming frost light pick, +1 light crossbow, masterwork punching dagger, *amulet of natural armor* +1, *belt of giant strength* +4, *boots of speed*, *cloak of resistance* +2, *ring of protection* +1, 759 gp

Nimble for a dwarf, an iron duelist excels at hit-and-run tactics.

UNTHAL RUMBLEGUT

Born into a family of miners, Unthal learned at an early age that when wielded properly, the pick could become an effective weapon. When his clan's mines dug too deep into the Darklands, he was forced to defend his family mines against duergar and drow incursions, working with shielded defenders to lunge out from protective shield walls, using his mobility to take down dangerous foes before moving back behind the moveable walls of iron and dwarven muscle. His unorthodox tactics were mocked at first, with some seeing him as cowardly for not standing and fighting with feet planted like a normal dwarven warrior, but as the corpses of the clan's enemies mounted into piles, then great mounds, the whispers and jokes died. Now he enjoys high status within his clan, and teaches his ways to a new generation of dwarves, occasionally making pilgrimages out onto the surface to take his tactics to other holds.

Combat Encounters: Unthal's tactics work best when used in conjunction with more traditional dwarven defense strategies, and he often works in concert with other dwarven warriors. PCs intruding on dwarven territory—whether intentionally or not—may find themselves facing his pick.

Roleplaying Suggestions: Family and clan mean everything to Unthal. He is friendly to those who respect that, and hostile to those who do not.



MASTER DUELIST	CR 19
HUMAN FIGHTER 10	XP
DUELIST 10	204,800
Medium humanoid (human)	N

Init +14; **Senses** Perception +20

DEFENSE

AC 28, touch 22, flat-footed 20 (+3 armor, +3 deflection, +7 Dex, +1 dodge, +1 insight, +3 natural)

hp 224 (10d10+10d10+110)

Fort +17, **Ref** +19, **Will** +11; +3 vs. fear

Defensive Abilities bravery +3, canny defense +1, elaborate defense +3, enhanced mobility, grace +2, parry

OFFENSE

Speed 30 ft.

Melee +1 human-bane shock rapier +29/+24/+19/+14 (1d6+9/15-20 plus 1d6 electricity)

Ranged mwk dagger +29/+24/+19/+14 (1d4+6/19-20)

Special Attacks acrobatic charge, crippling critical, no retreat, precise strike +10, riposte, weapon training (light blades +2, crossbows +1)

TACTICS

During Combat Constantly moving in order to take advantage of his Wind Stance, the duelist strikes other sword wielders first, attempting to suss out who among them is the most talented and then focusing his attentions on that one.

STATISTICS

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

Base Atk +20; **CMB** +24; **CMD** 45

Feats Blinding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Deflect Arrows, Dodge, Improved Critical (rapier), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Mobility, Power Attack, Spring Attack, Toughness, Vital Strike, Weapon Finesse, Weapon Specialization (rapier), Wind Stance

Skills Acrobatics +16, Bluff +4, Climb +17, Diplomacy +4, Heal +5, Intimidate +12, Knowledge (history, local, nobility) +6, Perception +20, Perform (dance) +4, Ride +14, Stealth +16

SQ armor training 2, improved reaction +4

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 human-bane shock rapier, masterwork dagger, *amulet of natural armor* +3, *belt of physical perfection* +4, *boots of speed*, *bracers of armor* +3, *cloak of resistance* +3, *dusty rose prism ioun stone*, *hat of disguise*, *ring of protection* +3, 2,526 gp

Paragons of swordplay, these master duelists constantly search for foes to defeat in order to enhance their already formidable reputations.

DANCER

No one knows Dancer's real name, and he has no intention of giving it. Some surmise from his foppish manners and arrogant

attitude that he is the scion of some far-flung regent, but that guess is far from the mark.

Born in the slums, Dancer conned his way into aristocratic circles and learned swordplay from true masters of the art. He became a favored proxy for aristocrats not wanting to risk their lives when challenged to a duel, and killed innumerable nobles and their champions before growing full of himself and challenging one of the highest-ranking nobles personally. Rather than face him in the dueling circle, the noble sent a full legion of soldiers to kill the upstart, and Dancer barely escaped with his life.

Now, having discarded his given name, Dancer actively seeks out warriors with reputations for deft swordplay and finagles his way into challenging them. His sole purpose is to push himself to greater heights of prestige and skill.

Combat Encounters: Dancer always fights alone, trying to best powerful foes and groups to increase his reputation.

Roleplaying Suggestions: In social situations, Dancer plays the part of the flippant dandy, luring opponents into a false sense of security.



QUEEN OF STAVES	CR 8
ELF FIGHTER 2	XP 4,800
ABJURER 5	
ELDRITCH KNIGHT 2	
Medium humanoid (elf)	N

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

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

hp 67 (2d10+5d6+2d10+23)

Fort +9, **Ref** +6, **Will** +8; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1; **Immune** sleep; **Resist** 5 fire

OFFENSE

Speed 30 ft.

Melee +1 quarterstaff +11/+6 (1d6+7)

Abjurer Spells Prepared (CL 6th; concentration +8)

3rd—*displacement*, *lightning bolt* (DC 15), *protection from energy*

2nd—*darkness*, *false life*, *mirror image* (2), *protection from arrows*

1st—*cause fear* (DC 13), *magic missile*, *shield* (2), *true strike*

0 (at will)—*ghost sound* (DC 12), *message*, *open/close*, *touch of fatigue* (DC 12)

Opposition Schools conjuration, enchantment

TACTICS

During Combat The eldritch knight casts *shield* and *displacement* on herself, then casts *lightning bolt* and *magic missile* before casting *mirror image* and entering melee.

STATISTICS

Str 16, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 23

Feats Arcane Armor Training, Craft Wand, Dodge, Great Fortitude, Improved Iron Will, Iron Will, Scribe Scroll, Toughness, Weapon Focus (quarterstaff), Weapon Specialization (quarterstaff)

Skills Knowledge (arcana) +10, Knowledge (local, nobility, planes, religion) +6, Perception +11, Ride +7, Sense Motive +5, Spellcraft +12 (+14 to identify magic item properties), Stealth +8

Languages Common, Draconic, Elven, Sylvan

SQ arcane bond (+1 quarterstaff), diverse training, elven magic, protective ward (2 rounds, +2 deflection, 5/day), weapon familiarity

Combat Gear *potion of cure serious wounds*, *scroll of displacement*, *scrolls of false life* (2), *wand of invisibility* (20 charges); **Other Gear** +2 leather armor, +1 quarterstaff, *amulet of natural armor* +1, *cloak of resistance* +1, spell component pouch, spellbook, 276 gp

A lone, lightly armored traveler carrying a walking staff, a queen of staves mixes spell power with whirling quarterstaff attacks.

ESMERELDA DARKSHADOW

Those who think all elves are creatures of light and joy have not met Esmerelda. Dressing in dark colors with a temperament to match, Esmerelda believes she is doomed to a life of pain and gloom. Only when her

enemies lie broken at her feet does she crack the slightest hint of a smile. Yet this dour disposition is not simply part of her nature—as a young woman, Esmerelda was told by an oracle that she would bring ruin and destruction to everything she ever loved. Two days later, her wife-to-be was slain by orcs. Resolved to never love again, she paints herself gray with ash to symbolize the death she carries.

Combat Encounters: Esmerelda travels the world alone, attacking those who trigger her mercurial temper (such as by not keeping their distance). Any sort of romantic proposition or prophecy magic sends her into a rage.

Roleplaying Suggestions: All Esmerelda can talk about is the ultimate futility of life and the inevitability of death and decay.



CHAMPION OF MAGIC	CR 12
GNOME PALADIN OF TORAG 2	XP 19,200
SORCERER 7	
ELDRITCH KNIGHT 4	LG
Small humanoid (gnome)	

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

DEFENSE

AC 21, touch 12, flat-footed 21 (+8 armor, +2 deflection, -1 Dex, +1 natural, +1 size)

hp 134 (2d10+7d6+4d10+72)

Fort +15, **Ref** +6, **Will** +13; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants); **DR** 10/adamantine (130 points)

OFFENSE

Speed 15 ft.

Melee +1 warhammer +14/+9 (1d6+5/x3)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, smite evil (+3 attack and AC, +2 damage)

Gnome Spell-Like Abilities (CL 13th; concentration +16)

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

Paladin Spell-Like Abilities (CL 2nd; concentration +5)

At will—*detect evil*

Sorcerer Spells Known (CL 10th; concentration +13;

arcane spell failure 15%)

5th (3/day)—*wall of force*

4th (5/day)—*dimension door, resilient sphere* (DC 17), *stoneskin*

3rd (7/day)—*dispel magic, displacement, fly, heroism*

2nd (7/day)—*darkvision, invisibility, scorching ray, see invisibility, web* (DC 15)

1st (7/day)—*comprehend languages, enlarge person, identify, magic missile, shield, true strike*

0 (at will)—*arcane mark, dancing lights, detect magic, disrupt undead, mending, prestidigitation, ray of frost, read magic, resistance*

Bloodline arcane

TACTICS

Before Combat The eldritch knight casts *see invisibility* and *stoneskin*.

During Combat The eldritch knights separates large groups with a *wall of force*, then attacks opponents outside of the wall before passing through it with *dimension door* to finish off the remainder of his assailants.

Base Statistics Without *see invisibility* and *stoneskin*, the eldritch knight's statistics are **Senses** low-light vision; **DR** none.

STATISTICS

Str 14, **Dex** 8, **Con** 18, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +9; **CMB** +10; **CMD** 21

Feats Arcane Armor Mastery, Arcane Armor Training, Craft Magic Arms and Armor, Eschew Materials, Extra Lay on Hands, Power Attack, Still Spell, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Craft (armor) +10, Diplomacy +9, Heal +5, Knowledge (arcana, religion) +9, Perception +12, Spellcraft +9, Use Magic Device +11

Languages Common, Draconic, Gnome, Sylvan

SQ arcane bond (+1 warhammer), aura, bloodline arcana (+1 DC for spells augmented by metamagic feats that increase spell level), code of conduct, diverse training, lay on hands (1d6, 6/day), metamagic adept (2/day)

Other Gear +2 mithral breastplate, +1 warhammer, amulet of natural armor +1, belt of giant strength +2, cloak of resistance +1, ring of protection +2, silver holy symbol, diamond dust (worth 500 gp), 968 gp

These eldritch knights seek out evil spellcasters and dispense justice for their misdeeds.

MELKALLAN TRUESPELL

Believing magic to be a gift from the gods, Melkallan hates to see it misused by the wicked and the power-hungry. He uses his magic to protect the innocent, and to stop evil spellcasters who would enslave and terrorize.

Combat Encounters: Preferring the company of paladins and the agents of good deities, Melkallan joins any crusade that promises to bring evil spellcasters to justice. While his heart is pure and his zealous fervor is admirable, the gnome unfortunately adheres to rather stringent beliefs regarding the acceptable use of magic, and may command those he deems “unworthy” to cease casting immediately or face the consequences. Parties using magic for anything less than a crusade on behalf of a righteous lord or the common people—perhaps using it for mundane adventuring, looting, mercenary work, and so on—all risk running afoul of his long-winded judgments (and long-handled warhammer).

Roleplaying Suggestions: Melkallan is friendly and helpful to all, especially common people, but becomes unyielding and focused when he encounters any form of injustice.



SPIRIT AVENGER	CR 16
HALF-ORC BARBARIAN 4	XP 76,800
SORCERER 6	
ELDRITCH KNIGHT 7	
Medium humanoid (human, orc)	N

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 18, flat-footed 20 (+5 armor, +3 deflection, +4 Dex, +1 dodge, +2 natural)

hp 139 (4d12+6d6+7d10+48)

Fort +17, **Ref** +12, **Will** +16

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

Resist acid 5, cold 5

OFFENSE

Speed 40 ft.

Melee +1 spear +15/+10/+5 (1d8+1/x3)

Ranged +1 shortbow +20/+15/+10 (1d6+3/x3)

Special Attacks rage (12 rounds/day), rage powers (no escape, superstition +3)

Bloodline Spell-Like Abilities (CL 12th; concentration +15)

6/day—heavenly fire (1d4+3 divine energy)

Sorcerer Spells Known (CL 12th; concentration +15)

6th (3/day)—*disintegrate* (DC 19)

5th (5/day)—*dismissal* (DC 18), *summon monster V*

4th (6/day)—*dimensional anchor*, *locate creature*, *resilient sphere* (DC 17)

3rd (7/day)—*halt undead* (DC 16), *haste*, *lightning bolt* (DC 16), *magic circle against evil*, *summon monster III*

2nd (7/day)—*blindness/deafness* (DC 15), *false life*, *mirror image*, *resist energy*, *rope trick*, *see invisibility*

1st (7/day)—*bless*, *cause fear* (DC 14), *detect undead*, *magic missile*, *shield*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *disrupt undead*, *flare* (DC 13), *mage hand*, *message*, *open/close*, *prestidigitation*, *resistance*

Bloodline celestial

TACTICS

Before Combat The eldrith knight casts *false life*.

During Combat The knight starts combat with *shield* and summoning spells, letting conjured allies run interference while he contains or damages his foes.

Base Statistics Without *false life*, the eldrith knight's statistics are hp 125.

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +14; **CMB** +14; **CMD** 32

Feats Arcane Armor Mastery, Arcane Armor Training, Blind-Fight, Combat Casting, Dodge, Eschew Materials, Great Fortitude, Iron Will, Point-Blank Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow)

Skills Climb +8, Diplomacy +5, Handle Animal +11, Intimidate +5, Knowledge (nature) +8, Knowledge (planes, religion) +5, Linguistics +1, Perception +16, Survival +11, Swim +8

Languages Celestial, Common, Giant, Orc

SQ bloodline arcana (summoned creatures gain DR 3/evil), diverse training, fast movement, orc blood, weapon familiarity

Combat Gear +1 ghost touch arrows (10), +1 undead-bane arrows (10), scroll of neutralize poison, scroll of remove disease, scrolls of restoration (2); **Other Gear** +1 shortbow with 20 arrows, +1 spear, amulet of natural armor +2, belt of incredible dexterity +2, bracers of armor +5, cloak of resistance +3, headband of mental prowess +2 (Wis, Cha), ring of protection +3, 246 gp

Dedicated to protecting the world from evil outsiders and undead, spirit avengers realize it's better to contain an enemy than to destroy it.



MITHRAL WIZARD	CR 19
HUMAN FIGHTER 2	XP 204,800
EVOKER 8	
ELDRITCH KNIGHT 10	
Medium humanoid (human)	NE

Init +5; **Senses** Perception +20

DEFENSE

AC 34, touch 15, flat-footed 33 (+14 armor, +4 deflection, +1 Dex, +5 natural)

hp 198 (2d10+8d6+10d10+100)

Fort +18, **Ref** +9, **Will** +14; +1 vs. fear

Defensive Abilities bravery +1, 50% chance to negate critical hit or sneak attack; **DR** 10/adamantine (150 points)

OFFENSE

Speed 20 ft.

Melee +3 *longsword* +24/+19/+14/+9 (1d8+8/17-20)

Special Attacks intense spells (+4 damage), spell critical

Evoker Spell-Like Abilities (CL 17th; concentration +25)

At will—elemental wall (8 rounds/day)

11/day—force missile (1d4+4)

Evoker Spells Prepared (CL 17th; concentration +25, arcane spell failure 25%)

9th—*meteor swarm*, *time stop*

8th—*mass charm monster* (DC 26), *mind blank*, quickened *phantasmal killer*, *polar ray*

7th—*banishment* (DC 25), quickened *fireball* (2), *mass hold person* (DC 25), *reverse gravity*

6th—*chain lightning* (DC 24), *disintegrate* (DC 24), quickened *glitterdust*, *greater dispel magic*, stilled *teleport*, *wall of iron*

5th—*cloudkill* (DC 23), stilled *dimension door*, *interposing hand*, *teleport*, *wall of force* (2)

4th—*beast shape II*, *confusion* (DC 22), *dimension door*, *fire shield*, stilled *fireball*, *stoneskin*, *wall of ice* (DC 22)

3rd—*dispel magic* (2), *fireball* (2, DC 21), *fly*, *lightning bolt* (2, DC 21)

2nd—*acid arrow* (2), *darkvision*, *invisibility*, *mirror image*, *scorching ray*, *web* (DC 20)

1st—*feather fall*, *magic missile* (4), *mount*, *shield*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*

Opposition Schools divination, necromancy

TACTICS

Before Combat The eldritch knight casts *stoneskin*.

During Combat The knight casts *time stop*, then *shield*, *expeditious retreat*, *fly*, and *mirror image*.

Base Statistics Without *stoneskin*, the knight's statistics are **DR** none.

STATISTICS

Str 16, **Dex** 13, **Con** 20, **Int** 26, **Wis** 10, **Cha** 8

Base Atk +16; **CMB** +19; **CMD** 34

Feats Arcane Armor Mastery, Arcane Armor Training, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Disruptive,

Greater Weapon Focus (*longsword*), Improved Critical (*longsword*), Improved Initiative, Iron Will, Power Attack, Quicken Spell, Scribe Scroll, Spell Penetration, Still Spell, Vital Strike, Weapon Focus (*longsword*), Weapon Specialization (*longsword*)

Skills Bluff +19, Fly +22, Intimidate +22, Knowledge (arcana, planes) +31, Knowledge (dungeoneering, engineering, geography, history, local, nobility) +21, Perception +20, Ride +17, Spellcraft +31

Languages Abyssal, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan, Infernal

SQ arcane bond (+2 *longsword*), diverse training

Combat Gear *wand of greater invisibility* (15 charges), *wand of see invisibility* (10 charges); **Other Gear** +5 *moderate fortification mithral full plate*, +3 *longsword*, *amulet of natural armor* +5, *belt of physical might* +4 (Str, Con), *cloak of resistance* +3, *headband of vast intelligence* +6, *ring of protection* +4, granite and diamond dust (worth 500 gp), iron sheet and gold dust (worth 50 gp), 3,585 gp

Clad in full plate, these eldritch knights mix an impenetrable defense with a relentless spell offense.



DIVINE LOREMASTER	CR 8
HALFLING CLERIC OF ABADAR 7	XP
LOREMASTER 2	4,800
Small humanoid (halfling)	LN

Init +2; **Senses** Perception +14

DEFENSE

AC 20, touch 14, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 size)

hp 42 (7d8+2d6)

Fort +9, **Ref** +8, **Will** +12; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk heavy mace +6/+1 (1d6–2)

Special Attacks channel positive energy 5/day (DC 15, 4d6)

Domain Spell-Like Abilities (CL 9th; concentration +12)

6/day—resistant touch, touch of law

Cleric Spells Prepared (CL 9th; concentration +12)

5th—*breath of life*, *spell resistance*^o

4th—*discern lies* (DC 17), *divination*, *order's wrath*^o

3rd—*invisibility purge*, *locate object*, *magic circle against chaos*^o, *magic vestment*, *remove disease*

2nd—*augury*, *hold person* (DC 15), *lesser restoration*, *status*, *shield other*^o, *zone of truth* (DC 15)

1st—*bane*, *bless*, *command* (DC 14), *comprehend languages*, *obscuring mist*, *sanctuary*^o (DC 14)

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*

D Domain spell; **Domains** Law, Protection

TACTICS

Before Combat The loremaster casts *magic vestment*.

During Combat The loremaster casts *spell resistance* and stays out of combat, instead supporting her allies with healing spells and information about the foes they face.

Base Statistics Without *magic vestment*, the loremaster's statistics are **AC** 18, touch 14, flat-footed 16.

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 17, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +3; **CMD** 16

Feats Brew Potion, Combat Casting, Empower Spell, Scribe Scroll, Skill Focus (Knowledge [religion])

Skills Acrobatics +3 (–1 when jumping), Bluff +7, Climb –1, Diplomacy +14, Heal +11, Intimidate +7, Knowledge (arcana, engineering, geography, nature) +4, Knowledge (dungeoneering) +6, Knowledge (history, local, nobility) +9, Knowledge (planes) +14, Knowledge (religion) +19, Perception +14, Sense Motive +11

Languages Common, Halfling

SQ aura, lore +1, secrets (instant mastery)

Combat Gear *potions of cure light wounds* (5), *potion of lesser restoration*, *potions of remove disease* (2), *scrolls of consecrate* (2), *scrolls of delay poison* (2), *scrolls of resist energy* (2), *scrolls of spiritual weapon* (2); **Other Gear** masterwork chain shirt, masterwork heavy mace, *cloak of resistance +1*, *headband of vast intelligence +2*, *ring of protection +1*, incense (worth 50 gp), marked sticks (worth 25 gp), pair of platinum rings (worth 50 gp), 463 gp

Divine loremasters support allies with divinations and healing rather than slinging combat spells or taking up arms in melee.

ONORA GOLDENFIELDS

Onora never wanted to be an adventurer. Loving knowledge for its own sake, she joined the clergy of the god of wealth so she'd have good connections and resources to help her collect rare books and increase the stores of knowledge she's already begun to accumulate. But as her studies progressed, she became weary of the inaccuracies and blatant lies she found in secondary sources, and decided she needed to seek out knowledge in a more direct way. Now she travels with any adventuring group that will journey to a place where she can gain knowledge of the world or history firsthand. She swears that her own historical and philosophical treatises and volumes will be far more accurate than the ones written by her predecessors.

Combat Encounters: Nearly always supporting a group of adventurers, Onora cares more about accumulating knowledge than the goals of the group she's joined. Though she usually provides support via spells, she's been known to slip away and pilfer books from an enemy spellcaster's library while her allies fight the menace.

Roleplaying Suggestions: Honest to a fault, Onora is never stingy with her knowledge. She believes everyone should have access to the truth—and that truth should be unvarnished and free of all the inaccuracies, alterations made by political powers, and rampant hyperbole that plague so many publications claiming to be factual.



NATURE SCHOLAR	CR 12
ELF DRUID 9	XP
LOREMASTER 4	19,200
Medium humanoid (elf)	N

Init +3; **Senses** low-light vision; Perception +19

DEFENSE

AC 23, touch 15, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +1 natural, +3 shield)

hp 106 (9d8+4d6+48)

Fort +12, **Ref** +8, **Will** +15; +2 vs. enchantments, +4 vs. fey and plant-targeted effects,

Defensive Abilities *freedom of movement*; **Resist** fire 10; **Immune** poison, sleep

OFFENSE

Speed 40 ft.

Melee +1 sickle +9/+4 (1d6)

Special Attacks wild shape 3/day

Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—*speak with animals* (12 rounds/day)

Druid Spells Prepared (CL 13th; concentration +17)

7th—*animal shapes^o*, *heal*

6th—*antilife shell^o*, *stone tell*, *transport via plants*

5th—*animal growth* (DC 19), *beast shape III^o* (animals only), *call lightning storm* (DC 19), *insect plague*

4th—*cure serious wounds*, *flame strike* (DC 18), *freedom of movement*, *rusting grasp*, *scrying* (DC 18), *summon nature's ally IV^o* (animals only)

3rd—*dominate animal^o* (DC 17), *meld into stone*, *poison* (DC 17), *protection from energy*, *quench*, *speak with plants*

2nd—*animal messenger*, *fog cloud*, *heat metal* (DC 16), *hold animal^o* (2, DC 16), *owl's wisdom*

1st—*calm animals^o* (DC 15), *detect animals or plants*, *entangle* (DC 15), *faerie fire*, *hide from animals*, *speak with animals*

0 (at will)—*detect poison*, *know direction*, *light*, *purify food and drink*

D Domain spell; **Domain** Animal

TACTICS

Before Combat The loremaster drinks her *potion of resist energy* (fire) and casts *freedom of movement*.

During Combat The loremaster casts *call lightning storm* and *flame strike*.

Base Statistics Without *resist energy* and *freedom of movement*, the loremaster's statistics are **Defensive Abilities** none; **Resist** none.

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 15, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +7; **CMD** 22

Feats Brew Potion, Craft Wondrous Item, Extend Spell, Iron Will, Skill Focus (Knowledge [nature], Stealth), Toughness, Weapon Focus (sickle)

Skills Acrobatics +8 (+12 when jumping), Climb +7, Fly +11, Handle Animal +13, Heal +12, Knowledge (arcana, history, local) +6, Knowledge (dungeoneering, engineering, nobility, planes, religion) +4, Knowledge (geography) +14, Knowledge (nature) +25, Perception +19, Sense Motive +9, Stealth +11, Survival +14, Swim +7

Languages Auran, Common, Draconic, Druidic, Elven, Sylvan
SQ animal companion (effective druid level 6th), elven magic, lore +2, nature bond (Animal domain), nature sense, secrets (lore of true stamina, secret health), trackless step, weapon familiarity, wild empathy +9, woodland stride

Combat Gear *potion of cure moderate wounds*, *potion of neutralize poison*, *potion of remove disease*, *potions of resist energy* (fire) (2), *potion of water breathing*; **Other Gear** +2 leather armor, +2 light wooden shield, +1 sickle, *amulet of natural armor* +1, *belt of mighty constitution* +2, *boots of striding and springing*, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +2, 2,706 gp

More aggressive than most other loremasters, nature scholars use terrain and the magic of the natural world to avoid enemies while calling down destruction.



MASTER HISTORIAN	CR 16
DWARF BARD 10	XP
LOREMASTER 7	76,800
Medium humanoid (dwarf)	N

Init -1; **Senses** darkvision 60 ft., see *invisibility*; Perception +16

DEFENSE

AC 19, touch 11, flat-footed 19 (+6 armor, +2 deflection, -1 Dex, +2 natural)
hp 120 (10d8+7d6+51)

Fort +13, **Ref** +15, **Will** +17; +2 vs. poison, spells, and spell-like abilities, +4 vs. bardic performance, language-dependent, and sonic

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

OFFENSE

Speed 20 ft.

Melee mwk short sword +11/+6 (1d6/19-20)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, bardic performance 32 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, inspire greatness, *suggestion*)

Bard Spells Known (CL 17th; concentration +21)

- 6th (2/day)—*find the path*, *permanent image* (DC 20), *summon monster VI*
- 5th (4/day)—*dream*, *mirage arcana* (DC 19), *mislead*, *seeming* (DC 19)
- 4th (5/day)—*cure critical wounds*, *greater invisibility*, *legend lore*, *secure shelter*, *shadow conjuration* (DC 18)
- 3rd (6/day)—*charm monster* (DC 19), *clairaudience/clairvoyance*, *displacement*, *remove curse*, *screaming* (DC 17), see *invisibility*
- 2nd (6/day)—*detect thoughts* (DC 16), *enthral* (DC 18), *hold person* (DC 18), *locate object*, *suggestion* (DC 18), *tongues*
- 1st (6/day)—*charm person* (DC 17), *detect secret doors*, *disguise self*, *feather fall*, *remove fear*, *unseen servant*
- 0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *mage hand*, *open/close*

TACTICS

Before Combat The loremaster casts *see invisibility*.

During Combat The loremaster casts *greater invisibility*, then *summon monster VI* to keep opponents busy, and uses illusions to cover his escape.

Base Statistics Without *see invisibility*, the loremaster's statistics are

Senses darkvision 60 ft.

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** 14, **Wis** 16, **Cha** 18

Base Atk +10; **CMB** +10; **CMD** 21 (25 vs. bull rush or trip)

Feats Combat Casting, Combat Expertise, Extend Spell, Extra Performance, Greater Spell Focus (enchantment), Heighten Spell, Lightning Reflexes, Scribe Scroll, Skill Focus (Knowledge [history]), Spell Focus (enchantment)

Skills Climb +7, Handle Animal +9, Heal +8, Intimidate +12, Knowledge (dungeoneering, local, religion) +18, Knowledge (engineering, nature, planes) +14, Knowledge (geography) +19, Knowledge (history) +36, Knowledge (nobility) +20, Perception +16 (+18 to notice unusual stonework), Perform (act, oratory, sing) +17,

Perform (percussion) +8, Ride +3, Sense Motive +7, Spellcraft +15 (+25 to identify magic item properties), Swim +0, Use Magic Device +17

Languages Common, Dwarven, Elven, Giant, Terran

SQ bardic knowledge +5, greater lore, jack-of-all-trades (use any skill), lore +3, lore master 1/day, secrets (applicable knowledge, instant mastery, lore of true stamina, secret knowledge of avoidance), versatile performance (act, oratory, sing)

Combat Gear *scrolls of greater dispel magic* (5), *scrolls of greater invisibility* (4), *scrolls of irresistible dance* (6), *scrolls of neutralize poison* (4), *scrolls of shadow walk* (5); **Other Gear** +2 *chain shirt*, masterwork short sword, *amulet of natural armor* +2, *cloak of resistance* +3, *headband of alluring charisma* +4, *ring of protection* +2, *handy haversack*, *slippers of spider climbing*, incense (worth 250 gp), ivory (worth 200 gp), silver mirror (worth 1,000 gp), 1,865 gp

These academics search for historical clues and relics.

RINDOL RUNEHAND

Orphaned in a giant attack, Rindol dedicated his life to learning about giantkind so he can aid the dwarven people in destroying them. He specializes in magic that can confound giants' unsophisticated minds, and has memorized grand tales and songs of dwarven glory.



DEMONOLOGIST	CR 19
HUMAN CONJURER 10	XP
LOREMASTER 10	204,800
Medium humanoid (human)	CE

Init +4; **Senses** see *invisibility*, Perception +22

DEFENSE

AC 27, touch 15, flat-footed 27 (+7 armor, +5 deflection, +5 natural)

hp 112 (10d6+10d6+40)

Fort +14, **Ref** +13, **Will** +21

OFFENSE

Speed 30 ft.

Melee quarterstaff +9/+4 (1d6-1)

Conjurer Spell-Like Abilities (CL 10th; concentration +17)

At will—dimensional steps (300 feet/day)

10/day—acid dart (1d6+5 acid)

Conjurer Spells Prepared (CL 20th; concentration +27)

9th—*dominate monster* (DC 28), *foresight*, quickened *hold monster* (DC 24), *prismatic wall*, *summon monster IX*

8th—*maze* (2), *moment of prescience*, *summon monster VIII* (2)

7th—*banishment* (DC 24), quickened *displacement*, *mass hold person* (DC 26), *phase door*, *plane shift* (DC 26), *spell turning*

6th—*acid fog*, *chain lightning* (DC 23), *forceful hand*, *geas/quest*, quickened *glitterdust*, *mass suggestion* (DC 25)

5th—*cloudkill* (2, DC 24), *contact other plane*, *sending*, *teleport* (2)

4th—*confusion* (DC 23), *dimensional anchor*, *fire shield*, *greater invisibility*, *stoneskin*, *summon monster IV*

3rd—*arcane sight*, *dispel magic* (2), *fireball* (DC 20), *invisibility sphere*, *protection from energy*, *stinking cloud* (DC 22)

2nd—*acid arrow*, *detect thoughts* (DC 19), *invisibility* (2), *scorching ray*, see *invisibility*, *web* (DC 21)

1st—*alarm*, *charm person* (DC 20), *disguise self*, *floating disk*, *magic missile*, *protection from evil*, *unseen servant*

0 (at will)—*dancing lights*, *daze* (DC 19), *detect magic*, *ray of frost*

Opposition Schools necromancy, transmutation

TACTICS

Before Combat The loremaster casts *see invisibility*.

During Combat The loremaster casts *greater invisibility*. He summons demons, then casts *maze*, *hold monster*, and *mass suggestion*.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 24, **Wis** 14, **Cha** 17

Base Atk +10; **CMB** +9; **CMD** 24

Feats Augment Summoning, Blind-Fight, Combat Casting, Craft Wondrous Item, Forge Ring, Greater Spell Focus (conjuration, enchantment), Greater Spell Penetration, Improved Initiative, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge [planes]), Spell Focus (conjuration, enchantment), Spell Penetration, Toughness

Skills Diplomacy +13, Fly +18, Intimidate +23, Knowledge (arcana, dungeoneering, religion) +25, Knowledge (engineering, geography, history, local, nature, nobility) +20, Knowledge (planes) +41, Perception +22, Sense Motive +22, Spellcraft +30 (+40 to identify magic item properties), Stealth +20, Use Magic Device +21

Languages Abyssal, Aklo, Celestial, Common, Draconic, Elven, Ignan, Infernal, Orc, Undercommon

SQ arcane bond (*staff of charming*), greater lore, lore +5, secrets (applicable knowledge, lore of true stamina, secret health, secret knowledge of avoidance, secrets of inner strength), summoner's charm (5 rounds), true lore

Combat Gear *potions of cure serious wounds* (3), *potion of darkvision*, *scroll of ethereal jaunt*, *scroll of mage's lucubration*, *staff of charming*; **Other Gear** *amulet of natural armor* +5, *bracers of armor* +7, *cloak of resistance* +5, *figurine of wondrous power* (ebony fly), *portable hole*, *ring of freedom of movement*, *ring of protection* +5, *forked rods*, *diamond dust* (worth 500 gp), 3,188 gp

Demonologists compel and manipulate their foes, and summon demon minions to do their dirty work.



CELESTIAL THEURGE	CR 8
HUMAN CLERIC OF SARENRAE 3	XP 4,800
SORCERER 4	
MYSTIC THEURGE 2	NG
Medium humanoid (human)	

Init +0; **Senses** Perception +8

DEFENSE

AC 18, touch 10, flat-footed 18 (+7 armor, +1 natural)

hp 69 (3d8+4d6+2d6+31)

Fort +8, **Ref** +4, **Will** +11

Resist acid 5, cold 5

OFFENSE

Speed 20 ft.

Melee +1 spear +13 (1d8+7/×3)

Ranged mwk heavy crossbow +6 (1d10/19–20)

Special Attacks channel positive energy 6/day (DC 12 [DC 14 against undead], 2d6)

Bloodline Spell-Like Abilities (CL 4th; concentration +5)
4/day—heavenly fire (1d4+2)

Domain Spell-Like Abilities (CL 3rd; concentration +5)
5/day—rebuke death, touch of glory

Cleric Spells Prepared (CL 5th; concentration +7)

3rd—*prayer, searing light*^o

2nd—*bless weapon*^o, *delay poison, remove paralysis, shield other*

1st—*cure light wounds*^o, *divine favor* (2), *protection from evil, remove fear*

0 (at will)—*create water, guidance, purify food and drink, stabilize*

D Domain spell; **Domains** Glory, Healing

Sorcerer Spells Known (CL 6th; concentration +7; 25% spell failure)

3rd (3/day)—*haste*

2nd (5/day)—*bull's strength, protection from arrows*

1st (7/day)—*bless, burning hands* (DC 12), *enlarge person, shield, true strike*

0 (at will)—*dancing lights, detect magic, detect poison, mage hand, mending, message, read magic*

Bloodline celestial

TACTICS

Before Combat The mystic theurge casts *bull's strength*.

During Combat The mystic theurge casts *haste* and *shield*, then supports her companions with spells. She targets undead with channeled energy and *searing light*.

Base Statistics Without *bull's strength*, the mystic theurge's statistics are **Melee** +1 spear +11 (1d8+5/×3); **Str** 18; **CMB** +9; **CMD** 19.

STATISTICS

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

Base Atk +5; **CMB** +11; **CMD** 21

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Eschew Materials, Extra Channel, Toughness, Weapon Focus (spear)

Skills Diplomacy +7, Knowledge (arcana, religion) +5, Knowledge (nobility) +4, Perception +8, Spellcraft +3

Languages Common

SQ aura, bloodline arcana (summoned creatures gain DR 2/evil), combined spells (1st)

Combat Gear +1 bolts (3), +1 evil outsider-bane bolts (3), +1 undead-bane bolts (3), scrolls of cure serious wounds (2), scrolls of neutralize poison (2), scroll of remove disease, antitoxin (2), holy water (2); **Other Gear** +1 breastplate, +1 spear, masterwork heavy crossbow with 10 bolts, *amulet of natural armor* +1, *cloak of resistance* +1, pair of platinum rings (worth 50 gp), 287 gp

These theurges support righteous causes, especially ones that involve destroying undead.

TRAICA KALADON

The survivor of a zombie plague that ravaged her small town, Traica now quests to destroy any undead threat.

Combat Encounters: Allying with paladins, inquisitors, and clerics, Traica works to make the world safe for good people everywhere.

Roleplaying Suggestions: Gracious and kind, Traica is always willing to help the downtrodden.



SOUND WARRIOR	CR 12
HALFLING BARD 5	XP 19,200
DRUID 4	
MYSTIC THEURGE 4	
Small humanoid (halfling)	N

Init +3; **Senses** Perception +17

DEFENSE

AC 24, touch 17, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +1 dodge, +3 natural, +1 size)

hp 76 (5d8+4d8+4d6+18)

Fort +10, **Ref** +11, **Will** +14; +2 vs. fear, +4 vs. fey and plant-targeted effects, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee mwk dagger +10/+5 (1d3/19–20)

Ranged mwk dagger +13/+8 (1d3/19–20)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2), wild shape 2/day

Domain Spell-Like Abilities (CL 4th; concentration +6)
5/day—lightning arc (1d6+2 electricity)

Bard Spells Known (CL 9th; concentration +14)

3rd (4/day)—*charm monster* (DC 20), *displacement*, *haste*, *sculpt sound*

2nd (5/day)—*hold person* (DC 19), *scare* (DC 17), *shatter*, *sound burst* (DC 17)

1st (7/day)—*alarm*, *cause fear* (DC 16), *charm person* (DC 18), *remove fear*, *ventriloquism* (DC 16)

0 (at will)—*ghost sound* (DC 15), *know direction*, *light*, *mage hand*, *message*, *resistance*

Druid Spells Prepared (CL 8th; concentration +10)

4th—*air walk*^o, *cure serious wounds*, *freedom of movement*

3rd—*call lightning* (DC 15), *cure moderate wounds*, *gaseous form*^o, *neutralize poison*

2nd—*barkskin*, *cat's grace*, *delay poison*, *lesser restoration*, *wind wall*^o

1st—*cure light wounds*, *faerie fire*, *goodberry*, *longstrider*, *obscuring mist*^o, *pass without trace*

0 (at will)—*create water*, *detect poison*, *mending*, *stabilize*

D Domain spell; **Domains** Air

TACTICS

Before Combat The mystic theurge casts *barkskin*, *freedom of movement*, and *pass without trace*.

During Combat While aiding her companions with bardic performance, the mystic theurge harasses her opponents with *call lightning*, *charm monster*, and *wind wall*.

Base Statistics Without *barkskin*, the mystic theurge's statistics are **AC** 21, touch 17, flat-footed 17.

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 10, **Wis** 15, **Cha** 20

Base Atk +8; **CMB** +7; **CMD** 23

Feats Combat Casting, Dodge, Great Fortitude, Greater Spell Focus (enchantment), Natural Spell, Spell Focus (enchantment), Toughness

Skills Acrobatics +5 (+1 when jumping), Climb +6, Diplomacy +9, Fly +9, Heal +6, Knowledge (arcana, religion) +8, Knowledge (geography, local) +9, Knowledge (history) +10, Knowledge (nature) +12, Perception +17, Perform (oratory, sing) +9, Sense Motive +9, Stealth +20, Survival +12

Languages Common, Druidic, Halfling

SQ bardic knowledge +2, combined spells (2nd), lore master 1/day, nature bond (Air domain), nature sense, trackless step, versatile performance (oratory), wild empathy +9, woodland stride

Combat Gear *potion of cure serious wounds*, *smokesticks* (5), *thunderstones* (5); **Other Gear** +2 *leather armor*, *masterwork daggers* (2), *belt of mighty constitution* +2, *cloak of resistance* +1, *druid's vestment*, *headband of alluring charisma* +2, *ring of protection* +2, 486 gp

Using a mix of rousing oratory, song, and thunderous spells, a sound warrior is often heard before she's seen.

RINDRA THUNDERPATH

Rindra always loved loud noises and the jolt of surprise they caused to those around her. She sought out ways to make more and bigger noises, and eventually turned to magic so she could call down cacophonous thunder anytime she wanted to. She prefers the sounds of storms and beasts over those of the cities, so she lives out in the wild.

Combat Encounters: Rindra protects many canyons and mountain passes, and loves how the noises from her thunderous spells bounce off the stone walls.

Roleplaying Suggestions: Rindra speaks loudly and forcefully, often stomping her feet for emphasis or letting out a surprisingly powerful belly laugh.



DEATH MASTER	CR 16
HALF-ELF CLERIC OF URGATHOA 5	XP 76,800
EVOKER 5	
MYSTIC THEURGE 7	NE
Medium humanoid (elf, human)	

Init +4; **Senses** low-light vision; Perception +28

DEFENSE

AC 28, touch 13, flat-footed 28 (+12 armor, +3 deflection, +3 natural)

hp 182 (5d8+5d6+7d6+100)

Fort +14, **Ref** +7, **Will** +20; +2 vs. enchantments

Immune charm monster, fireball, lightning bolt, sleep

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +10/+5 (1d8+2)

Special Attacks channel negative energy 4/day (DC 11, 3d6), hand of the acolyte (8/day), intense spells (+2 damage)

Domain Spell-Like Abilities (CL 5th; concentration +10)
8/day—bleeding touch (2 rounds)

Evoker Spell-Like Abilities (CL 5th; concentration +8)
6/day—force missile (1d4+2)

Cleric Spells Prepared (CL 12th; concentration +17)

6th—*antimagic field*^o, *heal*, *word of recall*

5th—*flame strike* (3, DC 20), *slay living*^o (DC 20), *wall of stone*

4th—*death ward*^o, *dimensional anchor*, *freedom of movement*,
spell immunity, *unholy blight* (DC 19)

3rd—*contagion* (2, DC 18), *dispel magic*^o, *invisibility purge*,
prayer, *summon monster III*

2nd—*cure moderate wounds* (2), *death knell*^o (DC 17), *hold person* (DC 17), *silence* (DC 17), *spiritual weapon*

1st—*cause fear*^o (DC 16), *cure light wounds* (3), *deathwatch*,
entropic shield, *obscuring mist*

0 (at will)—*bleed* (DC 15), *detect poison*, *mending*, *stabilize*

D Domain spell; **Domains** Death, Magic

Evoker Spells Prepared (CL 12th; concentration +15; 15% spell failure)

6th—*forceful hand*, *freezing sphere* (DC 19), *mislead*

5th—*stilled dimension door*, *telekinesis*, *wall of force* (2)

4th—*black tentacles*, *fire shield*, *stilled fireball*, *greater invisibility*

3rd—*displacement*, *fireball* (DC 16), *fly*, *haste*, *invisibility sphere*,
lightning bolt (DC 16)

2nd—*false life*, *flaming sphere* (DC 15), *gust of wind* (DC 15),
invisibility, *mirror image*, *misdirection*

1st—*comprehend languages*, *expeditious retreat*, *feather fall*,
magic missile (2), *unseen servant*

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

Opposition Schools abjuration, enchantment

TACTICS

Before Combat The mystic theurge casts *deathwatch*, *false life*, *freedom of movement*, and *spell immunity*.

During Combat The mystic theurge casts attack and slaying spells.

Base Statistics Without *false life* and *spell immunity*, the theurge's statistics are **hp** 168; **Immune** sleep.

STATISTICS

Str 12, **Dex** 10, **Con** 18, **Int** 16, **Wis** 20, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 22

Feats Arcane Armor Mastery, Arcane Armor Training, Combat Casting, Command Undead, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Improved Initiative, Scribe Scroll, Skill Focus (Perception), Still Spell, Toughness

Skills Heal +13, Intimidate +9, Knowledge (arcana, planes) +16, Knowledge (dungeoneering, history, local, religion) +11, Perception +28, Ride +0, Spellcraft +16

Languages Abyssal, Common, Elven, Infernal, Undercommon

SQ aura, arcane bond (*staff of swarming insects*), combined spells (4th), elf blood

Combat Gear *staff of swarming insects*; **Other Gear**

+3 mithral full plate, +1 heavy mace, amulet of natural armor +3, belt of mighty constitution +4, cloak of resistance +3, hat of disguise, headband of mental prowess +4 (Int, Wis), ring of protection +3, 5,838 gp

A death master slings a spell with each stride.



HOLY BATTLE MAGE	CR 19
DWARF CLERIC OF TORAG 5	XP 204,800
WIZARD 5	
MYSTIC THEURGE 10	NG
Medium humanoid (dwarf)	

Init +3; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 30, touch 14, flat-footed 30 (+11 armor, +5 deflection, -1 Dex, +5 natural)
hp 237 (5d8+5d6+10d6+159)

Fort +16, **Ref** +6, **Will** +23; +6 vs. poison, +4 vs. fear, +2 vs. spells and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), 20% miss chance; **DR** 10/adamantine (150 points);

Immune electricity (120 points), fire (120 points)

OFFENSE

Speed 20 ft.

Melee +1 holy warhammer +13/+8 (1d8+1/x3)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, channel positive energy 5/day (DC 12, 3d6), hand of the apprentice (9/day), spell synthesis

Domain Spell-Like Abilities (CL 5th; concentration +12)
10/day—artificer's touch (1d6+2), resistant touch

Cleric Spells Prepared (CL 15th; concentration +22)

8th—*greater spell immunity*, *mind blank*^o

7th—*ethereal jaunt*, *holy word* (2, DC 25), *repulsion*^o (DC 24)

6th—*harm* (DC 23), *heal* (2), *heroes' feast*, *major creation*^o

5th—*breath of life*, *disrupting weapon*, *flame strike* (DC 23), *righteous might*, *spell resistance*^o, *true seeing*

4th—*air walk*, *divine power*, *freedom of movement*, *neutralize poison* (2), *spell immunity*^o

3rd—*invisibility purge*, *meld into stone*, *prayer*, *protection from energy* (2), *remove curse*, *stone shape*^o

2nd—*aid*, *bull's strength* (2), *hold person* (2, DC 19), *wood shape*^o

1st—*animate rope*^o, *bless* (2), *divine favor* (2), *shield of faith* (2)

0 (at will)—*detect magic*, *mending*, *purify food and drink*, *stabilize*

D Domain spell; **Domains** Artifice, Protection

Wizard Spells Prepared (CL 15th; concentration +21; arcane spell failure 20%)

8th—*prismatic wall*

7th—*giant form I*, *prismatic spray*

6th—*chain lightning* (2, DC 23), *disintegrate* (DC 22), *transformation*

5th—*cloudkill* (DC 21), *hold monster* (2, DC 21), *wall of stone* (2)
4th—*arcane eye*, *dimension door*, *greater invisibility* (2), *stoneskin*
3rd—*fireball* (DC 20), *haste* (2), *heroism*, *suggestion* (DC 19)
2nd—*acid arrow*, *invisibility*, *see invisibility* (2), *web* (2, DC 18)
1st—*charm person* (DC 17), *magic missile* (3), *shield* (2)
0 (at will)—*detect poison*, *disrupt undead*, *mage hand*, *message*

TACTICS

Before Combat The mystic theurge casts *heroes' feast*, *protection from energy* (electricity, fire), *see invisibility*, and *stoneskin*.

During Combat The mystic theurge uses spells to foil opponents and bolster allies. If entering melee combat, he casts *righteous might* and *transformation*.

Base Statistics Without *heroes' feast*, *protection from energy*, and *stoneskin*, the mystic theurge's statistics are **hp** 223; **Will** +22; +2 vs. poison, spells, and spell-like abilities; **DR** none; **Immune** none; **Melee** +1 holy warhammer +12/+7 (1d8+1/x3).

STATISTICS

Str 10, **Dex** 8, **Con** 22, **Int** 22, **Wis** 24, **Cha** 11

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

Feats Arcane Armor Mastery, Arcane Armor Training, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Forge Ring, Improved Initiative, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness, Weapon Focus (warhammer)

Skills Craft (armor, weapons) +14, Diplomacy +13, Heal +20, Knowledge (arcana, religion) +29, Knowledge (dungeoneering, engineering, planes) +19, Knowledge (history, local) +14,

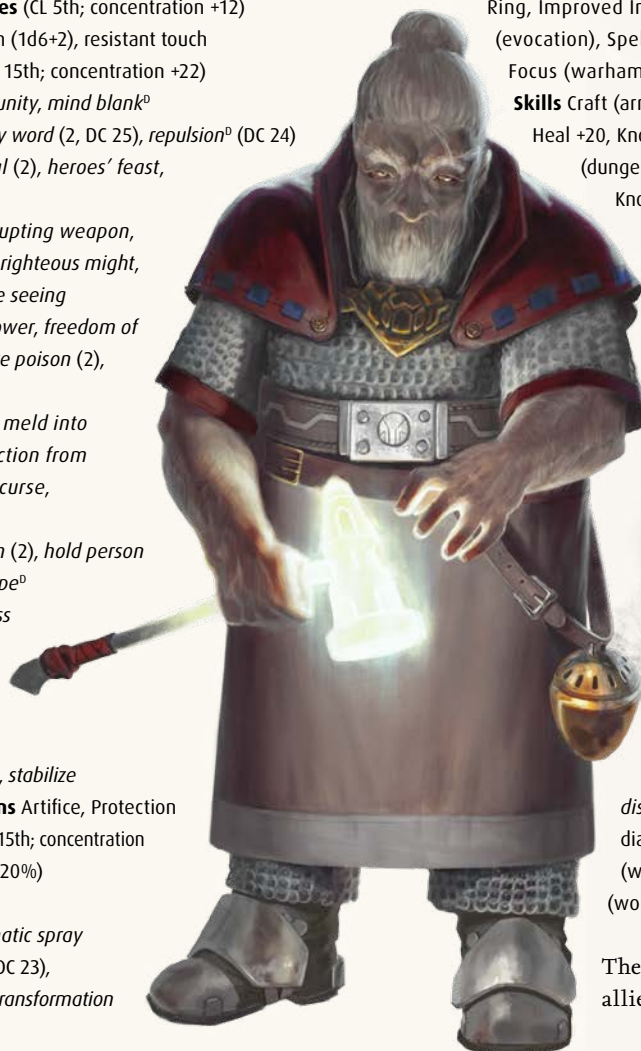
Perception +27 (+29 to notice unusual stonework), Sense Motive +20, Spellcraft +19, Use Magic Device +10
Languages Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Undercommon

SQ aura, arcane bond (+1 holy warhammer), combined spells (5th)

Combat Gear *potions of bull's strength* (2), *wand of cure serious wounds* (20 charges), holy water (5);

Other Gear +5 mithral chainmail, +1 holy warhammer, amulet of natural armor +5, belt of mighty constitution +6, minor cloak of displacement, ring of protection +5, diamond dust (worth 500 gp), eye ointment (worth 250 gp), pair of canine statuettes (worth 50 gp), 1,863 gp

These master theurges mix support for allies with offensive might.



ALOOF SCHOLAR	CR 8
HUMAN BARD 7	XP
PATHFINDER CHRONICLER 2	4,800
Medium humanoid (human)	N

Init +6; **Senses** Perception +13

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 61 (7d8+2d8+18)

Fort +6, **Ref** +9, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities live to tell the tale (1/day)

OFFENSE

Speed 30 ft.

Melee mwk dagger +6/+1 (1d4-1/19-20)

Special Attacks bardic performance 25 rounds/day (move action; countersong, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*)

Bard Spells Known (CL 7th; concentration +10)

- 3rd (2/day)—*glibness*, *screaming* (DC 16)
- 2nd (4/day)—*blur*, *daze monster* (DC 17), *detect thoughts* (DC 15), *locate object*
- 1st (5/day)—*charm person* (DC 16), *comprehend languages*, *detect secret doors*, *silent image* (DC 14), *unseen servant*
- 0 (at will)—*dancing lights*, *detect magic*, *know direction*, *mage hand*, *message*, *open/close*

TACTICS

During Combat The Pathfinder chronicler casts *blur*, then casts *haste* from her scroll. Preferring to stay out of melee, she uses bardic performance to aid her allies, and casts *daze monster* or *charm person* on enemies who come close. If threatened, she withdraws, drinks her *potion of invisibility*, and makes her escape.

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 19

Feats Dodge, Extra Performance, Greater Spell Focus (enchantment), Improved Initiative, Mobility, Spell Focus (enchantment)

Skills Knowledge (arcana, local, nobility, religion) +17, Knowledge (history) +13, Linguistics +7, Perception +13, Perform (keyboard instruments) +7, Perform (oratory) +15, Profession (scribe) +9, Spellcraft +12 (+14 to identify magic item properties), Stealth +12

Languages Celestial, Common, Draconic, Dwarven

SQ bardic knowledge +4, deep pockets (200 gp), elven magic,

lore master 1/day, master scribe, pathfinding, versatile performance (keyboard, oratory)

Combat Gear *potion of invisibility*, *scroll of cure serious wounds*, *scroll of disguise self*, *scroll of haste*, *scroll of identify*, *scroll of see invisibility*, *scroll of speak with animals*, *scroll of tiny hut*, *wand of cure light wounds* (20 charges); **Other Gear** +1 leather armor, masterwork dagger, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, silver mirror (worth 1,000 gp), 63 gp

Often lost in their own thoughts, sometimes these scholars forget others are around them. They're usually solitary, but have to go out exploring in search of information—or pay adventurers to retell their stories.

DENARATH LITHERNORN

Given a choice, Denarath would rather avoid people and be left alone with the company of books. They give their opinions and observations directly and without deceit or the vagaries of tone, and never talk back when she disagrees with their opinions. Unfortunately for Denarath, chronicles are by definition the stories of other people and their deeds, so she needs to deal with other people for her work. She puts up with them with a quiet and detached reserve, waiting for them to perform deeds worthy of being immortalized in her prose. She takes an equal interest in all types of martial and magical prowess, and encourages allies to invite new, different members into their group.

Combat Encounters: During battle, Denarath sheepishly hovers behind the other combatants and gives her support with stoic detachment. After a battle, she searches the bodies for any maps, scrolls, or books that might be good sources of information. After that, she immediately pulls out a book and quill to write down an account of the high points of the battle.

Roleplaying Suggestions: Denarath is extremely quiet and withdrawn. Her face betrays little emotion, and she speaks only in brief, concise sentences. Tending to take things too literally, she often scoffs at common figures of speech. She can be a hassle to travel with, since she packs a giant trunk of books for even the shortest journey. She reads late into the night, and refuses to leave until she's had time to pick up the tomes she's left scattered around.



MAD PROPHET	CR 12
GNOME CLERIC OF THE OLD CULTS 9	XP
PATHFINDER CHRONICLER 4	19,200
Small humanoid (gnome)	CE

Init +5; **Senses** low-light vision; Perception +17

DEFENSE

AC 19, touch 12, flat-footed 18 (+5 armor, +1 Dex, +2 natural, +1 size)
hp 97 (9d8+4d8+35)

Fort +11, **Ref** +7, **Will** +13; +2 vs. illusions

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), live to tell the tale (2/day)

OFFENSE

Speed 20 ft.

Melee +1 heavy mace +9/+4 (1d6-1)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids, aura of madness (DC 18, 9 rounds/day), bardic performance 7 rounds/day (countersong, distraction, epic tales, fascinate, inspire courage +1), channel negative energy 8/day (DC 17, 5d6)

Domain Spell-Like Abilities (CL 9th; concentration +13)

At will—lore keeper, remote viewing (9 rounds/day)
7/day—vision of madness

Gnome Spell-Like Abilities (CL 13th; concentration +16)

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

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*slay living* (DC 20), *true seeing*^o
4th—*chaos hammer* (DC 18), *confusion*^o (DC 18), *summon monster IV*, *tongues*
3rd—*blindness/deafness* (DC 18), *invisibility purge*, *prayer*, *rage*^o, *searing light*
2nd—*cure moderate wounds*, *hold person* (2, DC 16), *resist energy*, *spiritual weapon*, *touch of idiocy*^o
1st—*cause fear* (DC 16), *doom* (DC 16), *entropic shield*, *lesser confusion*^o (DC 15), *obscuring mist*, *shield of faith*
0 (at will)—*bleed* (DC 15), *detect poison*, *light*, *read magic*

D Domain spell; **Domains** Knowledge, Madness

TACTICS

During Combat The Pathfinder chronicler drinks his potion of *fly*. While flying above his enemies, he activates his aura of madness, casts *chaos hammer*, and swoops down to cast *slay living* on spellcasters.

STATISTICS

Str 6, **Dex** 12, **Con** 12, **Int** 14, **Wis** 19, **Cha** 16

Base Atk +9; **CMB** +6; **CMD** 17

Feats Combat Casting, Command Undead, Extra Channel, Great Fortitude, Improved Initiative, Spell Focus (necromancy), Toughness

Skills Bluff +11, Diplomacy +11, Heal +12, Intimidate +11, Knowledge (arcana, dungeoneering, history) +12, Knowledge (planes, religion) +17, Linguistics +8, Perception +17, Perform (oratory) +11, Profession (scribe) +14

Languages Abyssal, Aklo, Common, Draconic, Gnome, Sylvan

SQ aura, bardic knowledge +2, deep pockets (400 gp), improved aid, master scribe, pathfinding

Combat Gear *potion of cure serious wounds*, *potion of fly*, *scroll of flame strike*, *scroll of summon monster V*, *scroll of summon monster VI*; **Other Gear** +2 studded leather, +1 heavy mace, *amulet of natural armor* +2, *brooch of shielding*, *cloak of resistance* +1, *headband of inspired wisdom* +2, 363 gp

These Pathfinders know some paths are twisted and mad.

TALMINUS THE ESOTERIC

Talminus believes the religions and cults of the past favored modes of thought that offer more truths about the nature of the universe than the uninspired religions popular today. Obsessed with discovering and understanding these cults' ancient beliefs, he desires to disseminate their teachings and herald a return to their profound truths.



MASTER STORYCRAFTER	CR 16
HALF-ELF SORCERER 10	XP
PATHFINDER CHRONICLER 7	76,800
Medium humanoid (elf, human)	N

Init +2; **Senses** low-light vision; Perception +23

DEFENSE

AC 22, touch 15, flat-footed 20 (+5 armor, +3 deflection, +2 Dex, +2 natural)

hp 86 (10d6+7d8+17)

Fort +10, **Ref** +13, **Will** +15; +2 vs. enchantments

Defensive Abilities live to tell the tale (3/day); **DR** 10/magic (ranged weapon attack only, 100 points); **Immune** sleep

OFFENSE

Speed 40 ft.

Melee quarterstaff +11/+6 (1d6-1)

Ranged dagger +14/+9 (1d4-1/19-20)

Special Attacks bardic performance

23 rounds/day (countersong, distraction, epic tales, fascination, inspire action [move], inspire courage +2, inspire competence +2, whispering campaign)

Sorcerer Spells Known

(CL 10th; concentration +17)

5th (4/day)—*break*

enchantment, persistent image

(DC 24)

4th (6/day)—*dimension door,*

hallucinatory terrain, phantasmal

killer (DC 23)

3rd (8/day)—*dispel magic, heroism,*

invisibility sphere, major image (DC 22)

2nd (8/day)—*invisibility, mirror image,*

protection from arrows, scorching ray, web

(DC 19)

1st (8/day)—*animate rope, color spray* (DC 20),

disguise self, floating disk, identify, shield

0 (at will)—*dancing lights, detect magic, flare* (DC 17),

light, ghost sound (DC 19), *mage hand, message,*

open/close, prestidigitation

Bloodline arcane

TACTICS

Before Combat The Pathfinder chronicler casts *heroism* and *protection from arrows*.

During Combat The chronicler casts *shield* on herself, then supports allies with bardic performance and illusions.

Base Statistics Without *heroism* and *protection from arrows*, the Pathfinder chronicler's statistics are **Fort** +8, **Ref** +11, **Will** +13; **DR** none; **Melee** quarterstaff +9/+4 (1d6-1); **Ranged** dagger +12/+7 (1d4-1/19-20); **Skills** -2 on all skills.

STATISTICS

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

Base Atk +10; **CMB** +9; **CMD** 24

Feats Arcane Armor Training, Combat Casting, Enlarge Spell, Eschew Materials, Extend Spell, Extra Performance, Greater Spell Focus (illusion), Silent Spell, Skill Focus (Perception), Spell Focus (illusion), Widen Spell

Skills Acrobatics +9 (+13 when jumping), Bluff +17, Diplomacy +17, Knowledge (arcana, dungeoneering, geography, history, local, nature, nobility, planes, religion) +15, Linguistics +10, Perception +23, Perform (oratory, string) +17, Profession (scribe) +10, Sense Motive +7, Spellcraft +12, Stealth +14, Survival +10, Use Magic Device +22

Languages Common, Draconic, Dwarven, Elf, Gnome, Halfling, Orc
SQ arcane bond (*staff of charming*), bardic knowledge +3, bloodline arcane (+1 DC for spells augmented by metamagic feats that increase spell level), call down the legends, deep pockets (700 gp), elf blood, improved aid, master scribe, metamagic adept (2/day), new arcana, pathfinding

Combat Gear *potions of cure serious wounds* (2), *potion of gaseous form, staff of charming*; **Other Gear** +3 leather armor, *amulet of natural armor* +2, *boots of striding and springing, cloak of resistance* +2, *handy haversack, headband of alluring charisma* +4, *ring of protection* +3, 1,290 gp

These chroniclers travel with intrepid adventurers to record tales of their exploits.

YENELIS HALFELVEN

Story is everything to Yenelis Halfelven. She yearns to craft the most amazing story of her generation, but such a story cannot be a mere fiction—it must be based in fact. She travels with promising adventurers, hoping their deeds will spark her perfect story, but so far has always been disappointed.

Combat Encounters: At first, Yenelis only observed the adventurers she traveled with, but now she aids them, hoping her abilities can push them in the right direction.

Roleplaying Suggestions:

Yenelis scours taverns and pubs, looking for the group that will finally give her the perfect story.



BATTLE SKALD	CR 19
HUMAN BARBARIAN 6	XP 204,800
BARD 4	
PATHFINDER CHRONICLER 10	N
Medium humanoid (human)	

Init +1; **Senses** Perception +19

DEFENSE

AC 23, touch 13, flat-footed 21 (+7 armor, +3 deflection, +1 Dex, +1 dodge, +3 natural, -2 rage)

hp 261 (6d12+4d8+10d8+146)

Fort +20, **Ref** +17, **Will** +17; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities improved uncanny dodge, live to tell the tale (5/day), trap sense +2

OFFENSE

Speed 50 ft.

Melee +1 shock handaxe
+24/+19/+14/+9
(1d6+7/19-20/×3
plus 1d6
electricity)

Ranged +1 shock shortbow
+18/+13/+8/+3 (1d6+1/
×3 plus 1d6 electricity)

Special Attacks bardic performance 28 rounds/day (countersong, dirge of doom, distraction, epic tales, fascinate, greater epic tales, inspire action [standard], inspire competence +4, inspire courage +3, inspire greatness, soothing performance, suggestion, whispering campaign), rage (24 rounds/day), rage powers (clear mind, moment of clarity, renewed vigor)

Bard Spells Known (CL 4th; concentration +6)
2nd (2/day)—*mirror image, rage*
1st (4/day)—*expeditious retreat, feather fall, remove fear, unseen servant*
0 (at will)—*dancing lights, know direction, mage hand, mending, message, prestidigitation*

TACTICS

During Combat The Pathfinder chronicler casts *mirror image* on herself, uses bardic performance to aid her allies, and shoots arrows at her foes. When raging, she uses moment of clarity to cast spells when necessary.

Base Statistics When not raging, the Pathfinder chronicler's statistics are **AC** 25, touch 15, flat-footed 23; **hp** 241; **Fort** +18, **Will** +15; **Melee** +1 shock handaxe +22/+17/+12/+7 (1d6+5/19-20/×3 plus 1d6 electricity); **Str** 18, **Con** 18; **CMB** +20; **Skills** Climb +17, Swim +12.

STATISTICS

Str 22, **Dex** 13, **Con** 22, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +16; **CMB** +22; **CMD** 35

Feats Dazzling Display, Dodge, Extra Rage, Fleet (2), Improved Critical (handaxe), Improved Vital Strike, Power Attack, Toughness, Vital Strike, Weapon Focus (handaxe)

Skills Acrobatics +1 (+5 when jumping), Bluff +10, Climb +19, Handle Animal +15, Heal +4, Intimidate +15, Knowledge (geography, local, nobility) +16, Knowledge (history) +18, Linguistics +6, Perception +19, Perform (oratory) +15, Profession (scribe) +7, Ride +14, Stealth +21, Survival +7, Swim +14, Use Magic Device +15

Languages Common, Celestial, Draconic, Dwarven

SQ bardic knowledge +7, call down the legends, deep pockets (1,000 gp), fast movement, improved aid, lay of the exalted dead, master scribe, pathfinding, versatile performance (oratory)
Combat Gear +1 flaming arrows (5), +1 thundering arrows (5), dragon slaying arrow, greater human slaying arrow, javelins of lightning (5); **Other Gear** +5 leather armor, +1 shock handaxe, +1 shock shortbow, amulet of natural armor +3, belt of mighty constitution +4, cloak of resistance +5, figurines of wondrous power (ivory goats), ring of protection +3, 1,930 gp

Singing odes of battle and bravery, these chroniclers make sure the living never forget those traditions, and even try to encourage the living to surpass the great deeds of the heroes of past ages. They believe battle is the truest test of a person's mettle.

YGULDA GOLDENBROW

At a young age, Ygulda fell in love with ancient ballads and odes, and now she considers herself a living valkyrie. She aids any warriors she believes carry the true spark of heroism, hoping they will serve as muses for future songs in which she can immortalize their great deeds.

Combat Encounters: Ygulda travels with a cadre of heroic warriors, mostly barbarians. She tells them that it's better to die a glorious death in battle than to survive through cowardice.

Roleplaying Suggestions: A hard fighter and a hard drinker, Ygulda believes that victory should be met with celebration. She scorns anyone she considers a coward.



BLACKSTRIKE	CR 8
HUMAN FIGHTER 7	XP
SHADOWDANCER 2	4,800
Medium humanoid (human)	CN

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 86 (7d10+2d8+34)

Fort +9, **Ref** +8, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2, evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *greatsword* +17/+12 (2d6+13/19–20)

Ranged mwk *shortbow* +11/+6 (1d6/×3)

Special Attacks weapon training (heavy blades +1)

TACTICS

Before Combat The shadowdancer drinks her *potion of bull's strength*. If she knows where the battle will take place, she scouts the location to find good hiding places.

During Combat The shadowdancer drinks her *potion of blur*, then keeps to the shadows, delivering *greatsword* attacks to foes on the perimeter of battle so she doesn't get dragged into the melee.

Base Statistics Without *bull's strength*, the shadowdancer's statistics are **Melee** +1 *greatsword* +15/+10 (2d6+10/19–20); **Str** 18; **CMB** +12; **CMD** 26.

STATISTICS

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

Base Atk +8; **CMB** +14; **CMD** 28

Feats Combat Reflexes, Disruptive, Dodge, Lightning Reflexes, Mobility, Power Attack, Toughness, Vital Strike, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*)

Skills Acrobatics +14, Climb +10, Handle Animal +3, Heal +1, Knowledge (arcana) +4, Knowledge (geography, local, religion) +2, Perception +12, Perform (dance) +4, Ride +6, Stealth +14, Swim +10

SQ armor training 2, hide in plain sight

Combat Gear *potion of blur*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other**

Gear +1 *chain shirt*, +1 *greatsword*, masterwork *shortbow* with 20 arrows, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, 219 gp

Like gnawing nightmares dwelling in shadow, blackstrikes stalk just out of sight, yet still close enough to strike.

KRESIS HELGOLD

Nothing more than a murderer for hire, Kresis will take nearly any job if the money is right. Possessing no loyalty to any one group, she rarely accepts jobs from the same people twice, and has been known to carry out assassinations for both sides of a single conflict. Sometimes, this means an aggravated employer sends assassins after Kresis herself. In these situations, she retreats rather than staying to fight—unless she knows one of her would-be killers has a high price on his head that she could claim.

Though she almost always takes jobs she's offered, Kresis draws the line at murdering children and people she considers innocents. In times of doubt, she leaves the fate of her prey to a simple coin toss. If the result favors the victim, she doesn't accept the money she was promised for the job, and leaves it at that. If her employer hires another assassin, it's no longer her problem.

Combat Encounters: Kresis does not kill for fun; she kills for pay. It's not her job to collect information, to help out other mercenaries, or to deliver messages—just to kill her target and get paid. She takes as few personal risks as possible, and makes sure she's prepared before a battle so she can fight on her own terms. Once a mercenary, she turned to assassination in order to have more control over her actions and lower her own risk of death, and she's not about to stick her neck out now. She almost never fights in the middle of the day, preferring to attack at night or near dusk or dawn when the shadows are long.

Roleplaying Suggestions: Sullen and withdrawn, Kresis says little about herself, and seems distracted by her own thoughts. She is actually an attentive listener, though, and rarely forgets what she hears. She eavesdrops on tavern conversations to get information about her targets before the kill. She couldn't care less about the fallout after the hit—as long as she gets the money she was promised, she considers the venture a success.



MIDNIGHT DANCER	CR 12
HALF-ORC BARD 9	XP
SHADOWDANCER 4	19,200
Medium humanoid (human, orc)	NE

Init +2; **Senses** darkvision 90 ft., see *invisibility*; Perception +15

DEFENSE

AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 71 (9d8+4d8+9)

Fort +4, **Ref** +12, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities evasion, orc ferocity, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 dagger +12/+7 (1d4+3/19-20)

Ranged +1 light crossbow +12 (1d8+1/19-20)

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

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

2/day—shadow illusion (DC 15)

1/day—shadow call (DC 18)

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

3rd (4/day)—*cure serious wounds*, *deep slumber* (DC 18), *gaseous form*, see *invisibility*

2nd (5/day)—*darkness*, *invisibility*, *silence* (DC 16), *suggestion* (DC 17)

1st (6/day)—*cure light wounds*, *lesser confusion* (DC 16), *remove fear*, *silent image* (DC 15), *sleep* (DC 16)

0 (at will)—*daze* (DC 15), *ghost sound* (DC 14), *lullaby* (DC 15), *mage hand*, *message*, *open/close*

TACTICS

Before Combat The shadowdancer casts *see invisibility*.

During Combat Keeping to the shadows at the edge of battle, the shadowdancer supports allies and uses crossbow shots and debilitating spells against enemies.

Base Statistics Without *see invisibility*, the shadowdancer's statistics are **Senses** darkvision 90 ft.

STATISTICS

Str 14, **Dex** 14, **Con** 10, **Int** 15, **Wis** 8, **Cha** 18

Base Atk +9; **CMB** +11; **CMD** 25

Feats Combat Casting, Combat Reflexes, Dodge, Iron Will, Lightning Reflexes, Mobility, Spell Focus (enchantment)

Skills Acrobatics +15, Climb +10, Disable Device +12, Disguise +10, Intimidate +6, Knowledge (dungeoneering) +19, Knowledge (local) +14, Perception +15, Perform (act) +15, Perform (dance) +14, Sleight of Hand +10, Stealth +23, Swim +7, Use Magic Device +17

Languages Common, Goblin, Orc

SQ bardic knowledge +4, hide in plain sight, lore master 1/day, orc blood, rogue talent (fast stealth), shadow jump (40 feet/day), summon shadow, versatile performance (act, dance), weapon familiarity

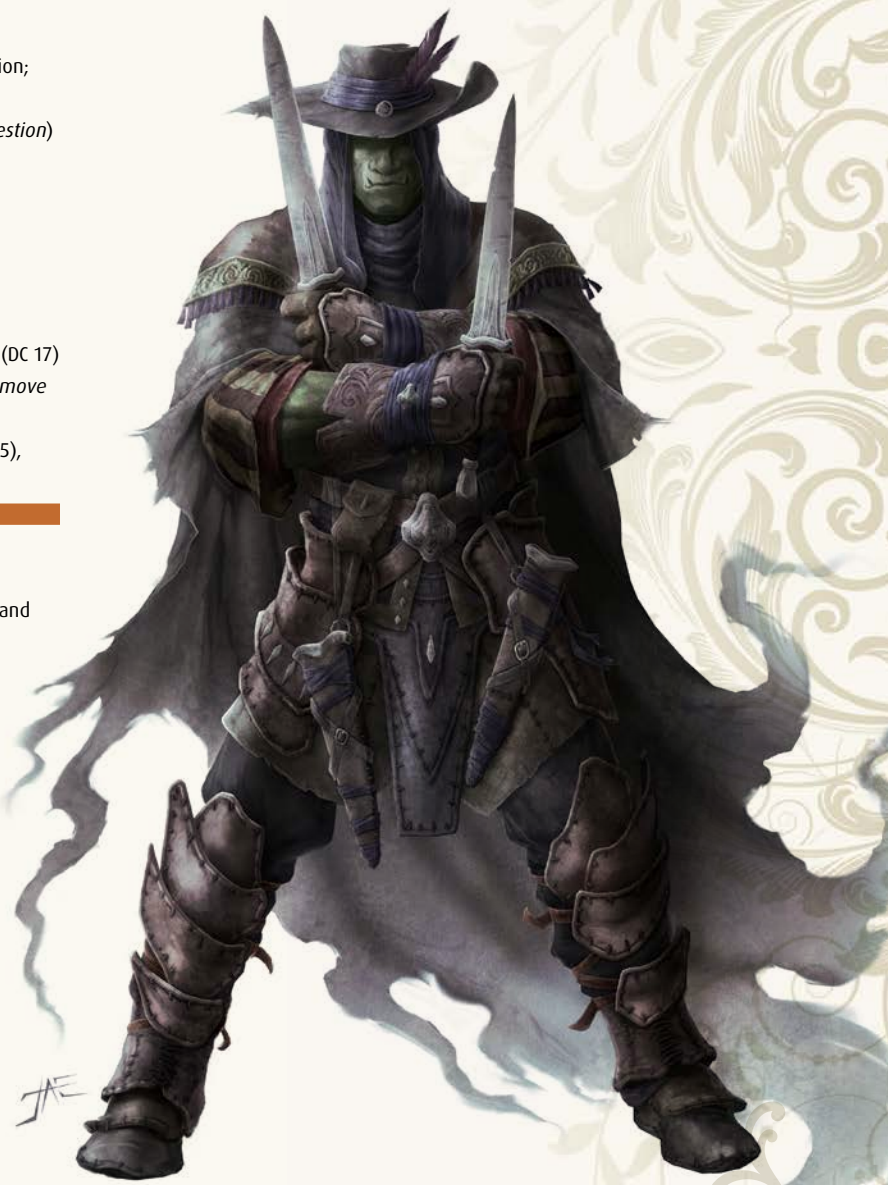
Combat Gear +1 human-bane bolts (5), +1 undead-bane bolts (5);

Other Gear +3 leather armor, +1 dagger, +1 light crossbow with 20 bolts, dagger, *amulet of natural armor* +1, *cloak of elvenkind*, *headband of alluring charisma* +2, *ring of protection* +1, 1,038 gp

These bards grant support though a subtle dance of shadows.

MELLAK THE RAVEN

Mellak sees life as a dance and death as its finale. A performer at heart, he makes each death he deals an act in his play of mortality, often using a dancing flourish to make it as artistic as possible. He expounds upon his philosophy of a beautiful death to his victims, explaining that they are lucky to receive an elegant death rather than the ugly end of sickness and infirmity.



BLACK ICE	CR 16
GNOME ILLUSIONIST 10	XP
SHADOWDANCER 7	76,800
Small humanoid (gnome)	NE

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 23, touch 17, flat-footed 20 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +2 natural, +1 size)

hp 147 (10d6+7d8+78)

Fort +12, **Ref** +15, **Will** +15; +2 vs. illusions

Defensive Abilities defensive roll, defensive training (+4 dodge bonus to AC vs. giants), evasion, greater invisibility, improved uncanny dodge, slippery mind; **DR** 10/adamantine (100 points)

OFFENSE

Speed 30 ft.

Melee *staff of frost* +10/+5 (1d4-2)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Gnome Spell-Like Abilities (CL 17th; concentration +19)

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

Arcane School Spell-Like Abilities (CL 10th; concentration +15)

At will—invisibility field (10 rounds/day)

8/day—blinding ray

Shadowdancer Spell-Like Abilities (CL 7th; concentration +9)

3/day—shadow illusion (DC 13)

2/day—shadow call (DC 16)

Illusionist Spells Prepared (CL 10th; concentration +15)

5th—*feebleshadow* (DC 20), *nightmare* (DC 23), *shadow evocation* (DC 23), *teleport*

4th—*charm monster* (DC 19), *greater invisibility*, *phantasmal killer* (DC 22), *solid fog*, *stoneskin*

3rd—*blink*, *displacement*, *fly*, *major image* (DC 21), *slow* (DC 18)

2nd—*acid arrow*, *darkness*, *hypnotic pattern* (DC 20), *invisibility* (2), *resist energy*

1st—*charm person* (DC 16), *color spray* (DC 19), *feather fall*, *mage armor*, *magic missile* (2), *shield*

0 (at will)—*daze* (DC 15), *ghost sound* (DC 18), *mage hand*, *ray of frost*

Opposition Schools divination, necromancy

TACTICS

Before Combat The shadowdancer casts *mage armor* and *stoneskin*.

During Combat The shadowdancer casts *greater invisibility* and *shield*, then harries his foes with *phantasmal killer*, *hypnotic pattern*, and spells from his *staff of frost*.

Base Statistics Without *mage armor* and *stoneskin*, the shadowdancer's statistics are **AC** 19, touch 17, flat-footed 16; **DR** none.

STATISTICS

Str 6, **Dex** 14, **Con** 16, **Int** 20, **Wis** 10, **Cha** 14

Base Atk +10; **CMB** +7; **CMD** 23

Feats Combat Casting, Combat Reflexes, Dodge, Fleet (2),

Greater Spell Focus (illusion), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Scribe Scroll, Spell Focus (illusion), Toughness

Skills Acrobatics +20, Bluff +20, Craft (alchemy) +7, Diplomacy +20, Fly +17, Knowledge (arcana) +23, Knowledge (dungeoneering, geography) +13, Knowledge (planes) +23, Perception +20, Perform (dance) +8, Spellcraft +23, Stealth +24, Swim +2

Languages Aklo, Common, Draconic, Gnome, Sylvan

SQ arcane bond (*staff of frost*), extended illusions (+5 rounds), hide in plain sight, rogue talents (combat trick, fast stealth), shadow jump (80 feet/day), summon shadow

Combat Gear *restorative ointment* (5 applications), *staff of frost* (10 charges); **Other Gear** *amulet of natural armor* +2, *cloak of resistance* +4, *headband of vast intelligence* +2, *ring of protection* +3, diamond dust (worth 500 gp), 3,800 gp

These evasive spellcasters make frustrating enemies.

SCAL WISTALVAK

Gnomes love pranks and practical jokes, but few are as dark, devious, and deadly as those of Scal Wistalvak. The entire time he uses illusions and ice magic to bring about psychological torture and chilling death, he stays out of sight, laughing maniacally.



DARKSTAR	CR 19
HALFLING ROGUE 10	XP
SHADOWDANCER 10	204,800
Small humanoid (halfling)	N

Init +12; **Senses** darkvision 60 ft.; Perception +27

DEFENSE

AC 31, touch 21, flat-footed 24 (+7 armor, +3 deflection, +6 Dex, +1 dodge, +3 natural, +1 size)

hp 143 (10d8+10d8+50)

Fort +13, **Ref** +25, **Will** +15; +2 vs. fear

Defensive Abilities defensive roll, improved evasion, improved uncanny dodge, slippery mind, trap sense +3

OFFENSE

Speed 20 ft.

Melee +1 flaming short sword +25/+20/+15 (1d4+1/19–20 plus 1d6 fire)

Ranged +1 sling +24/+19/+14 (1d3+1)

Special Attacks sneak attack +5d6

Shadowdancer Spell-Like Abilities (CL 10th; concentration +10)

5/day—shadow illusion (DC 11)

4/day—shadow call (DC 14)

2/day—shadow power (DC 15)

TACTICS

During Combat The shadowdancer drinks his *potion of invisibility*, summons a shadow to flank with him, and focuses on dropping foes one at a time.

STATISTICS

Str 11, **Dex** 26, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +14; **CMB** +13; **CMD** 35

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Point-Blank Shot, Spring Attack, Stand Still, Two-Weapon Fighting, Vital Strike, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics +28 (+24 when jumping), Climb +10, Disable Device +31, Escape Artist +16, Heal +7, Intimidate +8, Knowledge (arcana, engineering, planes) +5, Knowledge (dungeoneering, local) +8, Perception +27, Perform (dance) +8, Sleight of Hand +16, Stealth +35, Swim +8, Use Magic Device +8

Languages Common, Halfling

SQ rogue talents (combat trick, defensive roll, fast stealth, finesse rogue, opportunist, stand up, surprise attack, trap spotter), shadow jump (320 feet/day), shadow master, summon shadow, trapfinding +5

Combat Gear +1 demon-bane bullets (5), +1 human-bane bullets (5), *potions of cure serious wounds* (2), *potions of invisibility* (2); **Other Gear** +5 leather armor, +1 flaming short sword, +1 sling with 20 bullets, *amulet of natural armor* +3, *bag of holding* (type 1), *belt of incredible dexterity* +6, *boots of speed*, *cloak of resistance* +4, *glove of storing*, *ring of protection* +3, *rope of climbing*, 3,969 gp

Short but deadly, a darkstar skirts the shadows with his shadow companion.

FILAGAN UMBRAFLAME

A thief and a liar, Filagan is more interested in filling his coin purse and enjoying the good life than he is in carnage or murder. Though deadly in combat, he avoids it whenever possible. He employs dirty tricks when cornered, knowing his small size is a disadvantage in a straight physical fight. Once he gets the best of his opponent, he escapes to a nearby tavern or gambling hall to lose himself in the crowd and relax.

Combat Encounters: A daring thief, Filagan knows adventurers are typically lucrative marks. This often causes him to take too big of risks and get himself into trouble stealing from them. Filagan rarely travels with allies, but might jump into a larger battle if doing so means there's less risk to him personally.

Roleplaying Suggestions: Jovial and fun-loving, Filagan is the life of the party, buying drinks and telling good-natured and self-deprecating jokes. He doesn't let on that he's an experienced killer—at least not until someone threatens one of his drinking buddies.

