





## NPC CLASSES

*The chickens!” Doga yelled. “We’ve got to save my chickens!”*

*“Asmodeus take your chickens!” Pelam roared. “It’s your chickens what got us into this mess!”*

*Behind them, masonry exploded as the dragon tore through the shop wall. Doga quit trying to scoop up his birds and flung himself at the ground, arms over his head. Pelam reached out and dragged him in under the cart.*

*“Idiot!” he shrieked. “What do you think happens when you go messing with a wizard’s things?”*

*Doga sniffed, tears dripping from the end of his nose.*

*“The egg was so big.. I was just gonna borrow it long enough to win the prize at the fair. I was gonna bring it right back...”*

## NPC CLASSES

The Pathfinder Roleplaying Game may be about heroes and monsters, but the game world also has thousands or even millions of completely normal people living in it—innkeepers, town guards, bakers, and so on. When the PCs are around, trouble happens, and sometimes you need stat blocks for those NPCs—perhaps because you need to know how many rounds the innkeeper will survive inside a burning building, or how many hits the mind-controlled city guard can take from a reluctant PC. This chapter gives you example NPC stat blocks for the five NPC classes presented in the *Pathfinder RPG Core Rulebook*. Even though those classes go up to level 20, in most campaigns even the most worldly peasant, merchant, or king is no more than 10th level, and anything higher than that is the realm of legendary heroes and player characters. Consequently, this chapter presents these NPC classes from only levels 1 to 10.

The stat blocks presented here are not meant to represent specific named NPCs; rather, they are used for common roles these sorts of characters play in the game—shopkeepers, minor cultists, swineherds, and so on. You should be able to use these stat blocks for most NPCs in a particular role, or make only a simple change to do so, such as changing the Profession skill of the journeyman carpenter (page 261) from carpentry to stonemasonry to use the stat block as a mason.

All of the NPCs in this chapter use the “basic” set of base ability scores (13, 12, 11, 10, 9, 8). Because the NPC classes have no significant class abilities, it is easy to assign different roles to these NPCs by altering their skills or feats.

You can also customize the NPCs by adding limited forms of certain PC-class abilities, such as giving the miner (commoner 4) a +1 damage bonus when flanking an opponent, the brigand (warrior 2) 1 round of barbarian rage per day, or the doom prophet (adept 4) a 1/day usage of an appropriate 1st-level domain power. Compared to PC classes and monsters, the NPC classes are weak and intentionally generic, and giving the NPCs a taste of a 1st-level PC class ability makes them more interesting in play without affecting their overall CR.

### NPC CLASS GEAR

The NPCs in this chapter have gear according to the Basic Level column of Table 14–9: NPC Gear on page 454 of the *Core Rulebook*. However, keep in mind that the table is designed for adventuring NPCs, not common townfolk. Just because the table says a 2nd-level commoner has 390 gp doesn't mean every 2nd-level pig farmer actually has 390 gp worth of portable valuables on his person or at his home! The farmer owns a few pigs, some miscellaneous

farm tools, a handful of gold and silver coins, and (in a country where peasants can own land) a few acres and a cozy shack, but otherwise doesn't have any assets of interest to adventurers. For the sake of following the table, the characters in this chapter are listed with appropriate gear (and perhaps some livestock) according to their professions, and the remainder of their level-appropriate gold is listed, but it would be exceedingly rare for these normal people to have savings equivalent to multiple years of work stored in a mattress or buried under the house. Given that a character working for a week can earn gp equal to half the result of a Craft or Profession check, a typical NPC-class character is probably carrying one-tenth of that amount (at most) at any particular time. Attacking farmers for their gold is not profitable for adventurers!

There are exceptions, of course. For example, adepts in hostile tribes or bandit gangs tend to have treasure indicated by the table, as do aristocrats (who are generally wealthy or have access to significant resources) and warriors (who are paid and equipped in anticipation of battle). Members of those three classes usually have armor, weapons, and magic items that PCs would consider treasure. Some experts, such as skilled artisans or merchants, may have valuable merchandise or a stash of coin intended for buying more supplies. Use common sense to decide whether an NPC's listed “surplus” gold is reasonable or not, and award treasure accordingly.

### HOW TO USE THIS CHAPTER

The four most common uses for NPCs in this chapter are as allies, enemies, minions, and player characters.

#### ALLIES

As with the NPCs in the other chapters, these characters have a role to play in the campaign story, though normally in a subservient or secondary manner. A village's constable (commoner 9) is tough enough to keep the peace for routine squabbles, but must defer to the PCs when a tribe of orcs begins raiding. The PCs might hire the local blacksmith (expert 6) to arm their hired guards (warriors 3) who'll protect the old fort the heroes just recaptured, but the PCs are still the focus of the campaign and the NPC-class characters are less important to the story than the PCs. You can even use these NPCs as mentors or teachers for low-level characters, with the PCs exceeding the capabilities of their trainers and becoming local legends as “the greatest students I ever had.”

#### ENEMIES

You can use these NPCs as opponents for your campaign, though they lack the special powers that make combat interesting and most PCs won't find them a challenge except in large numbers. In a low-magic or gritty

campaign, humanoid opponents are the norm and skilled opponents and monsters are rare exceptions; the villain of the campaign may have levels in a PC class, but the rest of his minions are experts and warriors. An evil adversary might use deception or magic to turn a mob against the PCs, forcing the heroes to dispatch their misguided opponents, preferably in a nonlethal way that doesn't give them a reputation as casual murderers.

## MINIONS

If an NPC-class character has a recurring role in the campaign, a player might want to make that character a permanent addition to the group by using the Leadership feat or offering a ridiculously high wage (offering an NPC a 1,000 gp bonus for taking a job is roughly equivalent to 4 years of normal pay). Whether the player intends the NPC to be a cohort, an important follower, or just a reliable lackey, few NPCs are likely to refuse the opportunity to associate with an incredibly wealthy patron. If the NPC overcomes many challenges and gains levels, it is fair to allow the PC to suggest class levels, feats, and skills for the minion to pursue (including PC-class levels, if the PC provides suitable training for that purpose).

## PLAYER CHARACTERS

In some campaigns, the PCs start out as normal people who encounter extraordinary circumstances; the PCs begin play with NPC classes and only later take levels in PC classes (if at all). In other campaigns, the main heroes could each have a minion, and some game sessions focus on what the minions are doing while the heroes are off saving the world. You can use these sample NPCs for these kinds of campaigns, but keep in mind that NPC classes are much less powerful than PC classes and have few or no special class abilities that allow them to deal with special monster attacks and defenses; the characters will have to rely on wits and skills to overcome challenges, and

combats should be limited to other NPC-class characters and common animals, or else the PCs may die quickly.

## HUMAN NAMES

The *Core Rulebook* lists sample names for all PC races except humans, as human names vary by region and many fantasy games, including the Pathfinder RPG, take their inspiration from a wide variety of regions and traditions. A sampling of human names representing numerous cultures is given below.

To get a feel for creating human names that reflect different cultural traditions, languages, and flavors, try searching online for names from real-world nations and cultures more akin to your setting. Even if your setting doesn't have a direct cultural analogue in the real world, baby name websites that allow you to filter by origin and ethnicity can often introduce you to names you're unfamiliar with, as well as naming conventions and constructions that sound realistic and organic. Such sites are great places to harvest NPC names when you're in a hurry.

**Female Names:** Alerdene, Alinza, Aula, Bach Hien, Belka, Beshkee, Chammady, Chao, Do Quyen, Eshe, Eudomia, Gerda, Hiriko, Ilinica, Indah, Ingirt, Izora, Jalket, Jayazi, Kaede, Kalizama, Kamshi, Lestari, Leyli, Marisan, Me'amesa, Meilin, Mirelinda, Mpaandi, Nalmida, Nanya, Narantuyaa, Ntisi, Pasara, Pontia, Que Xuan, Revhi, Runa, Sahba, Shirin, Shivkah, Sinkitah, Surechinua, Udara, Umie, Valki, Waajida, Xemne, Xue, Zalika, Zova.

**Male Names:** Aakif, Andrezi, Arasmes, Bahram, Baolo, Barid, Batsaikhan, Belor, Budi, Darvan, Dolok, Eilif, Garidan, Gellius, Hadzi, Hamengku, Harisko, Iacobus, Jaali, Jianguo, Kjell, Kousei, Kronug, Menas, Mitabu, Narsius, Nonek, Pateba, Pratavh, Qorchi, Ragnar, Rubani, Seckor, Shokamb, Shuo, Sunaki, Suryo, Tabansi, Teruawa, Thanh Liem, Toan Hao, Tomorbataar, Tuong Kinh, Ursion, Vachedi, Viorec, Yekska, Zaiho, Zhen.



<b>ACOLYTE</b>	<b>CR 1/3</b>
<b>HUMAN ADEPT 1</b>	<b>XP 135</b>
Medium humanoid (human)	<b>N</b>

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

**DEFENSE**

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**hp** 5 (1d6+2)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** morningstar +0 (1d8) or  
silver dagger +0 (1d4/19-20)

**Ranged** silver dagger +1 (1d4/19-20)

**Adept Spells Prepared** (CL 1st; concentration +2)

1st—*bless*, *cure light wounds*

0 (at will)—*guidance*, *light*, *mending*

**TACTICS**

**During Combat** The adept reads her *scroll of sleep* and commands her dog to attack. She then casts *bless* and attacks with her morningstar.

**STATISTICS**

**Str** 10, **Dex** 12, **Con** 8, **Int** 9, **Wis** 13, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats** Skill Focus (Handle Animal), Toughness

**Skills** Handle Animal +7, Heal +7, Spellcraft +3

**Languages** Common

**Combat Gear** *scroll of cure light*

*wounds*, *scroll of sleep*, alchemist's fire; **Other Gear** studded leather, morningstar, silver dagger, guard dog, healer's kit, silver holy symbol, smokestick, spell component pouch, tindertwig, 9 gp

An acolyte has just begun to unravel the mysteries of her faith, and lacks the fervent zeal that more indoctrinated members of her religion have. She is eager to learn, but her incomplete teachings mean she is more easily swayed by contrary rhetoric.

Settlements that have adepts rather than clerics are often primitive or remote. Their religious practices may be a strange or heretical offshoot of a main religion, weaker than the common form but giving access to spells that are normally unavailable to true clerics (such as *minor creation* and *sleep*). A person trained by a cleric who instead manifests adept abilities may be cast out as a blasphemer or witch.

<b>SHAMAN</b>	<b>CR 1/2</b>
<b>HALF-ORC ADEPT 2</b>	<b>XP 200</b>
Medium humanoid (human, orc)	<b>NE</b>

**Init** -1; **Senses** darkvision 60 ft.; Perception +2

**DEFENSE**

**AC** 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

**hp** 11 (2d6+4)

**Fort** +1, **Ref** +1, **Will** +5

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 30 ft.

**Melee** dagger +0 (1d4-1/19-20)

**Ranged** dart +0 (1d4-1)

**Adept Spells Prepared** (CL 2nd; concentration +4)

1st—*burning hands* (DC 13), *sleep* (DC 13)

0 (at will)—*ghost sound* (DC 12), *read magic*, *touch of fatigue* (DC 12)

**TACTICS**

**During Combat** If fighting foes that lack darkvision, the adept reads his *scroll of darkness*. He looks for groups to target with *burning hands* or *sleep*, resorting to darts or alchemist's fire otherwise.

**STATISTICS**

**Str** 9, **Dex** 8, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +1; **CMB** +0; **CMD** 9

**Feats** Combat Casting

**Skills** Heal +9, Intimidate +2, Knowledge (religion) +5

**Languages** Common, Orc

**SQ** orc blood, summon familiar (weasel), weapon familiarity

**Combat Gear** *scroll of bless*, *scrolls of cure light wounds* (2), *scroll of darkness*, *scroll of protection from good*, alchemist's fire (2); **Other Gear** leather armor, dagger, darts (10), healer's kit, smokestick, spell component pouch, tindertwig, unholy symbol (bone-and-tooth necklace worth 5 gp), 2 gp

A shaman serves a small tribe as a visionary and source of wisdom—the sole authority on supernatural matters, and the only one who can communicate with the worlds beyond. His familiar may be a representation of his spirit animal or a spy who allows him to learn more about other tribesfolk and appear wiser than he is.

This stat block can also be used as a lesser adept apprenticed to an initiate (adept 3), doom prophet (adept 4), or guru (adept 6).



INITIATE	CR 1
HUMAN ADEPT 3	XP 400
Medium humanoid (human)	CE

**Init** +0; **Senses** Perception +1

**DEFENSE**

**AC** 12, touch 10, flat-footed 12 (+2 armor); +2 vs. good

**hp** 16 (3d6+6)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** spear +1 (1d8/x3) or

mwk cold iron dagger +2 (1d4/19–20)

**Ranged** dart +1 (1d4)

**Adept Spells Prepared** (CL 3rd; concentration +4)

1st—*burning hands* (DC 12), *detect good*, *protection from good* (at will)—*detect magic*, *light*, *read magic*

**TACTICS**

**Before Combat** The adept casts *protection from good*.

**During Combat** The adept casts *burning hands* whenever she can catch two or more foes in the area. When she runs out of spells, scrolls, and acid, she fights with her spear.

**Base Statistics** Without *protection from good*, the adept's statistics are **AC** no bonus vs. good;

**Saves** no bonus vs. good.

**STATISTICS**

**Str** 10, **Dex** 11, **Con** 12, **Int** 8, **Wis** 13, **Cha** 11

**Base Atk** +1; **CMB** +1; **CMD** 11

**Feats** Combat Casting, Great Fortitude, Scribe Scroll

**Skills** Knowledge (arcana, local, planes) +3, Knowledge (religion) +5, Spellcraft +5

**Languages** Common

**SQ** summon familiar (toad)

**Combat Gear** *scrolls of burning hands* (2, CL 3rd), *scrolls of cure light wounds* (2), *scroll of obscuring mist* (CL 3rd), *scroll of sleep* (CL 3rd), acid (2); **Other Gear** leather armor, darts (6), masterwork cold iron dagger, spear, belt pouch, masterwork manacles, scroll case, silver holy symbol (cracked moon), spell component pouch, 9 gp

The initiate never knew her true calling until strange visions opened her eyes to the terrors beyond reality. Now touched by madness, she tries to bring others into the darkness.

DOOM PROPHET	CR 2
HALF-ORC ADEPT 4	XP 600
Medium humanoid (human, orc)	CE

**Init** +0; **Senses** darkvision 60 ft.; Perception +2

**DEFENSE**

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 30 (4d6+16)

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

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk heavy mace +7 (1d8+4)

**Ranged** mwk sling +3 (1d4+4)

**Adept Spells Prepared** (CL 4th; concentration +6)

2nd—*darkness*

1st—*burning hands* (DC 13), *cause fear* (DC 13), *command* (DC 13)

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

**TACTICS**

**Before Combat** The adept reads his *scrolls of bear's endurance* and *bull's strength*.

**During Combat** The adept casts *darkness* on his mace, then casts *scorching ray* or *burning hands*.

**Base Statistics** Without *bear's endurance* and *bull's strength*, the adept's statistics are **hp** 22; **Fort** +1;

**Melee** mwk heavy mace +5 (1d8+2); **Ranged** mwk sling +3 (1d4+2); **Str** 14, **Con** 11; **CMB** +4; **CMD** 14.

**STATISTICS**

**Str** 18, **Dex** 10, **Con** 15, **Int** 9, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +6; **CMD** 16

**Feats** Skill Focus (Intimidate), Toughness  
**Skills** Fly +3, Intimidate +7, Knowledge (religion) +3

**Languages** Common, Orc

**SQ** orc blood, summon familiar (bat), weapon familiarity

**Combat Gear** *scroll of bear's endurance*, *scroll of bull's strength*, *scroll of cure light wounds*, *scroll of scorching ray* (3), alchemist's fire (2); **Other Gear** masterwork studded leather, masterwork heavy mace, masterwork sling with 10 bullets, silver unholy symbol, spell component pouch, 118 gp

A doom prophet preaches his dire portents to any who listen.



<b>ENFORCER</b>	<b>CR 3</b>
<b>HUMAN ADEPT 5</b>	<b>XP 800</b>
Medium humanoid (human)	<b>NE</b>

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

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 27 (5d6+10)

**Fort** +2, **Ref** +5, **Will** +7

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk club +7 (1d6+6)

**Ranged** dagger +3 (1d4+4/19–20)

**Adept Spells Prepared** (CL 5th; concentration +7)

2nd—*bull's strength*, *mirror image*

1st—*cause fear* (DC 13), *command* (DC 13), *cure light wounds*

0 (at will)—*ghost sound* (DC 12), *light*, *stabilize*

**TACTICS**

**Before Combat** The adept casts *bull's strength*.

**During Combat** The adept casts *mirror image*, then attacks with his club. If he has trouble landing blows, he switches to his *wand of burning hands*.

**Base Statistics** Without *bull's strength*, the adept's statistics are **Melee** mwk club +5 (1d6+3);

**Ranged** dagger +3 (1d4+2/19–20);

**Str** 14; **CMB** +4; **CMD** 15.

**STATISTICS**

**Str** 18, **Dex** 12, **Con** 11, **Int** 9, **Wis** 14, **Cha** 8

**Base Atk** +2; **CMB** +6; **CMD** 17

**Feats** Cleave, Light Armor Proficiency, Power Attack, Toughness

**Skills** Intimidate +4, Knowledge (local) +4, Knowledge (religion) +3, Perception +4

**Languages** Common

**SQ** summon familiar (weasel)

**Combat Gear** *scroll of cure moderate wounds*, *wand of burning hands* (CL 5th, 9 charges), alchemist's fire (3), tanglefoot bag; **Other Gear** chain shirt, dagger, masterwork club, *cloak of resistance* +1, belt pouch, manacles (2), silver holy symbol, spell component pouch, 2 gp

The enforcer uses threats and violence to serve a dual purpose: to intimidate enemies of his religion, and to pass judgment on members who believe they can betray or desert the holy cause.

<b>GURU</b>	<b>CR 4</b>
<b>DWARF ADEPT 6</b>	<b>XP 1,200</b>
Medium humanoid (dwarf)	<b>LN</b>

**Init** +0; **Senses** darkvision 60 ft.; Perception +3

**DEFENSE**

**AC** 10, touch 10, flat-footed 10

**hp** 27 (6d6+6)

**Fort** +7, **Ref** +2, **Will** +8; +2 vs. poison, spells, and spell-like abilities

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

**OFFENSE**

**Speed** 20 ft.

**Melee** quarterstaff +2 (1d6–1)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids

**Adept Spells Prepared** (CL 6th; concentration +9)

2nd—*invisibility*, *mirror image*

1st—*bless*, *cure light wounds*, *obscuring mist*

0 (at will)—*create water*, *guidance*, *mending*

**TACTICS**

**During Combat** The adept attacks for nonlethal damage only (the attack penalty for this is not included in her melee entry). She tries to escape combat entirely with her spells and items.

**STATISTICS**

**Str** 8, **Dex** 10, **Con** 12, **Int** 9, **Wis** 16, **Cha** 10

**Base Atk** +3; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

**Feats** Eschew Materials, Great Fortitude, Skill Focus (Knowledge [religion])

**Skills** Diplomacy +6, Knowledge (religion) +11

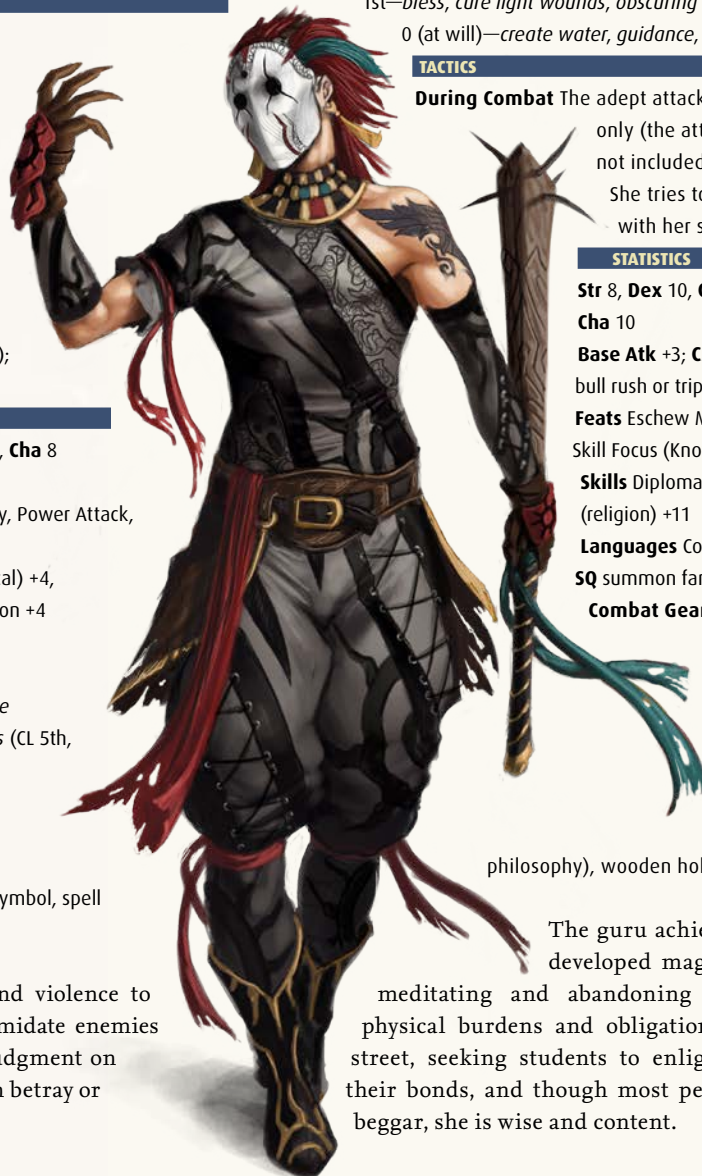
**Languages** Common, Dwarven

**SQ** summon familiar (rat)

**Combat Gear** *potion of gaseous form*, *scroll of cure moderate wounds*; **Other Gear** quarterstaff, *ring of sustenance*, book (describes personal meditations and

philosophy), wooden holy symbol, 34 gp

The guru achieved inner peace and developed magical talents through meditating and abandoning her attachment to physical burdens and obligations. She lives on the street, seeking students to enlighten and free from their bonds, and though most people ignore her as a beggar, she is wise and content.



<b>HERMIT</b>	<b>CR 5</b>
<b>HUMAN ADEPT 7</b>	<b>XP 1,600</b>
Medium humanoid (human)	<b>N</b>

**Init** +0; **Senses** Perception +3

**DEFENSE**

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

**hp** 38 (7d6+14)

**Fort** +6, **Ref** +3, **Will** +9

**OFFENSE**

**Speed** 30 ft.

**Melee** quarterstaff +2 (1d6-1)

**Ranged** sling +3 (1d4-1)

**Adept Spells Prepared** (CL 7th; concentration +10)

- 2nd—*animal trance* (DC 15), *invisibility*, *web* (DC 15)
- 1st—*cause fear* (DC 14), *cure light wounds*, *endure elements*, *obscuring mist*
- 0 (at will)—*light*, *mending*, *purify food and drink*

**TACTICS**

**Before Combat** The adept casts *endure elements* at the start of each day. He drinks his *potion of barkskin* if expecting a fight.

**During Combat** The adept casts *web*, then hurls *shock bullets* with his sling at any exposed foes, all the while uttering vile epithets.

**Base Statistics** Without *barkskin*, the adept's statistics are **AC** 11, touch 11, flat-footed 11.

**STATISTICS**

**Str** 9, **Dex** 10, **Con** 12, **Int** 11, **Wis** 16, **Cha** 8

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Endurance, Great Fortitude, Skill Focus (Knowledge [arcana], Survival), Toughness

**Skills** Heal +7, Knowledge (arcana) +13, Knowledge (nature) +9, Stealth +10, Survival +16

**Languages** Common

**SQ** summon familiar (cat)

**Combat Gear** *potion of barkskin*, *scroll of comprehend languages*, *scrolls of cure moderate wounds* (2),

+1 *shock bullets* (6); **Other Gear** dagger, quarterstaff,

sling with 10 bullets,

*cloak of resistance* +1,

*ring of protection* +1,

spell component pouch,

wooden holy symbol,

21 gp

This filthy, ill-mannered hermit wants nothing but to be left alone. He knows many secrets that others have forgotten, but will fight anyone who dares to ask about them.



<b>HERETIC</b>	<b>CR 6</b>
<b>HALF-ELF ADEPT 8</b>	<b>XP 2,400</b>
Medium humanoid (elf, human)	<b>CN</b>

**Init** +0; **Senses** low-light vision; Perception +5

**DEFENSE**

**AC** 13, touch 13, flat-footed 13 (+3 deflection)

**hp** 36 (8d6+8)

**Fort** +4, **Ref** +3, **Will** +12; +2 vs. enchantments

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk spear +7 (1d8+3/×3)

**Ranged** mwk spear +5 (1d8+2/×3)

**Adept Spells Prepared** (CL 8th; concentration +11)

- 3rd—*lightning bolt* (DC 17)
- 2nd—*bull's strength*, *scorching ray*, *web* (DC 15)
- 1st—*bless*, *burning hands* (DC 15), *command*, *cure light wounds*
- 0 (at will)—*guidance*, *purify food and drink*, *stabilize*

**TACTICS**

**Before Combat** The adept casts *bull's strength* and drinks his *potion of shield of faith*.

**During Combat** The adept blasts his enemies with divine fire and lightning.

**Base Statistics** Without *bull's strength* and *shield of faith*, the adept's statistics are **AC** 10, touch 10, flat-footed 10; **Melee** mwk spear +5 (1d8/×3); **Ranged** mwk spear +5 (1d8/×3); **Str** 11; **CMB** +4; **CMD** 14.

**STATISTICS**

**Str** 15, **Dex** 10, **Con** 12, **Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +4; **CMB** +6; **CMD** 19

**Feats** Combat Casting, Iron Will, Skill Focus (Knowledge [religion], Perform [oratory]), Spell Focus (evocation)

**Skills** Acrobatics +3, Diplomacy +7, Knowledge (religion) +14, Perform (oratory) +10

**SQ** elf blood, summon familiar (monkey)

**Combat Gear** *feather token* (whip), *potion of shield of faith* (CL 6th), *scroll of scorching ray* (CL 7th), *scroll of web*, *wand of cure moderate wounds* (15 charges), *wand of lightning bolt* (7 charges); **Other Gear** masterwork spear, *cloak of resistance* +1, silver holy symbol, spell component pouch, 443 gp

The heretic seeks to convert the faithful away from a church that blinds them with lies.





<b>HEALER</b>	<b>CR 7</b>
<b>HALFLING ADEPT 9</b>	<b>XP 3,200</b>
Small humanoid (halfling)	<b>NG</b>

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

**DEFENSE**

**AC** 16, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 size)

**hp** 34 (9d6+3)

**Fort** +6, **Ref** +5, **Will** +11; +2 vs. fear

**OFFENSE**

**Speed** 20 ft.

**Melee** quarterstaff +3 (1d4-2)

**Ranged** sling +6 (1d3-2)

**Adept Spells Prepared** (CL 9th; concentration +11)

3rd—*remove disease*

2nd—*cure moderate wounds, delay poison, web* (DC 14)

1st—*cure light wounds* (2), *endure elements, obscuring mist*

0 (at will)—*create water, read magic, stabilize*

**TACTICS**

**Before Combat** The adept drinks her *potion of mage armor*.

**During Combat** The adept catches as many foes as possible in her *web*, then heals her allies or seeks to escape. If she must fight, she prefers her sling.

**Base Statistics** Without *mage armor*, the adept's statistics are **AC** 12, touch 12, flat-footed 11.

**STATISTICS**

**Str** 6, **Dex** 13, **Con** 10, **Int** 27,

**Wis** 14, **Cha** 12

**Base Atk** +4; **CMB** +1;

**CMD** 12

**Feats** Brew Potion, Great

Fortitude, Iron Will, Scribe Scroll, Skill Focus (Heal)

**Skills** Acrobatics +3 (-1 when

jumping), Appraise +4, Climb +0,

Heal +19, Knowledge (local) +8,

Knowledge (nature) +13, Linguistics +3,

Perception +4, Profession (herbalist) +14,

Survival +8

**Languages** Common, Elven, Gnome,

Halfling, Sylvan

**SQ** summon familiar (toad)

**Combat Gear** *potions of cure light*

*wounds* (2), *potion of cure*

*moderate wounds, potions of lesser*

*restoration* (2), *potion of mage*

*armor, restorative ointment, scroll of*

*animal trance, scroll of cure moderate*

*wounds, scroll of neutralize poison* (CL 8th),

*scroll of remove curse* (CL 8th), *scroll of*

*remove disease, wand of cure light wounds*

(29 charges), holy water, tanglefoot bag;

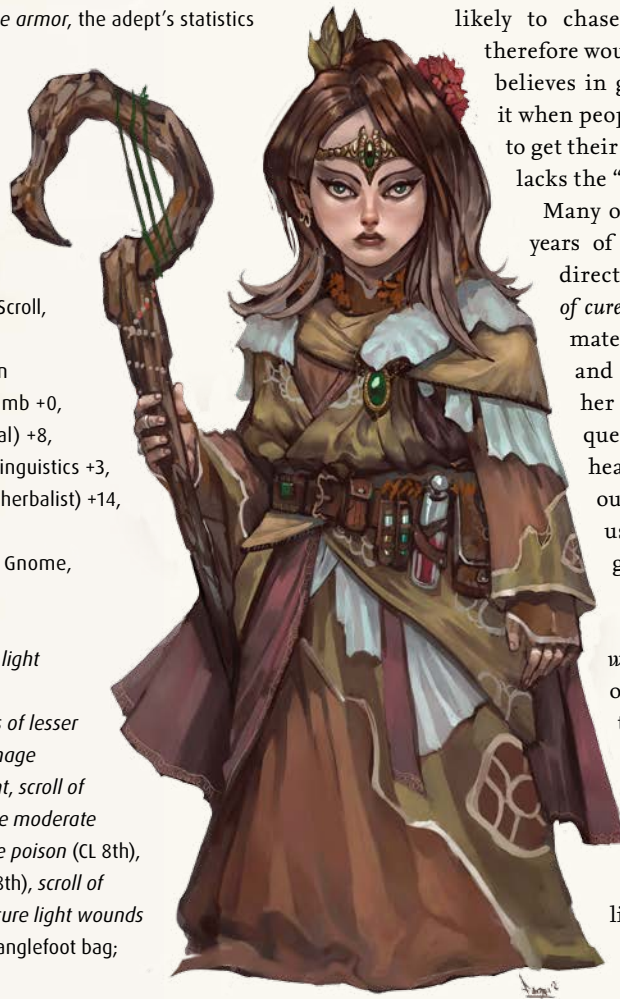
**Other Gear** quarterstaff, sling with 10 bullets, antitoxin (2), everburning torch, healer's kit, spell component pouch, wooden holy symbol, bit and bridle, pony (combat trained), saddle, saddlebags, 38 gp

This wise woman knows many natural remedies for wounds and ailments, and supports this knowledge with a strange mix of spells, scrolls, and potions. She is midwife to many women, assists in the delivery of livestock, and is trusted for her ability to predict storms and droughts. The healer has a kind heart and hates to see any creature suffer. She is usually able to find alternative ways for poor folk to pay for her services, and as a result is beloved by her community. Once she is provided with sufficient food, water, and household supplies for her needs, she often directs payments above and beyond that to other needy people in the vicinity, creating a web of trust and reliance among the townsfolk or villagers.

If she helps adventurers with a curse, disease, or terrible injury, she is likely to ask them to build a stone wall, repair a house, or tend to a farmer's livestock in payment. This is the case even if there is a remote threat of monsters nearby, for she understands that the adventurers were likely to chase down that threat anyway, and therefore would be getting a service for free. She believes in generosity and altruism, but likes it when people remain humble and are willing to get their hands dirty doing "real work" that lacks the "glory" of bloodshed.

Many of her supplies were acquired from years of negotiating and trading, whether directly for the items (such as her *wand of cure light wounds*) or for rare or exotic materials she can use to make potions and scrolls. If adventurers wish to pay her in the form of these goods (or by questing for them) or offer her minor healing items the adventurers have outgrown but that would still be useful for helping villagers, she gratefully accepts.

The healer is especially interested in acquiring *potions of cure light wounds*, as she is not particularly fast on her feet (and is getting slower as the years pass), nor is she a skilled rider, so being able to hand a healing potion (which even a non-spellcaster can administer) to a fast rider or runner might make the difference between life and death for an injured farmer or rancher.



<b>CULTIST</b>	<b>CR 8</b>
<b>HUMAN ADEPT 10</b>	<b>XP 4,800</b>
Medium humanoid (human)	<b>CE</b>

**Init** +7; **Senses** Perception +3

#### DEFENSE

**AC** 19, touch 13, flat-footed 16 (+4 armor, +3 Dex, +2 natural)

**hp** 45 (10d6+10)

**Fort** +5, **Ref** +6, **Will** +12

#### OFFENSE

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

**Melee** mwk silver dagger +5 (1d4-1/19-20)

**Ranged** mwk silver dagger +9 (1d4-1/19-20)

**Adept Spells Prepared** (CL 10th; concentration +13)

3rd—*bestow curse* (DC 16), *cure serious wounds*

2nd—*invisibility*, *mirror image*, *web* (DC 15)

1st—*command* (DC 14), *cure light wounds*, *obscuring mist*,  
*protection from law*

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

#### TACTICS

**Before Combat** The adept drinks her *potions of barkskin*, *cat's grace*, *fly*, and *mage armor*, then rises up out of reach of enemy melee weapons.

**During Combat** The adept hurls *fireballs* and *lightning bolts* from the air, then returns to the ground to dispense her touch spells and use her *wand of burning hands*.

**Base Statistics** Without *barkskin*, *cat's grace*, *fly*, and *mage armor*, the adept's statistics are **Init** +5; **AC** 11, touch 11, flat-footed 10; **Ref** +4; **Speed** 30 ft.; **Ranged** mwk silver dagger +7 (1d4-1/19-20); **Dex** 12; **CMD** 15; **Skills** Fly +1.

#### STATISTICS

**Str** 8, **Dex** 16, **Con** 10, **Int** 9, **Wis** 16, **Cha** 12

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Combat Casting, Great Fortitude, Improved Initiative, Iron Will, Skill Focus (Bluff), Toughness

**Skills** Appraise +2, Bluff +17, Fly +7, Knowledge (arcana) +6, Knowledge (planes) +9, Knowledge (religion) +5, Linguistics +0, Spellcraft +7

**Languages** Common, Aklo

**SQ** summon familiar (raven, speaks Aklo)

**Combat Gear** *necklace of fireballs* (type IV), *potion of barkskin*, *potion of cat's grace*, *potion of fly*, *potion of mage armor*, *scrolls of lightning bolt* (2, CL 8th), *wand of burning hands* (CL 5th, 16 charges), *wand of cure light*

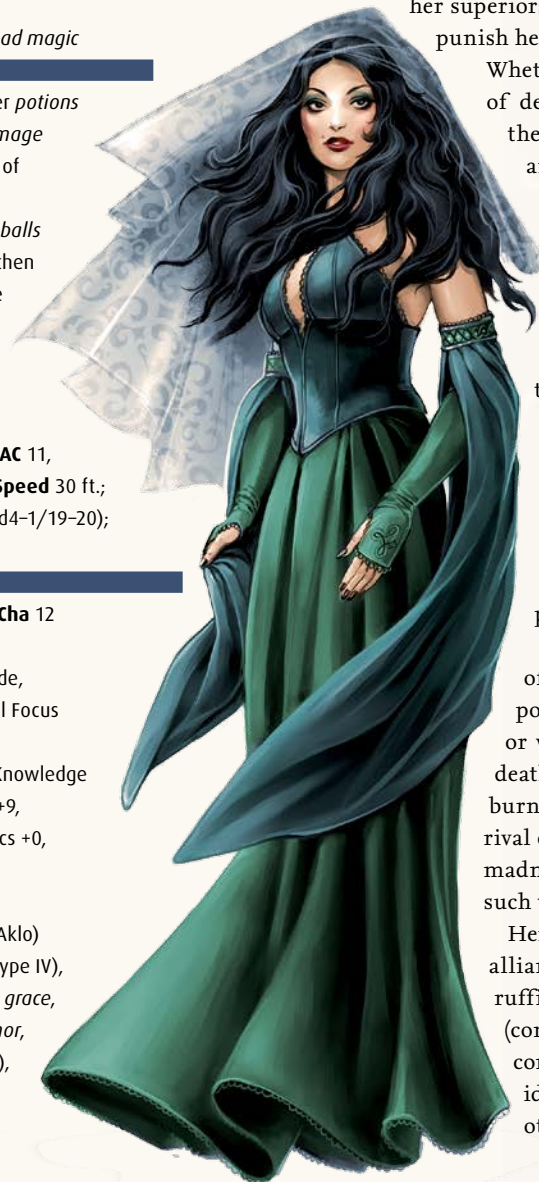
*wounds* (31 charges), ; **Other Gear** masterwork silver dagger, scroll case, silver unholy symbol, 37 gp

The cultist is a smiling friend to all in her community, so few suspect she leads a second life dedicated to ushering in the apocalypse. The cultist spins falsehoods to conceal her true motives, presenting herself as a pious woman of the church, a research assistant for a sage, or the demure wife of the mayor or a local merchant—any role where she can be known but does not wield power, and is therefore not suspected of having any ambition. She uses her magic to spy on townsfolk, punish her enemies and those who would thwart her plans, direct suspicion away from her onto a scapegoat, and sow confusion and panic among the townsfolk so she can manipulate them more easily. If discovered using magic, she pretends to be less successful at it than she truly is and asks the witnesses not to tell her superiors of it, as they would disapprove and punish her for it.

Whether she serves demons, the god of destruction, or strange beings from the outer darkness, the cultist eagerly anticipates the ruin of the world. Much of her work involves placing secret marks around her village, sacrificing animals, burning strange herbs, and uttering guttural chants, all of which help power the apocalypse ritual taught to her by her dark masters. The culmination of these acts almost certainly requires human sacrifice—whether a direct act with a knife or a subtle massacre such as a burning building—and perhaps a celestial conjunction between stars and planets invisible to the naked eye.

The cultist may believe the masters of the apocalypse will reward her with power or divinity when the time comes, or will grant her a quick and merciful death. She may wish to see the world burn for some slight against her by a rival or lover, or simply because the secret madness within her throbs at the idea of such wanton destruction.

Her minions in town include secret alliances with enforcers (adepts 5), ruffians (commoners 7), or even a traitor (commoner 10). The members of this conspiracy may not know each other's identities, or may believe that someone other than the cultist is in charge.



<b>PAGE</b>	<b>CR 1/3</b>
<b>HALFLING ARISTOCRAT 1</b>	<b>XP 135</b>
Small humanoid (halfling)	<b>N</b>

**Init** +2; **Senses** Perception +6

**DEFENSE**

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

**hp** 3 (1d8-1)

**Fort** +0, **Ref** +3, **Will** +3; +2 vs. fear

**OFFENSE**

**Speed** 25 ft.

**Melee** dagger -1 (1d3-2/19-20)

**TACTICS**

**During Combat** The aristocrat fights as best he can with his dagger, but flees as soon as possible to find a guard.

**STATISTICS**

**Str** 6, **Dex** 15, **Con** 9, **Int** 12, **Wis** 10, **Cha** 12

**Base Atk** +0; **CMB** -3; **CMD** 9

**Feats** Fleet

**Skills** Acrobatics +4, Climb +0, Diplomacy +5, Escape Artist +3, Knowledge (local, nobility) +5, Perception +6, Stealth +7

**Languages** Common, Halfling

**Gear** dagger, courtier's outfit, 228 gp

This nervous young page alternates between avoiding unwanted attention and desperately trying to impress any nobles who send him on errands. His duties involve carrying messages (whether on parchment or memorized) within the palace grounds or a city, delivering packages, escorting the retainers of visiting officials, and so on.

Sometimes a package carried by a page contains something quite valuable, though if that is the case, the page is usually accompanied by one or more guards (warriors 3). The additional wealth in the page's stat block may account for such items, though in most cases the page only carries a few silver coins for his own personal use plus a few gold pieces for his employer's expenses.

<b>PRINCESS</b>	<b>CR 1/2</b>
<b>HUMAN ARISTOCRAT 2</b>	<b>XP 200</b>
Medium humanoid (human)	<b>N</b>

**Init** +1; **Senses** Perception +0

**DEFENSE**

**AC** 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

**hp** 7 (2d8-2)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** unarmed strike +0 (1d3-1) or light mace +0 (1d6-1) or short sword +0 (1d6-1/19-20)

**TACTICS**

**During Combat** If forced into a fight, the aristocrat borrows, improvises, or steals a weapon such as a light mace or short sword (as an aristocrat, she is proficient with all simple and martial weapons). If she has no allies and believes her life is in danger, she flees.

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 9, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +1; **CMB** +0; **CMD** 12

**Feats** Dodge, Skill Focus (Diplomacy)

**Skills** Bluff +6, Diplomacy +10, Knowledge (nobility) +5, Knowledge (religion) +4, Perform (dance) +7, Perform (sing, string instruments) +6, Ride +5, Sense Motive +4

**Languages** Common

**Gear** noble's outfit, signet ring, 310 gp

Well-rounded in her training, the princess is a demure lady of the court who handles herself quite well in a fight. She has a stubborn streak and a taste for adventure, and doesn't like commoners telling her what she can and can't do.

Most of her remaining wealth is in the form of fine jewelry, such as rings, necklaces, a tiara, or a scepter. These items are quite recognizable as belonging to the royal family and sure to cause suspicion if they are found in the hands of anyone else.



<b>SQUIRE</b>	<b>CR 1</b>
<b>HUMAN ARISTOCRAT 3</b>	<b>XP 400</b>
Medium humanoid (human)	<b>N</b>

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

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 19 (3d8+6)

**Fort** +1, **Ref** +2, **Will** +2

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk longsword +4 (1d8+1/19-20) or dagger +3 (1d4+1/19-20)

**Ranged** composite shortbow +3 (1d6+1/x3)

**TACTICS**

**During Combat** If serving a knight, the aristocrat fights near his master, making frequent use of flanking and aid another. He stays mounted to take advantage of his horse's attacks.

**STATISTICS**

**Str** 13, **Dex** 12, **Con** 10, **Int** 8, **Wis** 9, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Mounted Combat, Power Attack, Toughness

**Languages** Common

**Skills** Diplomacy +4, Handle Animal +6, Intimidate +4, Knowledge (nobility) +3, Perception +5, Ride +2

**Combat Gear** holy water; **Other**

**Gear** chainmail, composite shortbow (+1 Str) with 20 arrows, dagger, masterwork longsword, bit and bridle, light horse (combat trained), riding saddle, saddlebags, 11 gp

This squire has begun his knightly training, but not yet earned his spurs. He aspires to match the valor and chivalry of the finest knights. Most of his duties involve caring for his knight's armor, weapons, and horse, holding prisoners taken by the knight, and giving the knight an honorable burial if he is killed.

The knight may instruct the squire to follow him into battle.

If the squire proves himself loyal, skilled, and reliable in combat, his knight may choose to elevate him to full knight status (though in some lands this ceremony may only be performed by the ruler). A knight may have many squires, but a squire serves only one knight.



<b>HEIR APPARENT</b>	<b>CR 2</b>
<b>HUMAN ARISTOCRAT 4</b>	<b>XP 600</b>
Medium humanoid (human)	<b>LG</b>

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

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)

**hp** 22 (4d8+4)

**Fort** +1, **Ref** +2, **Will** +3

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk longsword +4 (1d8/19-20)

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

**TACTICS**

**During Combat** The aristocrat fights with skill and caution, as suits one whose duty is to the throne. If in the company of others, she suggests clever tactics even if she is not actually in command of the group.

**STATISTICS**

**Str** 10, **Dex** 12, **Con** 10, **Int** 11, **Wis** 8, **Cha** 13

**Base Atk** +3; **CMB** +3; **CMD** 14

**Feats** Lightning Reflexes, Skill Focus (Diplomacy), Toughness

**Skills** Diplomacy +11, Knowledge (engineering, religion) +4, Knowledge (history) +5, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (dance) +5, Ride +5, Sense Motive +4, Survival +5

**Languages** Common, Elven

**Combat Gear** oil of bless weapon, potion of cure moderate wounds, potion of spider climb; **Other**

**Gear** masterwork breastplate, dagger, masterwork longsword, noble's outfit, signet ring, 253 gp

The heir apparent has been groomed to rule since birth, yet aspires to an even greater destiny. She welcomes the obligations of a ruling queen, and hopes to accomplish deeds of great heroism, justice, and mercy during her time on the throne. She is normally accompanied by guards (warriors 3) or officers (aristocrats 6).

Some of her remaining wealth is in the form of royal regalia, such as a circlet, and is easily recognized as royal property.

<b>FALCONER</b>	<b>CR 3</b>
<b>HUMAN ARISTOCRAT 5</b>	<b>XP 800</b>
Medium humanoid (human)	<b>CG</b>

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

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 17 (5d8-5)

**Fort** +0, **Ref** +4, **Will** +3

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk short sword +4 (1d6/19-20)

**Ranged** mwk light crossbow +5 (1d8/19-20)

**TACTICS**

**During Combat** The aristocrat mounts his horse and flees while shooting his crossbow. He orders his falcon to attack only if his foes seem weak or he is in mortal peril.

**STATISTICS**

**Str** 10, **Dex** 12, **Con** 9,

**Int** 11, **Wis** 8, **Cha** 14

**Base Atk** +3; **CMB** +3;

**CMD** 14

**Feats** Lightning Reflexes,

Mounted Combat, Skill Focus (Handle Animal, Perception)

**Skills** Climb +5,

Diplomacy +9, Handle Animal +13, Knowledge (nobility) +7, Perception +10, Profession (falconer) +7, Ride +3, Survival +3

**Languages** Common

**Combat Gear** *potion of cure light wounds*, tanglefoot bag; **Other Gear** mithral chain shirt, masterwork light crossbow with 20 bolts, masterwork short sword, signal whistle, silver holy symbol, trained hawk (*Pathfinder RPG Bestiary* 131, worth 40 gp), bit and bridle, light horse (combat trained), riding saddle, saddlebags, 360 gp

The falconer has dedicated his life to training birds of prey—his raptors are his dearest friends. He cares little about courtly life and prefers the company of his noble birds.

<b>OFFICER</b>	<b>CR 4</b>
<b>ELF ARISTOCRAT 6</b>	<b>XP 1,200</b>
Medium humanoid (elf)	<b>N</b>

**Init** +0; **Senses** low-light vision; Perception +8

**DEFENSE**

**AC** 16, touch 10, flat-footed 16 (+6 armor)

**hp** 36 (6d8+9)

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

**Immune** sleep

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk greatsword +8 (2d6+3/19-20) or mwk warhammer +7 (1d8+2/×3)

**Ranged** mwk composite longbow +5 (1d8+2/×3)

**TACTICS**

**During Combat** The aristocrat directs her troops from horseback, saving her personal attention for the toughest foes. She uses *potions of cure light wounds* to save her most wounded subordinates from death.

**STATISTICS**

**Str** 14, **Dex** 10, **Con** 10, **Int** 11, **Wis** 10, **Cha** 11

**Base Atk** +4; **CMB** +6; **CMD** 16

**Feats** Iron Will, Toughness, Weapon Focus (greatsword)

**Skills** Diplomacy +9, Intimidate +5, Knowledge (nobility) +5, Perception +8, Profession (soldier) +9, Ride +6, Sense Motive +5

**Languages** Common, Elven

**SQ** elven magic, weapon familiarity

**Combat Gear** *potions of cure light wounds* (3), *potion of cure moderate wounds*; **Other Gear** masterwork breastplate, masterwork composite longbow (+2 Str) with 20 arrows, masterwork greatsword, masterwork warhammer, courtier's outfit, bit and bridle, light horse (combat trained), military saddle, saddlebags, studded leather barding, 1,121 gp

The officer is a capable and seasoned commander, and has earned the loyalty of her troops.



<b>MAYOR</b>	<b>CR 5</b>
<b>HUMAN ARISTOCRAT 7</b>	<b>XP 1,600</b>
Medium humanoid (human)	<b>N</b>

**Init** +0; **Senses** Perception +2

**DEFENSE**

**AC** 15, touch 10, flat-footed 15 (+5 armor)

**hp** 31 (7d8)

**Fort** +4, **Ref** +4, **Will** +9

**OFFENSE**

**Speed** 35 ft.

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

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

**TACTICS**

**Before Combat** The aristocrat drinks his *potion of heroism*.

He then calls rat swarms with his *pipes of the sewers*.

**During Combat** The

aristocrat sends his rats forward and hides behind allies. If alone, he uses Combat Expertise to prolong the fight in the hope that help will arrive in time to save him.

**Base Statistics** Without *heroism*, the aristocrat's statistics are

**Perception** +0; **Fort** +2, **Ref** +2; **Will** +7;

**Melee** mwk rapier +5 (1d6-1/18-20);

**Skills** -2 on all skills.

**STATISTICS**

**Str** 8, **Dex** 11, **Con** 10, **Int** 13, **Wis** 10,

**Cha** 14

**Base Atk** +5; **CMB** +4; **CMD** 14

**Feats** Combat Expertise, Fleet, Iron Will, Persuasive, Skill Focus (Knowledge [local])

**Skills** Appraise +10, Bluff +14, Diplomacy +16, Intimidate +14, Knowledge (history) +9, Knowledge (local) +16, Knowledge (nobility) +11, Knowledge (religion) +7, Perception +2, Perform (wind) +8, Sense Motive +12

**Languages** Common, Halfling

**Combat Gear** *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** +1 chain shirt, dagger, masterwork rapier, *pipes of the sewers*, antitoxin (2), courtier's outfit, staff of office (worth 200 gp), everburning torch, 430 gp

The mayor has taken to wearing a chain shirt beneath his clothing in the event that illicit lenders come calling to collect the money he owes.

<b>DIPLOMAT</b>	<b>CR 6</b>
<b>HALF-ELF ARISTOCRAT 8</b>	<b>XP 2,400</b>
Medium humanoid (elf, human)	<b>N</b>

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

**DEFENSE**

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 28 (8d8-8)

**Fort** +2, **Ref** +4, **Will** +9

**OFFENSE**

**Speed** 30 ft.

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

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

**TACTICS**

**During Combat** The diplomat prefers to fence with words rather than blades, but handles a rapier competently. She tries to talk her opponents out of fighting, emphasizing the legal and political trouble caused by harming an official diplomat.

**STATISTICS**

**Str** 9, **Dex** 12, **Con** 8, **Int** 12, **Wis** 10, **Cha** 16

**Base Atk** +6; **CMB** +5; **CMD** 16

**Feats** Alertness, Iron Will, Persuasive, Skill Focus (Diplomacy, Knowledge [history])

**Skills** Bluff +14, Diplomacy +19, Intimidate +10, Knowledge (geography, religion) +5, Knowledge (history) +14, Knowledge (nobility) +8, Linguistics +6, Perception +12, Perform (dance) +7, Ride +5, Sense Motive +13

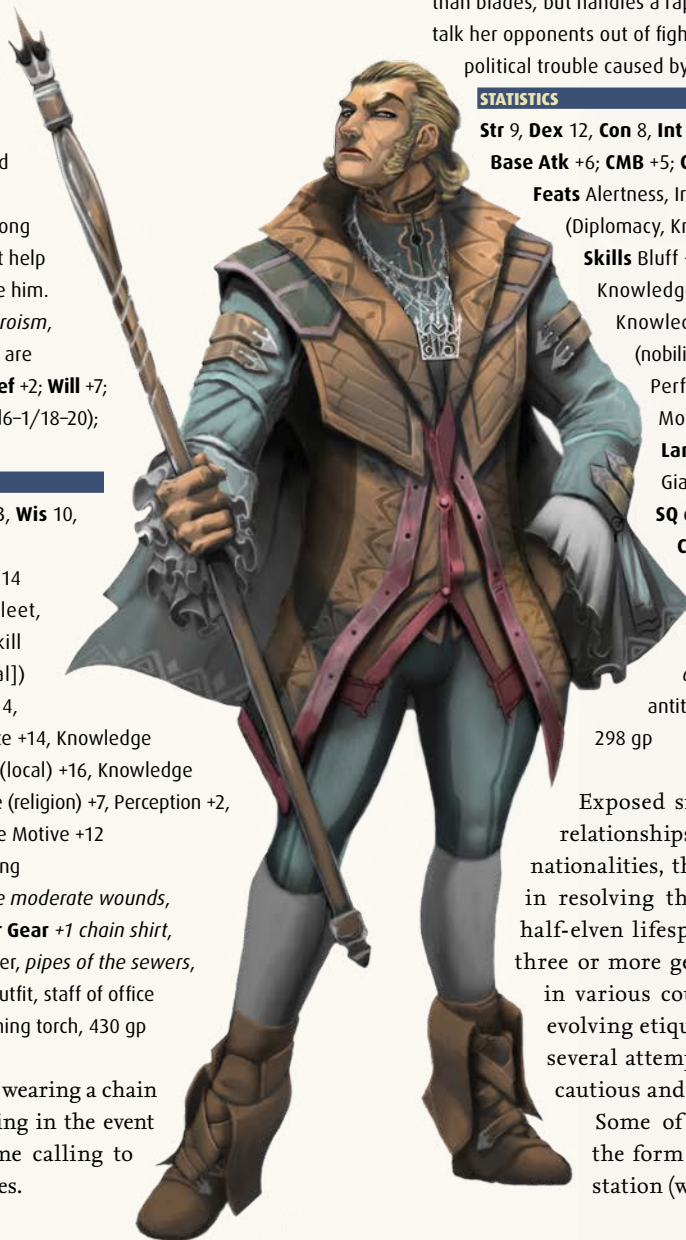
**Languages** Common, Dwarven, Elven, Giant, Goblin

**SQ** elf blood

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** dagger, masterwork rapier, *cloak of resistance* +1, *figurine of wondrous power* (silver raven), antitoxin (4), noble's outfit, signet ring, 298 gp

Exposed since birth to the contentious relationships between disparate races and nationalities, the diplomat found her calling in resolving the differences of others. Her half-elven lifespan means she has dealt with three or more generations of human nobility in various countries and is well versed in evolving etiquette. Slow-burning feuds and several attempts on her life have made her cautious and patient in her work.

Some of her remaining wealth is in the form of jewelry appropriate to her station (worth approximately 50 gp).



<b>KNIGHT</b>	<b>CR 7</b>
<b>HUMAN ARISTOCRAT 9</b>	<b>XP 3,200</b>
Medium humanoid (human)	<b>LE</b>

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

#### DEFENSE

**AC** 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

**hp** 76 (9d8+36)

**Fort** +6, **Ref** +4, **Will** +5

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk lance +12/+7 (1d8+5/×3) or  
+1 longsword +12/+7 (1d8+6/19-20)

**Ranged** mwk composite shortbow +8/+3 (1d6+3/×3)

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

#### TACTICS

**Before Combat** Before a fight or joust, the aristocrat drinks his *potions of bear's endurance* and *bull's strength*.

**During Combat** The aristocrat opens with a charge. When confronting foes on foot, he stows his lance, then attacks with his longsword. Against mounted foes, he wheels about and charges so he can use *Unseat*, repeating this until all his opponents are dismounted. If he is unable to hit a well-armored rider, he is not above attacking the mount instead.

**Base Statistics** Without *bear's endurance* and *bull's strength*, the aristocrat's statistics are **hp** 58; **Fort** +4; **Melee** mwk lance +10/+5 (1d8+3/×3) or +1 longsword +10/+5 (1d8+4/19-20); **Str** 16, **Con** 12; **CMB** +9; **CMD** 20.

#### STATISTICS

**Str** 20, **Dex** 12, **Con** 16, **Int** 10, **Wis** 8, **Cha** 9

**Base Atk** +6; **CMB** +11; **CMD** 22

**Feats** Improved Bull Rush, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Unseat

**Skills** Diplomacy +11, Handle Animal +5, Intimidate +11, Knowledge (nobility) +12, Perception +5, Ride +10, Sense Motive +5

**Languages** Common

**Combat Gear** +1 human-bane arrows (2), *potion of bear's endurance*, *potion of bull's strength*, *potion of cure moderate wounds*; **Other Gear** masterwork full plate, masterwork heavy steel shield, +1 longsword, dagger, masterwork composite shortbow (+3 Str) with 40 arrows, masterwork lance, noble's outfit, signet ring, bit and bridle, heavy horse (combat trained), masterwork breastplate barding, military saddle, saddlebags, 163 gp

Although this tarnished knight considers his honor beyond reproach, he covets personal glory and seeks the humiliation of his enemies. Whether commanding a host of knights to rout tribes of hobgoblins or orcs or touring the land in search of jousting competitions, the knight is a tall, towering figure, striking fear into the hearts of his opponents.

The knight does not fear battle and refuses to cheat or use underhanded methods to achieve victory. He does not believe that using magic is cheating, though he prefers spells and items that enhance natural prowess rather than ones that directly harm or afflict enemies, and frowns on knights, warlords, and monsters that use such cowardly tactics. His word is his bond, and he will negotiate an enemy's surrender to spare the lives of common troops from pointless slaughter.

The above stat block may be used for a military commander such as a general. It can also be used for a lesser scion of a noble or royal house—one who has little or no chance of inheriting the throne and is instead trained for war. Such a scion may be loyal to the crown or may attempt to gain support among the nobility to stage a coup and usurp the throne for himself or a foreign power.



<b>KING</b>	<b>CR 8</b>
<b>HUMAN ARISTOCRAT 10</b>	<b>XP 4,800</b>
Medium humanoid (human)	<b>N</b>

**Init** +0; **Senses** Perception +10

**DEFENSE**

**AC** 18, touch 11, flat-footed 18 (+7 armor, +1 deflection)

**hp** 50 (10d8+5)

**Fort** +6, **Ref** +4, **Will** +10

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk longsword +8/+3 (1d8-1/19-20) or light mace +6/+1 (1d6-1)

**Ranged** mwk dagger +8/+3 (1d4-1/19-20)

**TACTICS**

**During Combat** No stranger to battle, the aristocrat fights with his longsword and orders all available guards and retainers to slay his attackers for the crime of attacking his royal person. He takes full tactical command of the battle, directing each subject, and avoids actions that put him at risk. If it looks like he would be killed or captured, he directs his guards to block pursuers and tries to flee.

**STATISTICS**

**Str** 8, **Dex** 11, **Con** 10, **Int** 14, **Wis** 10, **Cha** 14

**Base Atk** +7; **CMB** +6; **CMD** 17

**Feats** Alertness, Great Fortitude, Iron Will, Persuasive, Vital Strike, Weapon Focus (longsword)

**Skills** Bluff +10, Diplomacy +19, Intimidate +12, Knowledge (geography, history) +10, Knowledge (local) +6, Knowledge (nobility) +15, Knowledge (religion) +8, Linguistics +9, Perception +10, Perform (dance) +6, Perform (oratory) +10, Ride +6, Sense Motive +17

**Languages** Common, Dwarven, Elven, Giant, Gnome, Halfling, Sylvan

**Combat Gear** *potion of cure serious wounds*, *potion of delay poison*;

**Other Gear** +1 glamerd breastplate, masterwork dagger, masterwork longsword, *cloak of resistance +1*, *ring of protection +1*, royal outfit, crown (worth 500 gp), royal scepter (worth 250 gp, as light mace in combat), royal seal (worth 150 gp), 233 gp

Though once an even-tempered and capable ruler, the king tires of the responsibilities of the crown and reflects fondly on his days as a questing noble knight, free of court intrigue and stifling castle walls. Petitioners who bore or offend him risk arousing his anger, as do sycophants and hangers-on. He admires soldiers, knights, and adventurers, though he doesn't tolerate disrespect of himself, his family, or his country.

If the king has a suitable heir (and therefore can afford to take minor risks with his own life), he may sate his desire for fresh air and action by going on hunting trips, accompanied by a select group of nobles and trusted guards. Player characters who earn his goodwill may be

invited to these outings, but should be wary of outshining the king's skill at riding or hunting. The king giving unexpected attention to the PCs may anger other nobles and provide roleplaying and campaign plot opportunities.

Note that much of the king's wealth is in the form of royal regalia, such as a crown and royal seal. These items are easily recognized as royal property and any non-noble caught with them is assumed to be a thief. The king also has access to other jewelry and clothing that belongs to the official regalia of his office (such as crown jewels), which may be worth thousands of gold pieces or more.

The above stat block can also be used for a queen, adventuring prince or princess, or a (non-spellcaster) ruler of a powerful religious institution (especially in lands where it is customary for younger sons or daughters to become clergy).





<b>BEGGAR</b>	<b>CR 1/3</b>
<b>HALF-ELF COMMONER 1</b>	<b>XP 135</b>
Medium humanoid (elf, human)	<b>CN</b>

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

**DEFENSE**

**AC** 12, touch 12, flat-footed 10 (+2 Dex)

**hp** 4 (1d6+1)

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

**Immune** sleep

**OFFENSE**

**Speed** 30 ft.

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

**TACTICS**

**During Combat** The commoner offers his pitiful handful of copper pieces to buy his life. If refused, he lashes out with his dagger while screaming for help.

**STATISTICS**

**Str** 8, **Dex** 14, **Con** 13, **Int** 11, **Wis** 9, **Cha** 10

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Endurance, Skill Focus (Bluff)

**Skills** Bluff +4, Disguise +2, Perception +5, Perform (wind)

**Languages** Common, Elven

**SQ** elf blood

**Gear** dagger, disguise kit, wooden flute, 203 gp

A beggar has had a hard life. He might be honest in his begging, or he might pretend to be something he's not—such as disfigured or a war hero—to evoke sympathy.

<b>PIG FARMER</b>	<b>CR 1/2</b>
<b>HUMAN COMMONER 2</b>	<b>XP 200</b>
Medium humanoid (human)	<b>CN</b>

**Init** -1; **Senses** Perception +0

**DEFENSE**

**AC** 9, touch 9, flat-footed 9 (-1 Dex)

**hp** 9 (2d6+2)

**Fort** +1, **Ref** -1, **Will** +0

**OFFENSE**

**Speed** 30 ft.

**Melee** scythe -2 (2d4+1/×4) or club +2 (1d6+1)

**Ranged** club +0 (1d6+1)

**TACTICS**

**During Combat** The commoner threatens aggressors with her scythe, but switches to her club if she actually has to attack.

**STATISTICS**

**Str** 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 11

**Feats** Skill Focus (Handle Animal, Heal)

**Skills** Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

**Languages** Common

**Gear** club, scythe, artisan's tools, pigs (8), bit and bridle, light horse, pack saddle, 251 gp

Despite her muddy appearance, a pig farmer has many useful skills.

<b>MINER</b>	<b>CR 1</b>
<b>DWARF COMMONER 3</b>	<b>XP 400</b>
Medium humanoid (dwarf)	<b>CN</b>

**Init** -1; **Senses** darkvision 60 ft.; Perception +5

**DEFENSE**

**AC** 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

**hp** 16 (3d6+6)

**Fort** +3, **Ref** +0, **Will** +2; +2 vs. poison, spells, and spell-like abilities

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

**OFFENSE**

**Speed** 20 ft.

**Melee** miner's pick -2 (1d6+1) or heavy mace +2 (1d8+1)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids

**TACTICS**

**During Combat** The commoner uses whatever materials are available to avoid melee combat, such as a lantern he can smash to create a fire.

**STATISTICS**

**Str** 13, **Dex** 8, **Con** 14, **Int** 9, **Wis** 13, **Cha** 8

**Base Atk** +1; **CMB** +2; **CMD** 11 (15 vs. bull rush or trip)

**Feats** Skill Focus (Appraise, Profession [miner])

**Skills** Appraise +3 (+5 to assess nonmagical metals or gemstones), Climb +5, Knowledge (dungeoneering) +0, Perception +5 (+7 to notice unusual stonework), Profession (miner) +9

**Languages** Common, Dwarven

**Gear** leather armor, heavy mace, miner's pick, pitons (10), rope (50 ft.), 753 gp

A miner labors long hours in the dark, and spends his earnings freely during rare visits to the surface.

<b>ACCOMPLISHED ANGLER</b>	<b>CR 2</b>
<b>HALFLING COMMONER 4</b>	<b>XP 600</b>
Small humanoid (halfling)	<b>CN</b>

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

**DEFENSE**

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 10 (4d6-4)

**Fort** +1, **Ref** +5, **Will** +3; +2 vs. fear

**OFFENSE**

**Speed** 20 ft.

**Melee** fishing pole -3 (1d4-2)

**Ranged** sling +6 (1d3-2)

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**TACTICS**

**During Combat** The commoner uses her sling and retreats to a safe location.

**STATISTICS**

**Str** 6, **Dex** 16, **Con** 9, **Int** 10, **Wis** 12, **Cha** 13

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

**Feats** Point-Blank Shot, Skill Focus (Perception)

**Skills** Acrobatics +5 (+1 when jumping), Climb +0, Craft (cook) +6, Knowledge (geography, local, nature) +2, Perception +10, Profession (fisherman) +6, Survival +2, Swim +2

**Languages** Common, Halfling

**Combat Gear** *potion of cure light wounds*; **Other Gear** sling with 10 bullets, fishing net, everburning torch, masterwork artisan's tools (fishing), 1,480 gp

An accomplished angler prides herself on handling life's trials with aplomb.

<b>BARMAID</b>	<b>CR 3</b>
<b>HUMAN COMMONER 5</b>	<b>XP 800</b>
Medium humanoid (human)	<b>CN</b>

**Init** +1; **Senses** Perception +6

**DEFENSE**

**AC** 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

**hp** 17 (5d6)

**Fort** +1, **Ref** +2, **Will** +1

**OFFENSE**

**Speed** 35 ft.

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

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

**TACTICS**

**During Combat** The commoner tries to talk her way out of a fight, and uses her dagger if that fails.

**STATISTICS**

**Str** 8, **Dex** 13, **Con** 11, **Int** 9, **Wis** 10, **Cha** 13

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Alertness, Dodge, Fleet, Nimble Moves

**Skills** Diplomacy +6, Knowledge (local) +4, Perception +6, Sense Motive +6

**Languages** Common

**Gear** dagger, antitoxin, 2,298 gp

A barmaid isn't above passing messages or slipping a dose of sleeping poison into a drink if the price is right.

<b>SHOPKEEPER</b>	<b>CR 4</b>
<b>ELF COMMONER 6</b>	<b>XP 1,200</b>
Medium humanoid (elf)	<b>CN</b>

**Init** +0; **Senses** low-light vision; Perception +11

**DEFENSE**

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**hp** 15 (6d6-6)

**Fort** +1, **Ref** +2, **Will** +5; +2 vs. enchantments

**Immune** sleep

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk rapier +3 (1d6-1/18-20)

**TACTICS**

**During Combat** The commoner calls for help, and uses alchemical items to delay attackers.

**STATISTICS**

**Str** 9, **Dex** 10, **Con** 8, **Int** 14, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** +2; **CMD** 12

**Feats** Alertness, Iron Will, Skill Focus (Appraise)

**Skills** Appraise +11, Bluff +5, Intimidate +5, Knowledge (history, local) +4, Perception +11, Sense Motive +9, Spellcraft +5 (+7 to identify magic item properties)

**Languages** Common, Elven, Gnome, Halfling

**SQ** elven magic, weapon familiarity

**Combat Gear** *potion of cure light wounds*, acid (2), alchemist's fire (2), tanglefoot bag, thunderstone; **Other Gear** masterwork studded leather, masterwork rapier, magnifying glass, merchant's scale, silver holy symbol, 638 gp

A shopkeeper stocks a mix of useful supplies and gear for townsfolk and adventurers alike. The stat block above can be used for any typical merchant in a cosmopolitan settlement.



<b>RUFFIAN</b>	<b>CR 5</b>
<b>HUMAN COMMONER 7</b>	<b>XP 1,600</b>
Medium humanoid (human)	<b>N</b>

**Init** +3; **Senses** Perception +4

**DEFENSE**

**AC** 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

**hp** 45 (7d6+21)

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

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +7 (1d4+3/19-20) or club +6 (1d6+4)

**Ranged** dagger +2 (1d4+3/19-20)

**TACTICS**

**During Combat** The commoner fights with a dagger in his main hand, and holds another dagger in his off hand in case he wants to throw it.

**STATISTICS**

**Str** 16, **Dex** 8, **Con** 12, **Int** 11, **Wis** 9, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 15

**Feats** Improved Initiative, Skill Focus (Intimidate, Stealth), Step Up, Toughness

**Skills** Bluff +5, Intimidate +8, Perception +4, Sense Motive +1, Stealth +9

**Languages** Common

**Combat Gear** feather token (whip), *potions of cure light wounds* (2), *potion of shield of faith*; **Other Gear** leather armor, club, daggers (4), masterwork dagger, manacles, rope (50 ft.), sunrods (4), 3,656 gp

A ruffian makes a living by petty theft and robbery when he isn't working with a larger gang. Lacking the motivation to learn a profitable trade, a ruffian has spent a lifetime at hard unskilled labor, and isn't afraid to throw his weight around to get what he wants.

Ruffians are employed anywhere brute strength is more important than skill or finesse and getting it done cheaply is better than getting it done well. Miners use ruffians to push carts; farmers hire them to load wagons; merchants, thieves' guilds, and cults use them as enforcers and guards; and street gangs enlist them to bolster their numbers.

<b>VILLAGE ELDER</b>	<b>CR 6</b>
<b>HALF-ORC COMMONER 8</b>	<b>XP 2,400</b>
Medium humanoid (human, orc)	<b>CN</b>

**Init** +1; **Senses** darkvision 60 ft.; Perception +4

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 28 (8d6)

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

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk spear +4 (1d8-1/x3)

**TACTICS**

**During Combat** The commoner calls for help, then fights defensively or uses total defense until allies arrive.

**STATISTICS**

**Str** 9, **Dex** 12, **Con** 8, **Int** 12, **Wis** 14, **Cha** 12

**Base Atk** +4; **CMB** +3; **CMD** 14

**Feats** Alertness, Iron Will, Persuasive, Toughness

**Skills** Bluff +5, Diplomacy +7, Intimidate +9, Knowledge (local) +9, Perception +4, Perform (oratory) +5, Sense Motive +12

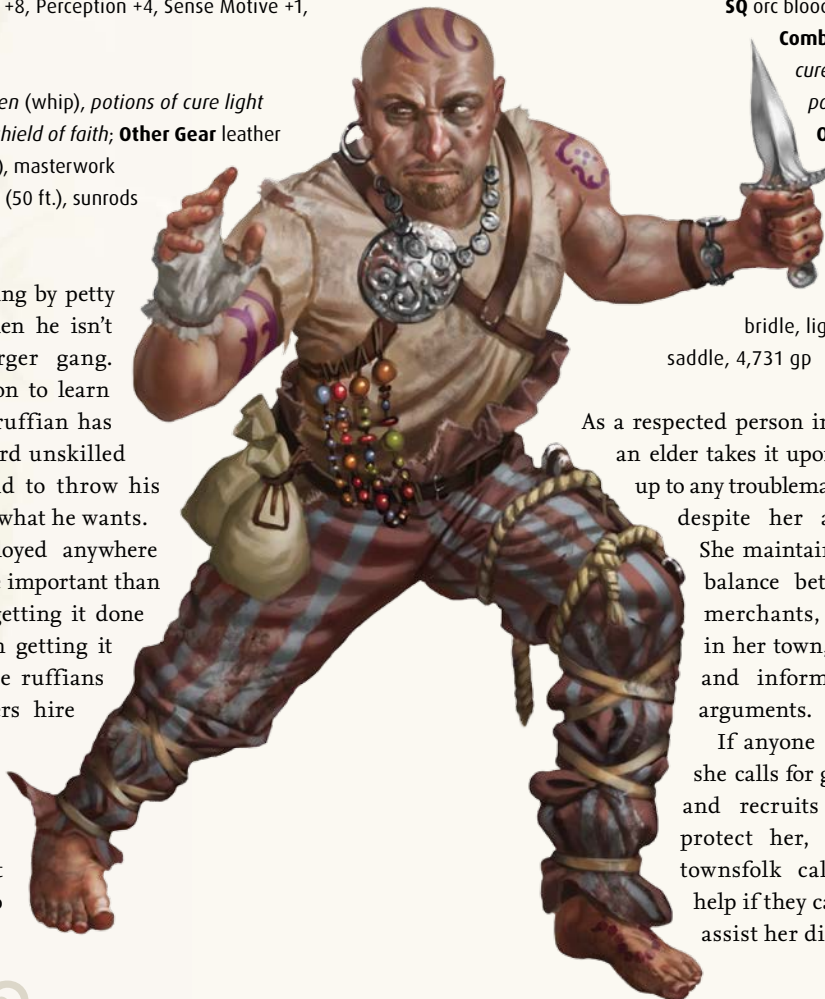
**Languages** Common, Giant, Orc

**SQ** orc blood, weapon familiarity

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

**Other Gear**

masterwork chain shirt, masterwork spear, courtier's outfit, bit and bridle, light horse, riding saddle, 4,731 gp



As a respected person in her community, an elder takes it upon herself to stand up to any troublemakers in her village despite her advancing years. She maintains a fine political balance between the clergy, merchants, and commoners in her town, using diplomacy and information to defuse arguments.

If anyone attacks the elder, she calls for guards (warriors 3) and recruits (warriors 1) to protect her, and most other townsfolk call for additional help if they can not or dare not assist her directly.

<b>CONSTABLE</b>	<b>CR 7</b>
<b>HUMAN COMMONER 9</b>	<b>XP 3,200</b>
Medium humanoid (human)	<b>NE</b>

**Init** +0; **Senses** Perception +14

**DEFENSE**

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 49 (9d6+18)

**Fort** +5, **Ref** +4, **Will** +6

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *spear* +8 (1d8+4/x3) or  
mwk sap +7 (1d6+2 nonlethal)

**Ranged** mwk light crossbow +5 (1d8/19–20)

**TACTICS**

**During Combat** The constable calls for backup, and pursues an enemy who flees or fights defensively against one who stays to fight it out.

**STATISTICS**

**Str** 14, **Dex** 11, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +4; **CMB** +6; **CMD** 16

**Feats** Alertness, Iron Will, Light Armor Proficiency, Martial Weapon Proficiency (sap), Toughness, Weapon Focus (spear)

**Skills** Climb +6, Handle Animal +4, Intimidate +3, Knowledge (local) +6, Perception +14, Ride +5, Sense Motive +11, Swim +5

**Languages** Common

**Combat Gear** *potion of bull's strength*, *potions of cure light wounds* (2), tanglefoot bags (4); **Other Gear** masterwork chain shirt, +1 *spear*, masterwork light crossbow with 10 bolts, masterwork sap, *cloak of resistance* +1, everburning torch, sunrods (5), bit and bridle, heavy horse (combat trained), military saddle, 2,568 gp

A gruff, no-nonsense sort, a constable prefers a stern warning to violence, but doesn't hesitate to crack a belligerent nuisance over the head.

Depending on the size of the town she protects, the constable's minions may include guards (warriors 3), a larger number of recruits (warriors 1), and perhaps a tavern champion (warrior 5). In a smaller community, she may only be able to gather a group of pig farmers (commoners 2) and perhaps some miners (commoners 4) to serve as a militia. Unless dealing with monsters, the constable's job is to arrest and detain, not kill.



<b>TRAITOR</b>	<b>CR 8</b>
<b>HUMAN COMMONER 10</b>	<b>XP 4,800</b>
Medium humanoid (human)	<b>CE</b>

**Init** –1; **Senses** Perception +14

**DEFENSE**

**AC** 11, touch 9, flat-footed 11 (+2 armor, –1 Dex)

**hp** 55 (10d6+20)

**Fort** +6, **Ref** +4, **Will** +6

**Immune** *detect thoughts*, *discern lies*, alignment detection

**OFFENSE**

**Speed** 30 ft.

**Melee** light mace +4 (1d6–1)

**Ranged** splash weapon +4 (varies)

**TACTICS**

**During Combat** The traitor hides behind any available allies and throws alchemical items, fighting in melee only as a last resort.

**STATISTICS**

**Str** 9, **Dex** 8, **Con** 12, **Int** 12, **Wis** 12, **Cha** 14

**Base Atk** +5; **CMB** +4; **CMD** 13

**Feats** Great Fortitude, Iron Will, Lightning Reflexes, Skill Focus (Bluff, Sense Motive), Toughness

**Skills** Bluff +18, Diplomacy +8, Knowledge (geography) +3, Knowledge (history) +5, Knowledge (local) +6, Linguistics +3, Perception +14, Ride +5, Sense Motive +12

**Languages** Common, Dwarven, Elven, Halfling

**Combat Gear** *potion of cure moderate wounds*, *potion of gaseous form*, *potion of mage armor*, acid (2), alchemist's fire (2); **Other Gear** leather armor, light mace, *ring of mind shielding*, 875 gp

A trusted and respected pillar of his community, a traitor keeps a kind face and speaks honeyed words, all the while betraying his people for his own selfish gain. In the long run, he doesn't care who gets hurt or killed by his devious plans, as long as he is able to profit from it in terms of status or wealth.

The traitor may have the village elder (commoner 8) under his thumb, or may keep several ruffians (commoners 7) at his beck and call. If allied with an evil cult, he may be able to get help from enforcers (adepts 5) or initiates (adepts 3) to enact his plans and keep a cultist (adept 10) on a short leash or at a safe distance.



<b>APPRENTICE JEWELER</b>	<b>CR 1/3</b>
<b>HUMAN EXPERT 1</b>	<b>XP 135</b>
Medium humanoid (human)	<b>N</b>

**Init** +2; **Senses** Perception +4

**DEFENSE**

**AC** 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

**hp** 4 (1d8)

**Fort** +0, **Ref** +2, **Will** +2

**OFFENSE**

**Speed** 30 ft.

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

**TACTICS**

**During Combat** The expert calls for help and makes a fighting retreat.

**STATISTICS**

**Str** 8, **Dex** 15, **Con** 11, **Int** 12, **Wis** 10, **Cha** 9

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Run, Skill Focus (Craft [jewelry])

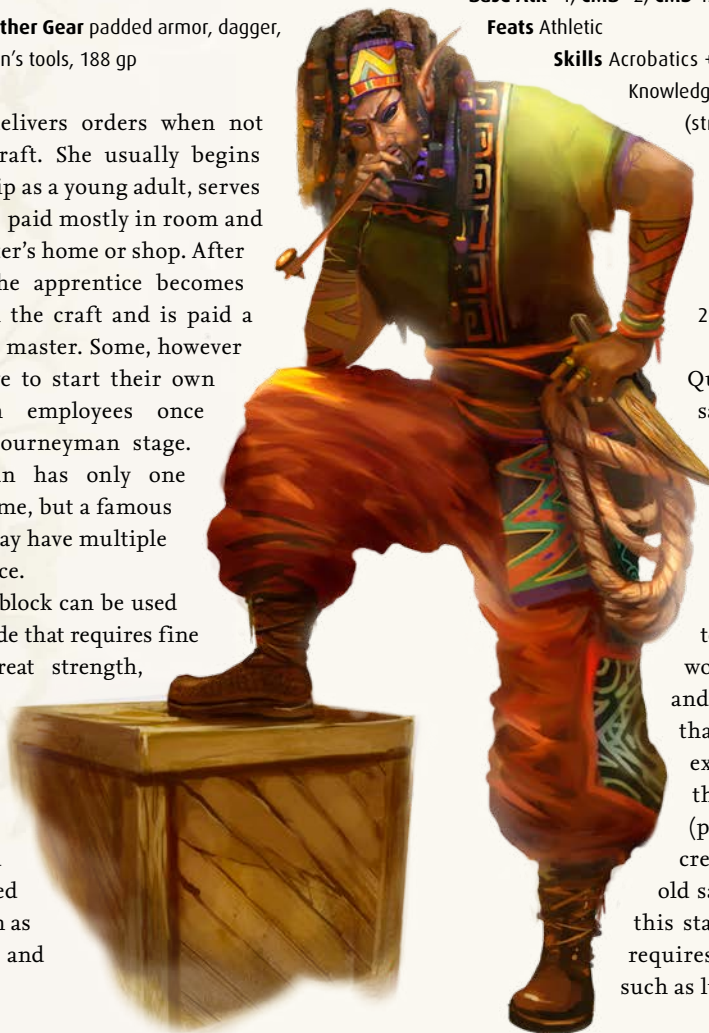
**Skills** Appraise +5, Craft (jewelry) +8, Diplomacy +3, Disable Device +6, Knowledge (history, local, nobility) +5, Perception +4, Use Magic Device +3

**Languages** Common

**Combat Gear** acid; **Other Gear** padded armor, dagger, masterwork artisan's tools, 188 gp

An apprentice delivers orders when not practicing her craft. She usually begins her apprenticeship as a young adult, serves for 7 years, and is paid mostly in room and board at the master's home or shop. After this duration, the apprentice becomes a journeyman in the craft and is paid a daily wage by the master. Some, however may instead leave to start their own businesses with employees once they reach the journeyman stage. A typical artisan has only one apprentice at a time, but a famous or wealthy one may have multiple apprentices at once.

The above stat block can be used for any sort of trade that requires fine skill but not great strength, such as cobbling, dyeing, weaving, glass-blowing, locksmithing, or pottery-making. It can also be used to represent skilled professionals such as carriage drivers and house servants.



<b>OLD SAILOR</b>	<b>CR 1/2</b>
<b>ELF EXPERT 2</b>	<b>XP 200</b>
Medium humanoid (elf)	<b>CN</b>

**Init** +1; **Senses** low-light vision; Perception +6

**DEFENSE**

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 11 (2d8+2)

**Fort** +0, **Ref** +1, **Will** +3; +2 vs. enchantments

**Immune** sleep

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk dagger +3 (1d4+1/19-20) or handaxe +2 (1d6+1/x3)

**Ranged** mwk dagger +3 (1d4+1/19-20) or shortbow +2 (1d6/x3)

**TACTICS**

**During Combat** The expert keeps his back to the wall, seeks the high ground, and uses Acrobatics to maintain a tactical advantage.

**STATISTICS**

**Str** 12, **Dex** 13, **Con** 11, **Int** 10, **Wis** 10, **Cha** 9

**Base Atk** +1; **CMB** +2; **CMD** 13

**Feats** Athletic

**Skills** Acrobatics +5, Climb +8, Craft (scrimshaw) +4, Knowledge (religion) +4, Perception +6, Perform (string) +3, Profession (sailor) +4, Sleight of Hand +5, Survival +4, Swim +8

**Languages** Common, Elven

**SQ** elven magic, weapon familiarity

**Other Gear** leather armor, handaxe, masterwork dagger, shortbow with 20 arrows, artisan's tools, 36 gp

Quite weathered for an elf, a sailor spends most of his free time playing cards, making music, or whittling away at wood or ivory. Old sailors are superstitious and wary of bad omens before or during a voyage. Though an old sailor is able to defend himself if attacked, his work relates to ship maintenance and transporting cargo rather than repelling boarders. For an experienced military sailor, use the veteran buccaneer stat block (page 267) or apply the advanced creature simple template to the old sailor stat block. You can also use this stat block for laborers whose work requires strength and maneuverability, such as lumberjacks.

<b>SEASONED TRAPPER</b>	<b>CR 1</b>
<b>HALFLING EXPERT 3</b>	<b>XP 400</b>
Small humanoid (halfling)	<b>N</b>

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

**DEFENSE**

**AC** 16, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 size)

**hp** 13 (3d8)

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

**OFFENSE**

**Speed** 20 ft.

**Melee** spear +3 (1d6/x3)

**Ranged** mwk light crossbow +6 (1d6/19-20)

**TACTICS**

**During Combat** The expert seeks concealment or cover and attacks with her crossbow.

**STATISTICS**

**Str** 10, **Dex** 15, **Con** 10, **Int** 9, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Deadly Aim, Skill Focus (Survival)

**Skills** Acrobatics +3 (-1 when jumping), Climb +5, Craft (leather) +5, Craft (traps) +7, Heal +6, Knowledge (nature) +3, Perception +7, Ride +5, Stealth +11, Survival +9, Swim +4

**Languages** Common, Halfling

**Combat Gear** *potion of cure light wounds*; **Other Gear** studded leather, masterwork light crossbow with 40 bolts, spear, masterwork artisan's tools (leather, traps), bit and bridle, riding dog, riding saddle, 92 gp

A trapper catches animals with snares, then turns their hides into leather and fur goods. Most are independent folk, content to live on the edge of civilization so they don't have to deal with the niceties of polite society. A few find themselves trying to escape a past crime or tragedy, using the wilderness to hide and eking out a livelihood from the natural world. Most know the best places to hunt and trap, hidden paths that lead to observation points, and the locations of caves and dangerous natural hazards.

In frontier areas, a seasoned trapper is the next best thing to a guide, scout, tracker, or sniper, and in wartime many serve in the local militia, using their keen eyes and deadly skills to keep villagers safe and provide food. In exchange for a few coins, they may lead adventurers to the edge of monster territory or provide food or shelter in a storm.

<b>JOURNEYMAN CARPENTER</b>	<b>CR 2</b>
<b>HALF-ORC EXPERT 4</b>	<b>XP 600</b>
Medium humanoid (human, orc)	<b>N</b>

**Init** +0; **Senses** darkvision 60 ft.; Perception +4

**DEFENSE**

**AC** 10, touch 10, flat-footed 10

**hp** 22 (4d8+4)

**Fort** +2, **Ref** +1, **Will** +3

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 30 ft.

**Melee** light hammer +4 (1d4+1)

**Ranged** light hammer +3 (1d4+1)

**TACTICS**

**During Combat** The expert uses the terrain to his advantage, including ladders and narrow ledges.

**STATISTICS**

**Str** 13, **Dex** 10, **Con** 12, **Int** 12, **Wis** 8, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 14

**Feats** Power Attack, Skill Focus (Craft [carpentry])

**Skills** Acrobatics +6, Bluff +5, Climb +6, Craft (carpentry) +11, Diplomacy +5, Disable Device +6, Escape Artist +2, Intimidate +9, Knowledge (engineering, local) +8, Perception +4

**Languages** Common, Orc

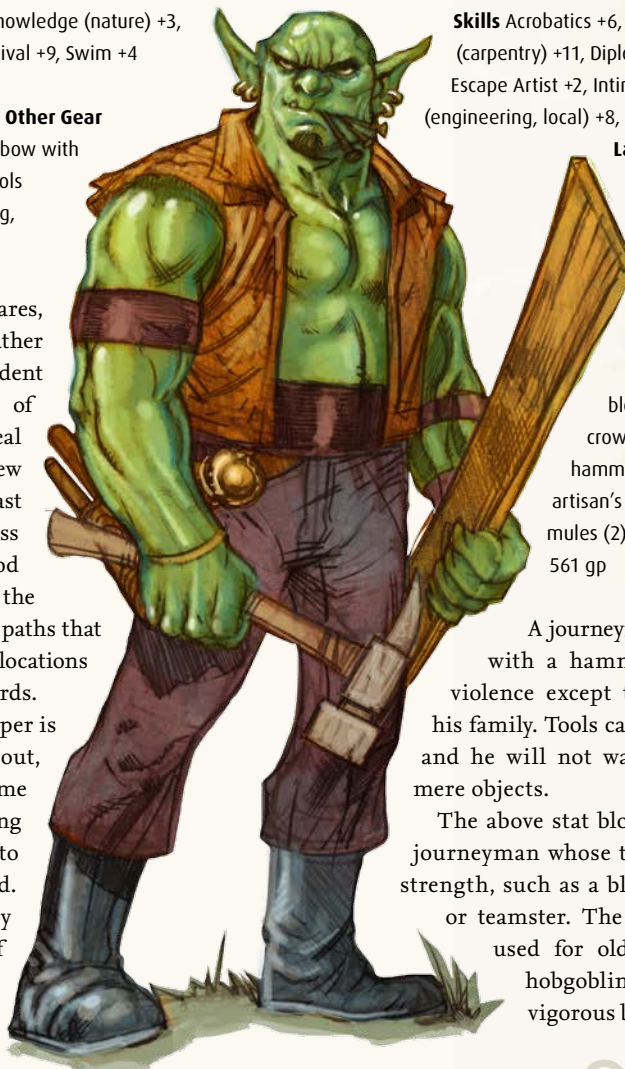
**SQ** orc blood, weapon familiarity

**Combat Gear** *oil of mending* (5), *potions of cure light wounds* (2), *potions of spider climb* (2);

**Other Gear** light hammer, block and tackle, chain (20 ft.), crowbars (2), everburning torch, hammers (2), ladder, masterwork artisan's tools, bits and bridles (2), mules (2), pack saddles (2), wagon, 561 gp

A journeyman carpenter is skilled with a hammer, but tries to avoid violence except to defend himself and his family. Tools can be rebuilt or replaced, and he will not waste his life protecting mere objects.

The above stat block can be used for any journeyman whose trade requires skill and strength, such as a blacksmith, stonemason, or teamster. The stat block can also be used for older warriors in orc or hobgoblin tribes who are not as vigorous but are still able to fight.



<b>SAPPER</b>	<b>CR 3</b>
<b>HUMAN EXPERT 5</b>	<b>XP 800</b>
Medium humanoid (human)	<b>LE</b>

**Init** +1; **Senses** Perception +8

**DEFENSE**

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 27 (5d8+5)

**Fort** +1, **Ref** +4, **Will** +4

**OFFENSE**

**Speed** 30 ft.

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

**Ranged** mwk dagger +5 (1d4-1/19-20) or splash weapon +4 (varies)

**TACTICS**

**During Combat** The sapper throws alchemical splash weapons, avoiding melee combat as long as possible.

**STATISTICS**

**Str** 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 11, **Cha** 9

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Lightning Reflexes, Point-Blank Shot, Skill Focus (Knowledge [engineering], Stealth)

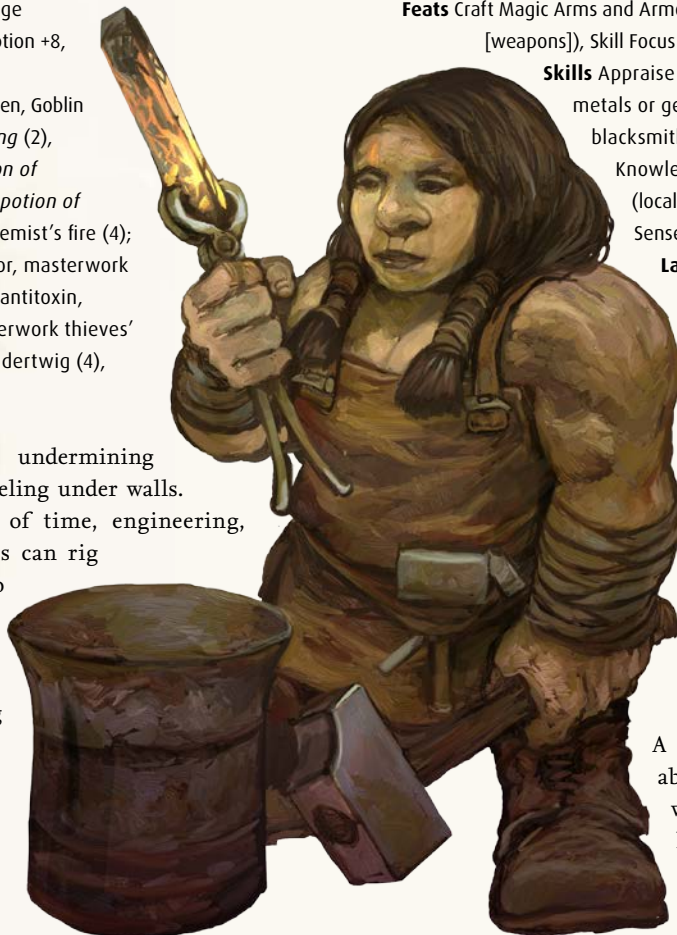
**Skills** Acrobatics +9, Climb +7, Craft (alchemy) +11, Disable Device +9, Escape Artist +9, Knowledge (arcana, geography) +11, Knowledge (engineering) +14, Perception +8, Stealth +12

**Languages** Common, Dwarven, Goblin

**Combat Gear** *elixirs of hiding* (2), *potion of barkskin*, *potion of cure moderate wounds*, *potion of invisibility*, acid (4), alchemist's fire (4);

**Other Gear** leather armor, masterwork dagger, alchemist's lab, antitoxin, everburning torch, masterwork thieves' tools, smokestick (2), tindertwig (4), 171 gp

Sappers specialize in undermining fortifications and tunneling under walls. Using a combination of time, engineering, and explosives, sappers can rig a tunnel to collapse to protect a retreat or create a path over a mountainside. Their enthusiasm for blowing things up means they take unnecessary risks, and the lifespan of a professional sapper is often cut short in a dramatic blast.



<b>EXPERT BLACKSMITH</b>	<b>CR 4</b>
<b>DWARF EXPERT 6</b>	<b>XP 1,200</b>
Medium humanoid (dwarf)	<b>N</b>

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

**DEFENSE**

**AC** 12, touch 10, flat-footed 12 (+2 armor)

**hp** 39 (6d8+12)

**Fort** +4, **Ref** +2, **Will** +5; +2 vs. poison, spells, and spell-like abilities

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

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 warhammer +6 (1d8+2/×3) or

mwk cold iron warhammer +6 (1d8+1/×3)

**Special Attacks** +1 on attack rolls against goblinoid and orc humanoids

**TACTICS**

**Before Combat** If she has at least 4 minutes to prepare to defend her shop, the expert dons her masterwork breastplate.

**During Combat** The expert uses one of her warhammers in melee, but calls for help and tries to avoid combat.

**STATISTICS**

**Str** 13, **Dex** 10, **Con** 14, **Int** 12, **Wis** 11, **Cha** 6

**Base Atk** +4; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

**Feats** Craft Magic Arms and Armor, Master Craftsman (Craft [weapons]), Skill Focus (Craft [armor, weapons])

**Skills** Appraise +10 (+12 to assess nonmagical metals or gemstones), Craft (armor, blacksmithing) +10, Craft (weapons) +15, Knowledge (history) +8, Knowledge (local) +9, Linguistics +7, Perform (sing) +7, Sense Motive +9

**Languages** Common, Draconic, Dwarven, Giant, Gnome, Halfling

**Combat Gear** *oil of mending* (5), *potions of cure light wounds* (2), *potions of endure elements* (2), acid (2), alchemist's fire (2), thunderstone; **Other Gear** leather armor, +1 warhammer, masterwork cold iron warhammer, masterwork breastplate (not worn), *feather token* (fan), block and tackle, chain (20 ft.), masterwork artisan's tools, 1,211 gp

A blacksmith enjoys talking about metal almost as much as working it. She is proud that her skill allows her to craft everything from mundane items to magic weapons.

<b>SUCCESSFUL MERCHANT</b>	<b>CR 5</b>
<b>HUMAN EXPERT 7</b>	<b>XP 1,600</b>
Medium humanoid (human)	<b>N</b>

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

**DEFENSE**

**AC** 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)

**hp** 31 (7d8)

**Fort** +3, **Ref** +2, **Will** +9

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk silver dagger +5 (1d4-1/19-20)

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

**TACTICS**

**During Combat** The expert hides behind his bodyguards or tries to use his *potion of invisibility* to escape combat. The rapier he wears is only for show, and he defends himself with his dagger.

**STATISTICS**

**Str** 9, **Dex** 8, **Con** 10, **Int** 14, **Wis** 12, **Cha** 13

**Base Atk** +5; **CMB** +4; **CMD** 13

**Feats** Alertness, Iron Will, Persuasive, Skill Focus (Appraise, Intimidate)

**Skills** Appraise +15, Bluff +11, Diplomacy +13, Handle Animal +6, Intimidate +11, Knowledge (geography) +7, Knowledge (history, nobility) +4, Knowledge (local) +12, Perception +13, Profession (merchant) +11, Ride +9, Sense Motive +13, Survival +2

**Languages** Common, Dwarven, Elven

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** masterwork silver dagger, masterwork rapier, *bracers of armor +1*, *cloak of resistance +1*, guard dog, magnifying glass, merchant's scale, bit and bridle, heavy horses (2), light horse (combat trained), riding saddle, saddlebags, wagon, 720 gp

A successful merchant is pleasant to customers but often an impatient taskmaster to his employees. He has spent a lifetime thinking of ways to avoid physical work and complains if expected to lend a hand. He considers himself better than anyone dumber or poorer than he is.

The above stat block can be used for any skilled NPC whose profession relies on observation, intimidation, and diplomacy, such as a diplomat, innkeeper, lawyer, or caravan leader.



<b>WISE SAGE</b>	<b>CR 6</b>
<b>HUMAN EXPERT 8</b>	<b>XP 2,400</b>
Medium humanoid (human)	<b>N</b>

**Init** +0; **Senses** Perception +1

**DEFENSE**

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

**hp** 28 (8d8-8)

**Fort** +2, **Ref** +3, **Will** +8

**OFFENSE**

**Speed** 30 ft.

**Melee** quarterstaff +5/+0 (1d6-1)

**TACTICS**

**During Combat** The expert uses magic items to defend herself and escape from combat as quickly as possible.

**STATISTICS**

**Str** 9, **Dex** 10, **Con** 8, **Int** 16, **Wis** 13, **Cha** 11

**Base Atk** +6; **CMB** +5; **CMD** 16

**Feats** Magical Aptitude, Skill Focus (Knowledge [arcana, nature, planes], Use Magic Device)

**Skills** Appraise +14, Knowledge (arcana) +17, Knowledge (dungeoneering, engineering, local) +7,

Knowledge (geography) +12, Knowledge (history) +14, Knowledge (nature, planes) +17, Knowledge (nobility) +5, Knowledge (religion) +10, Linguistics +14, Spellcraft +16, Use Magic Device +16

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Ignan, Infernal, Terran

**Combat Gear** *potion of cure moderate wounds*, *scroll of expeditious retreat*, *scroll of glitterdust*, *scrolls of identify* (4), *scroll of invisibility*, *scroll of mage armor*, *scroll of remove curse*, *wand of detect magic* (20 charges), *wand of scorching ray* (10 charges); **Other Gear** quarterstaff, *cloak of resistance +1*, *ring of protection +1*, everburning torch, bit and bridle, light horse, riding saddle, 628 gp

A wise sage's cantankerous manner evaporates when she's expounding on matters of scholarly minutia. The sage's breadth of general knowledge allows her to speak on most topics, and her precious magic items let her gain enough clues to direct her further research. If she reaches her limit on a topic, she may refer the questioner to a specialist in that field—or she may not, in order to preserve her pride.





<b>CUTTHROAT LAWYER</b>	<b>CR 7</b>
<b>HALF-ELF EXPERT 9</b>	<b>XP 3,200</b>
Medium humanoid (elf, human)	<b>N</b>

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

**DEFENSE**

**AC** 9, touch 9, flat-footed 9 (-1 Dex)

**hp** 40 (9d8)

**Fort** +3, **Ref** +2, **Will** +9; +2 vs. enchantments

**OFFENSE**

**Speed** 30 ft.

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

**TACTICS**

**During Combat** The expert fights defensively with her rapier, and attempts to persuade her opponents that it is in their best interest to stop fighting and let her escape.

**STATISTICS**

**Str** 9, **Dex** 8, **Con** 10, **Int** 12, **Wis** 12, **Cha** 16

**Base Atk** +6; **CMB** +5; **CMD** 14

**Feats** Alertness, Iron Will, Martial Weapon

Proficiency (rapier), Persuasive, Skill Focus (Bluff, Diplomacy)

**Skills** Bluff +21, Diplomacy +23, Intimidate +20, Knowledge (history) +8, Knowledge (local, nobility) +9, Linguistics +6, Perception +12, Profession (barrister) +13, Sense Motive +15, Spellcraft +8

**Languages** Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Infernal

**SQ** elf blood

**Combat Gear** *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** masterwork rapier, *circlet of persuasion*, *elixir of truth*, antitoxin, courtier's outfit, light horses (2), carriage, 1,100 gp

A cutthroat lawyer is a master of loopholes, doublespeak, intimidation, and litigation. She prides herself on doing whatever it takes—within the law—to win her case. Though this means she won't use illusions to falsify evidence or enchantments to alter a witness's memories or coerce a judge or juror to change a vote, it leaves her many opportunities to enhance her own ability to persuade and investigate. Given enough gold and access to the right potions, she destroys the opposition's arguments, eradicates the witnesses' credibility, discovers conflicts of interest in judges and jurors, digs up obscure laws that invalidate the charges of which her client is accused, suggests plausible

conspiracies or mistaken identities, points fingers at other possible suspects, bogs down trial proceedings, and offers plea bargains to a trivially smaller sentence in order to get trials over with.

She loves the intellectual and magical challenge of defeating her opponent within the bounds of the law, much as a paladin enjoys a victory without resorting to dishonorable tactics. She thrives on the attention and her ability to manipulate others to see things as she wants them to. If she worked as a prosecutor, her conviction record would be nearly perfect, but because she loves a good profit, she prefers aggressive litigation and defending the accused. Any magic she uses to achieve a win is added to her bill, and her favorite clients are rich adventurers because they have the deepest pockets.

The lawyer does have standards, and will not defend those accused of crimes against children. Likewise, she prefers clients who are not actually guilty, or are guilty of crimes against property rather than against people.

The lawyer has a network of contacts, observers, and expert witnesses ready to follow people, investigate crime scenes, badger city guards for information, testify in trials, and otherwise make themselves useful for her profession. She usually has the assistance of one or more less skilled lawyers (use the successful merchant stat block, expert 7) hoping to gain some prestige by association, and payrolls two or three investigator wizards (human diviner 4) at any one time. All of these agents are people she believes she can trust not to violate any laws in the pursuit of information, for one slip-up can invalidate her entire case and—worst of all—embarrass her professionally. An agent who shows a lack of discretion or discipline in this matter is cut off and disavowed; depending on the infraction, she might bring her litigious powers to bear against that person, in which case it is usually best for the target to flee the city, change his or her name, and attempt a new life somewhere else.



<b>MASTER ENTERTAINER</b>	<b>CR 8</b>
<b>GNOME EXPERT 10</b>	<b>XP 4,800</b>
Small humanoid (gnome)	<b>CN</b>

**Init** +1; **Senses** low-light vision; Perception +2

**DEFENSE**

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

**hp** 45 (10d8)

**Fort** +3, **Ref** +6, **Will** +7; +2 vs. illusions

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

**OFFENSE**

**Speed** 20 ft.

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

**Ranged** dagger +10/+5 (1d3-2/19-20)

**Special Attacks** +1 on attack rolls against goblinoid and reptilian humanoids

**Gnome Spell-Like Abilities** (CL 10th; concentration +13)

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

**TACTICS**

**During Combat** The expert uses thrown daggers and alchemical items to keep opponents at bay.

**STATISTICS**

**Str** 7, **Dex** 12, **Con** 10, **Int** 12, **Wis** 10, **Cha** 16

**Base Atk** +7; **CMB** +4; **CMD** 15

**Feats** Lightning Reflexes, Point-Blank Shot, Quick Draw, Rapid Shot, Weapon Focus (dagger)

**Skills** Acrobatics +14 (+10 when jumping), Bluff +11, Craft (painting) +10, Disguise +9, Escape Artist +9, Knowledge (local, nobility) +9, Perception +2, Perform (comedy) +16, Perform (dance) +11, Perform (wind) +8, Sense Motive +5, Sleight of Hand +14, Use Magic Device +16

**Languages** Common, Elven, Gnome, Sylvan

**Combat Gear** *potion of cure moderate wounds, scrolls of cat's grace (2), scroll of major image, scroll of shrink item, wand of invisibility (10 charges), wand of prestidigitation (20 charges), wand of pyrotechnics (10 charges), wand of silent image (10 charges), alchemist's fire (2), thunderstones (2); Other Gear* daggers (8), *elixir of love, hat of disguise, marvelous pigments, masterwork artisan's tools, masterwork panpipes, smokesticks (2), tindertwigs (4), 335 gp*

Accomplished as an acrobat, clown, dancer, juggler, and piper, a master entertainer augments her performance with magical effects for audiences that pay high enough ticket prices. Odd-looking even by gnome standards,



she is adept at making herself appear male or female, a human or elf child, or even something monstrous like a goblin or tiefling. When augmented by her magic cap, the disguise is instantaneous and flawless. It is often her practice to create a mundane disguise, then use the cap to create an identical disguise over it, so that any who magically detect or penetrate the disguise see the same thing underneath, leading them to believe their magic is erratic.

If working for a wealthy patron, she uses her funding to create surreal and amusing backdrops, stages, and costumes, sometimes with colors only visible to certain races, or concealing words and images that appear only when viewed with darkvision. She uses these props to perform whimsical narratives that are suitable for children, but that can easily be altered into something haunting, disturbing, or even erotic or blasphemous with a word from her employer. She has been known to employ illusionists to add or subtract elements from a performance, or (like her habit with disguises) create identical illusions on top of actual scenery, perhaps altering it slightly to give the performance a sense of heightened unreality.

Because of her experience traveling with unsavory characters, she has no qualms about being bribed to help with many crimes, such as smuggling goods into or out of a city, faking a person's death as an on-stage "accident," or mocking an effigy or caricature of a public official in a performance in front of hundreds of witnesses.

She may travel alone or as part of a troupe of actors or musicians (use the journeyman carpenter stat block, expert 4), tavern singers (bards 1), street performers (bards 2), or laborers (use the ruffian stat block, commoner 7). During most of her travels she is content to cavort and entertain, but from time to time she sneaks out to burgle or rob the rich and split the money with her companions.

The above stat block can be used for any kind of skilled nonmagical performer or artisan, such as an actor, musician, painter, or singer. Alter the NPC's magic items to suit the particular role; for example, *scrolls of eagle's splendor* instead of *scrolls of cat's grace*.



<b>RECRUIT</b>	<b>CR 1/3</b>
<b>DWARF WARRIOR 1</b>	<b>XP 135</b>
Medium humanoid (dwarf)	<b>N</b>

**Init** +0; **Senses** darkvision 60 ft.; Perception +1

**DEFENSE**

**AC** 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

**hp** 8 (1d10+3)

**Fort** +4, **Ref** +0, **Will** +0; +2 vs. poison, spells, and spell-like abilities

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

**OFFENSE**

**Speed** 20 ft.

**Melee** dwarven

waraxe +3

(1d10+1/×3) or

dagger +2

(1d4+1/19–20)

**Ranged** light crossbow +1

(1d8/19–20)

**Special Attacks** +1 on attack

rolls against goblinoid and

orc humanoids

**TACTICS**

**During Combat** The warrior prefers

melee combat and working with other

soldiers. He uses alchemist's fire against

targets resistant to weapon damage.

**STATISTICS**

**Str** 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7

**Base Atk** +1; **CMB** +2; **CMD** 12 (16 vs. bull rush or trip)

**Feats** Weapon Focus (dwarven waraxe)

**Skills** Intimidate +2, Perception +1 (+3 to notice unusual stonework)

**Languages** Common, Dwarven

**Combat Gear** alchemist's fire; **Other Gear**

chainmail, heavy wooden shield, dagger,

dwarven waraxe, light crossbow with

20 bolts, 12 gp

Filled with bluster and swagger, a recruit lacks the discipline of an experienced soldier and can quickly lose resolve if he finds himself in over his head. A recruit works best in a large group under a strong leader who can keep all the soldiers in line and working together.

Left to his own devices, a recruit becomes bored and looks for entertainments such as drinking and gambling to pass the time.

<b>BRIGAND</b>	<b>CR 1/2</b>
<b>HUMAN WARRIOR 2</b>	<b>XP 200</b>
Medium humanoid (human)	<b>NE</b>

**Init** +1; **Senses** Perception +0

**DEFENSE**

**AC** 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

**hp** 15 (2d10+4)

**Fort** +4, **Ref** +1, **Will** +0

**OFFENSE**

**Speed** 30 ft.

**Melee** longsword +3 (1d8+1/19–20) or

sap +3 (1d6+1 nonlethal)

**Ranged** longbow +3 (1d8/×3)

**TACTICS**

**During Combat** The warrior snipes with arrows until her foes

are close, then uses her sword. She hurls thunderstones at

spellcasters, and tanglefoot bags at foes wearing heavy armor.

**STATISTICS**

**Str** 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +3; **CMD** 14

**Feats** Point-Blank Shot, Skill

Focus (Stealth)

**Skills** Intimidate +4, Stealth +6

**Languages** Common

**Combat Gear** *potion of cure*

*light wounds*, masterwork

arrows (5), tanglefoot bags (2),

thunderstone (2); **Other**

**Gear** leather armor, longbow

with 20 arrows, longsword,

sap, 48 gp

A brigand has no sense of mercy, and is happy to kill for a handful of silver. Brigands waylay caravans, create illegal turnpikes on roads to collect tolls from travelers, attack noisy camps at night, and harass villages for protection money. They are easily routed but carry a grudge and remain a recurring problem until imprisoned or killed.

Many brigands are former soldiers who lacked the discipline to stay in the military or a mercenary company, and may even be deserters from a local or invading army. They rarely use group tactics, and form into gangs under the toughest member of the group, typically a grizzled mercenary (warrior 6).



<b>GUARD</b>	<b>CR 1</b>
<b>HUMAN WARRIOR 3</b>	<b>XP 400</b>
Medium humanoid (human)	<b>LN</b>

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

**DEFENSE**

**AC** 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

**hp** 22 (3d10+6)

**Fort** +3, **Ref** +0, **Will** +2

**OFFENSE**

**Speed** 30 ft.

**Melee** mwk guisarme +7 (2d4+3/×3) or  
mwk longsword +6 (1d8+2/19-20)

**Ranged** javelin +2 (1d6+2)

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

**TACTICS**

**During Combat** The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.

**STATISTICS**

**Str** 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +5; **CMD** 14

**Feats** Alertness, Toughness, Weapon Focus (guisarme)

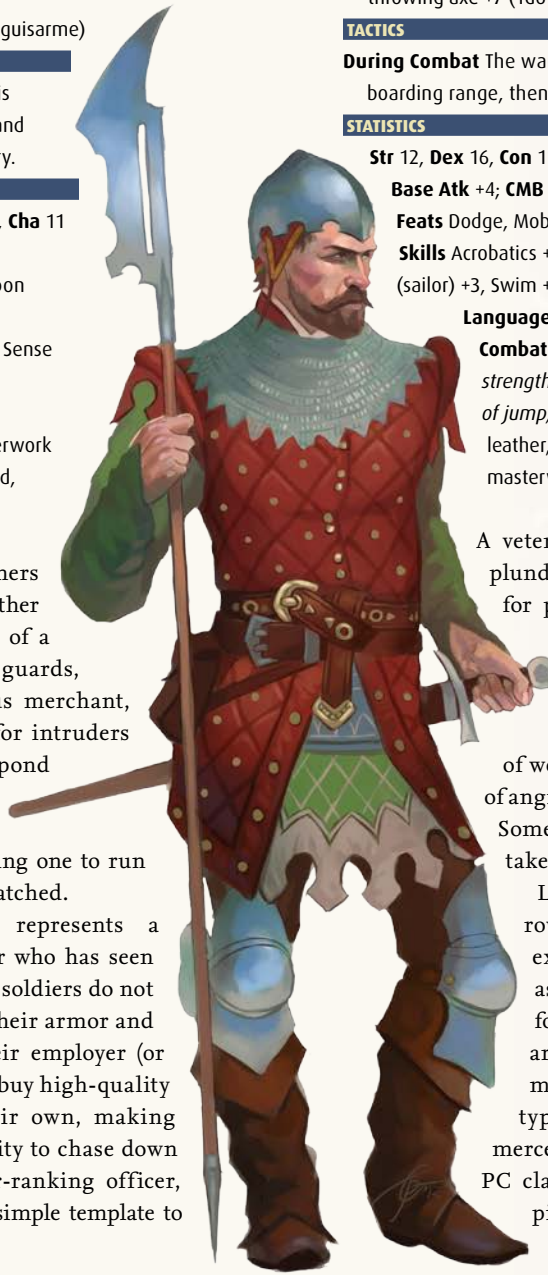
**Skills** Intimidate +6, Perception +5, Sense Motive +4

**Languages** Common

**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

A guard's job is to protect others and respond to trouble. Whether sentries in a fort, members of a city or town watch, caravan guards, or bodyguards for a nervous merchant, guards are trained to look for intruders or suspicious activity and respond with steel if violence is necessary. Most operate in pairs or larger groups, allowing one to run for help if the group is outmatched.

The above stat block represents a professional guard or soldier who has seen many battles (unlike guards, soldiers do not generally carry manacles). Their armor and weapons may belong to their employer (or the army), but career guards buy high-quality armor and weapons of their own, making sure to retain enough mobility to chase down attackers. To create a lower-ranking officer, apply the advanced creature simple template to this stat block.



<b>VETERAN BUCCANEER</b>	<b>CR 2</b>
<b>HUMAN WARRIOR 4</b>	<b>XP 600</b>
Medium humanoid (human)	<b>CE</b>

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

**DEFENSE**

**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

**hp** 26 (4d10+4)

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

**OFFENSE**

**Speed** 30 ft.

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

**Ranged** mwk heavy crossbow +8 (1d10/19-20) or  
throwing axe +7 (1d6+1)

**TACTICS**

**During Combat** The warrior uses her crossbow until she is in boarding range, then switches to her scimitar.

**STATISTICS**

**Str** 12, **Dex** 16, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Dodge, Mobility, Toughness

**Skills** Acrobatics +6, Climb +6, Intimidate +6, Profession (sailor) +3, Swim +17

**Languages** Common, Orc

**Combat Gear** *elixir of swimming*, *potion of bull's strength*, *potions of cure light wounds* (2), *potion of jump*, alchemist's fire; **Other Gear** studded leather, masterwork heavy crossbow with 10 bolts, masterwork scimitar, throwing axe, 231 gp

A veteran buccaneer lives to murder and plunder. Like a shark, she constantly hunts for prey. Buccaneers prefer easy targets like heavy, slow-moving merchant ships that quickly surrender their booty rather than fast military vessels that at best have a stockpile of weapons and at worst carry a full crew of angry sailors itching to spill pirate blood. Some buccaneers take only cargo, some take slaves, and some leave no survivors.

Larger pirate vessels may have slave rowers (use the old sailor stat block, expert 2) who are prodded to the decks as reluctant fighters and living shields for the actual buccaneers; these slaves are easily replaced from surviving members of the opposing crew. A typical pirate captain uses the grizzled mercenary stat block (warrior 6) or has a PC class like the pirate king (fighter 15), pirate queen (ranger 10), or sea captain (druid 8).



<b>TAVERN CHAMPION</b>	<b>CR 3</b>
<b>HALF-ORC WARRIOR 5</b>	<b>XP 800</b>
Medium humanoid (human, orc)	<b>N</b>

**Init** +1; **Senses** darkvision 60 ft.; Perception +0

**DEFENSE**

**AC** 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

**hp** 37 (5d10+10)

**Fort** +5, **Ref** +2, **Will** +0

**Defensive Abilities** orc ferocity

**OFFENSE**

**Speed** 30 ft.

**Melee** unarmed strike +7 (1d3+2) or

sap +7 (1d6+2 nonlethal) or

warhammer +7 (1d8+3/×3)

**TACTICS**

**During Combat** The warrior makes nonlethal unarmed strikes unless an opponent draws a weapon. She uses Improved Bull Rush to throw opponents into tables or through windows. If sorely pressed, she drinks her *potion of enlarge person*.

**STATISTICS**

**Str** 14, **Dex** 13, **Con** 12, **Int** 9, **Wis** 8, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 18

**Feats** Combat Reflexes, Improved Bull Rush, Improved Unarmed Strike

**Skills** Intimidate +9, Perception +0

**Languages** Common, Orc

**SQ** orc blood, weapon familiarity

**Combat Gear** *potions of cure light wounds* (2), *potion of enlarge person*; **Other Gear** chain shirt, sap, warhammer, *amulet of natural armor* +1, 137 gp

A tavern champion is locally famous for boxing, throwing darts, arm wrestling, or just coming out on top in a bar fight. If she's not in the mood to fight—for example, if she's just trying to enjoy a meal or drink with friends—she prefers to intimidate rivals into backing down, but still enjoys a good brawl and knocks out anyone who doesn't take no for an answer.

Besting the tavern champion in a contest of strength earns her respect and admiration (and often a friendly camaraderie) as long as her opponent has good sportsmanship and lets her keep her dignity in defeat. Humiliating her, on the other hand, could result in an ambush beating or acts against the victor's property or companion creatures.

<b>GRIZZLED MERCENARY</b>	<b>CR 4</b>
<b>HUMAN WARRIOR 6</b>	<b>XP 1,200</b>
Medium humanoid (human)	<b>CN</b>

**Init** +0; **Senses** Perception +4

**DEFENSE**

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 51 (6d10+18)

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

**OFFENSE**

**Speed** 20 ft.

**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or

mwk halberd +9/+4 (1d10+3/×3) or

longspear +8/+3 (1d8+3/×3) or

morningstar +8/+3 (1d8+2) or

cold iron kukri +8/+3 (1d4+2/18–20)

**Ranged** javelin +6 (1d6+2)

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

**TACTICS**

**During Combat** The mercenary throws a few javelins, then closes in for the kill.

**STATISTICS**

**Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 18

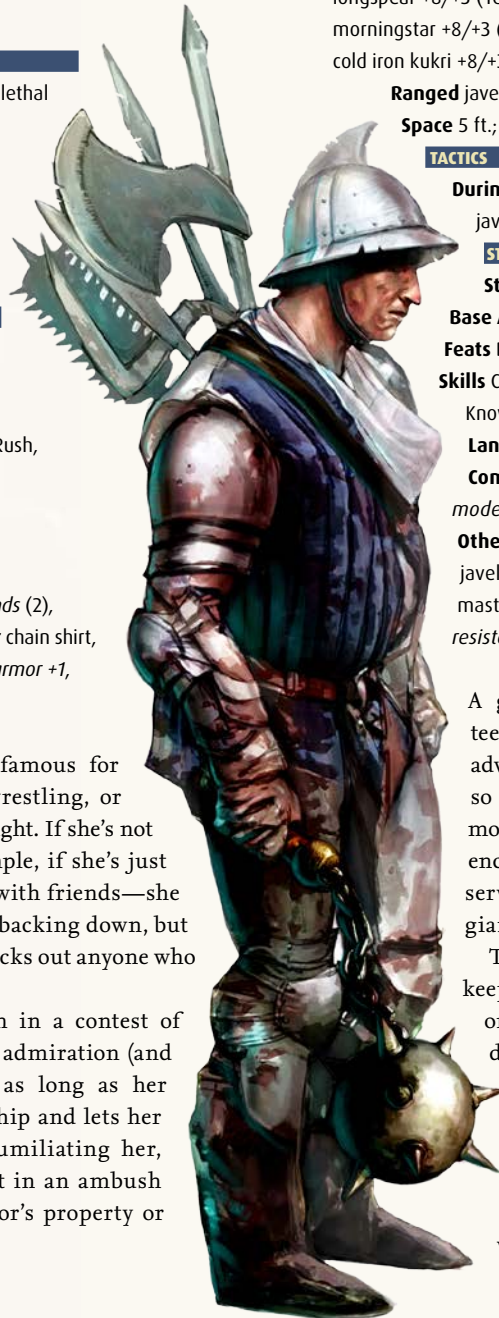
**Feats** Diehard, Endurance, Power Attack, Toughness

**Skills** Climb +0, Handle Animal +3, Intimidate +6, Knowledge (local) +0, Perception +4, Swim +0

**Languages** Common

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, alchemist's fire (2), holy water;

**Other Gear** masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, *cloak of resistance* +1, antitoxin, sunrod, 325 gp



A grizzled mercenary is armed to the teeth, and has survived wars and reckless adventurers. He carries multiple weapons so he can deal with various types of monstrous foes, and is unfazed by most encounters. He expects to be paid for his service on time and in real coin—not giant gems or weird statues.

The mercenary is willing to guard a keep, wear a warlord's tabard or uniform, or venture into the upper levels of a dungeon, but he's no fool and doesn't like being treated as expendable. He is loyal as long as he is paid well, but not willing to risk his life on an obvious suicide mission. The above stat block can also be used for veteran military officers.

<b>EXPERT BODYGUARD</b>	<b>CR 5</b>
<b>HUMAN WARRIOR 7</b>	<b>XP 1,600</b>
Medium humanoid (human)	<b>N</b>

**Init** +3; **Senses** Perception +8

**DEFENSE**

**AC** 17, touch 9, flat-footed 17 (+7 armor, -1 Dex, +1 shield)

**hp** 59 (7d10+21)

**Fort** +7, **Ref** +1, **Will** +5

**OFFENSE**

**Speed** 20 ft.

**Melee** +1 *longsword* +10/+5 (1d8+2/19-20) or kukri +8/+3 (1d4+1/18-20)

**Ranged** mwk light crossbow +7 (1d8/19-20)

**TACTICS**

**During Combat** If she sees an enemy approaching, the warrior fires her *screaming bolt* before entering melee. In melee, she uses Stand Still to prevent enemies from getting past her, giving her employer time to escape.

**STATISTICS**

**Str** 13, **Dex** 9, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +7; **CMB** +8; **CMD** 17

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Stand Still, Weapon Focus (*longsword*)

**Skills** Intimidate +9, Perception +8, Sense Motive +8

**Languages** Common

**Combat Gear** *potion of barkskin*, *potion of bear's endurance*, *potion of cure moderate wounds*, *screaming bolt*, tanglefoot bag (2); **Other Gear** masterwork banded mail, masterwork light steel shield, +1 *longsword*, kukri, masterwork light crossbow with 20 bolts, masterwork manacles, 114 gp

A bodyguard carries many scars from attempts on her employer's life. Unlike a common guard or even a grizzled old mercenary, she is willing to die to protect her charge if that is the only way to keep him safe. If given the option to sacrifice her own life to save him or flee to save herself, she'll choose the former.

A skilled bodyguard focuses her attention on her employer and any potential threats to his safety. She searches rooms before he enters, frisks unexpected guests for weapons, and may drive his chariot or employ common guards she trusts to do so.

<b>ALOOF ARCHER</b>	<b>CR 6</b>
<b>ELF WARRIOR 8</b>	<b>XP 2,400</b>
Medium humanoid (elf)	<b>CN</b>

**Init** +2; **Senses** low-light vision; Perception +10

**DEFENSE**

**AC** 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

**hp** 52 (8d10+8)

**Fort** +6, **Ref** +4, **Will** +2; +2 vs. enchantments

**Immune** sleep

**OFFENSE**

**Speed** 20 ft.

**Melee** elven curve blade +10/+5 (1d10+3/18-20)

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

**TACTICS**

**During Combat** The warrior uses her +1 *flaming arrows* on dangerous targets like spellcasters. She falls back and keeps firing as foes approach her, avoiding melee as long as possible.

**STATISTICS**

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

**Base Atk** +8; **CMB** +10; **CMD** 22

**Feats** Deadly Aim, Point-Blank Shot, Rapid Shot, Weapon Focus (*composite longbow*)

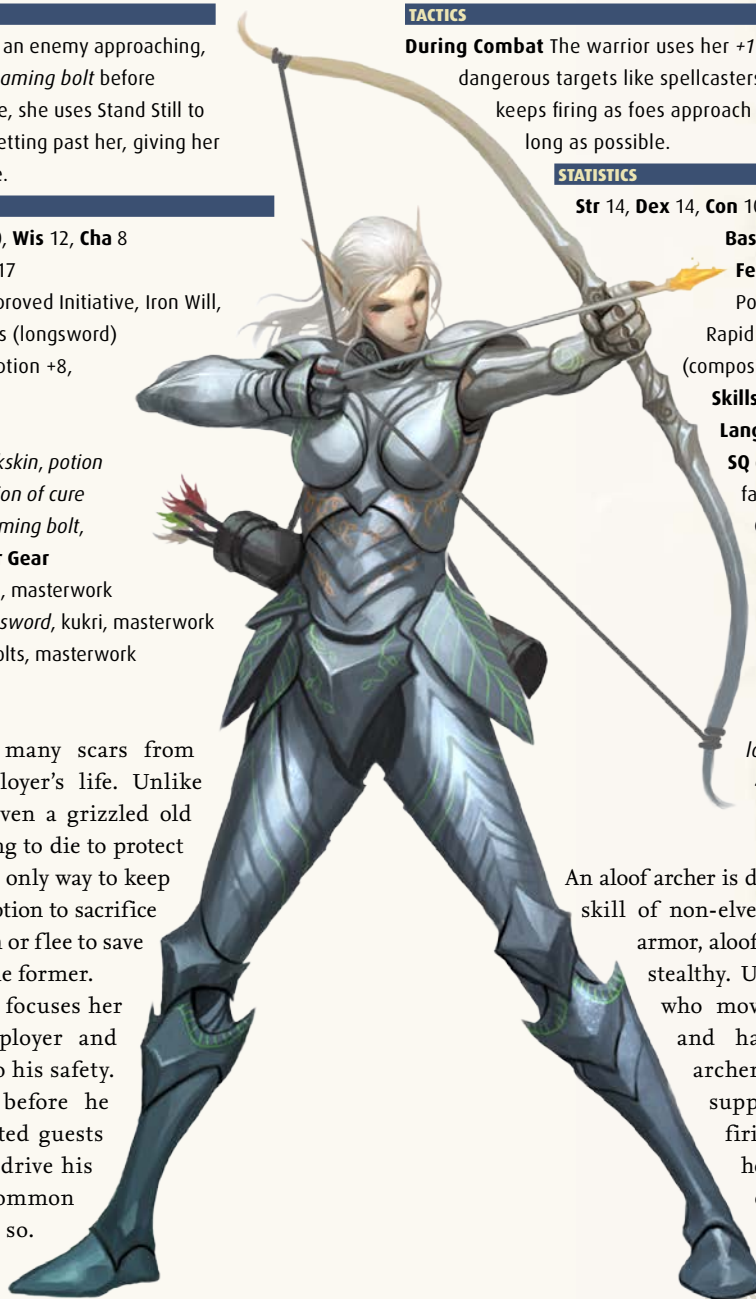
**Skills** Perception +10, Stealth +5

**Languages** Common, Elven  
**SQ** elven magic, weapon familiarity

**Combat Gear** *elixir of hiding*, +1 *flaming arrows* (6), *potion of cure moderate wounds*, *potion of divine favor*;

**Other Gear** masterwork full plate, +1 *composite longbow* (+2 Str) with 40 arrows, elven curve blade, 72 gp

An aloof archer is disdainful of the archery skill of non-elves. Despite their heavy armor, aloof archers are remarkably stealthy. Unlike the elven scouts who move through the brush and harass invaders, these archers make up the ranged support of elven armies, firing over their comrades' heads into the thick of enemy forces, creating a hail of deadly arrows.



<b>CAVALRY SOLDIER</b>	<b>CR 7</b>
<b>HALF-ELF WARRIOR 9</b>	<b>XP 3,200</b>
Medium humanoid (elf, human)	<b>LN</b>

**Init** +0; **Senses** low-light vision; Perception +8

#### DEFENSE

**AC** 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

**hp** 67 (9d10+18)

**Fort** +7, **Ref** +3, **Will** +4; +2 vs. enchantments

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 lance +13/+8 (1d8+5/×3) or

mwk heavy pick +13/+8 (1d6+3/×4)

**Ranged** mwk composite shortbow +10/+5 (1d6+3/×3)

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

#### TACTICS

**During Combat** The warrior shoots her bow at lightly armored opponents, using Mounted Archery to aim accurately even when moving at speed. In melee, she wields her lance against heavily armored targets, using Spirited Charge to increase her damage and Ride-By Attack to create openings in enemy defensive lines.

#### STATISTICS

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

**Base Atk** +9; **CMB** +12; **CMD** 22

**Feats** Iron Will, Mounted Archery, Mounted Combat, Ride-By Attack, Skill Focus (Perception), Spirited Charge

**Skills** Handle Animal +8, Perception +8, Ride +6

**Languages** Common, Elven

**SQ** elf blood

**Combat Gear** *potions of cure moderate wounds* (2), *potion of heroism*, cold iron arrows (10), silver arrows (10); **Other Gear** masterwork full plate, masterwork heavy steel shield, +1 lance, masterwork composite shortbow (+3 Str) with 40 arrows, masterwork heavy pick, bit and bridle, heavy horse (combat trained), masterwork chainmail barding, military saddle, saddlebags, 259 gp

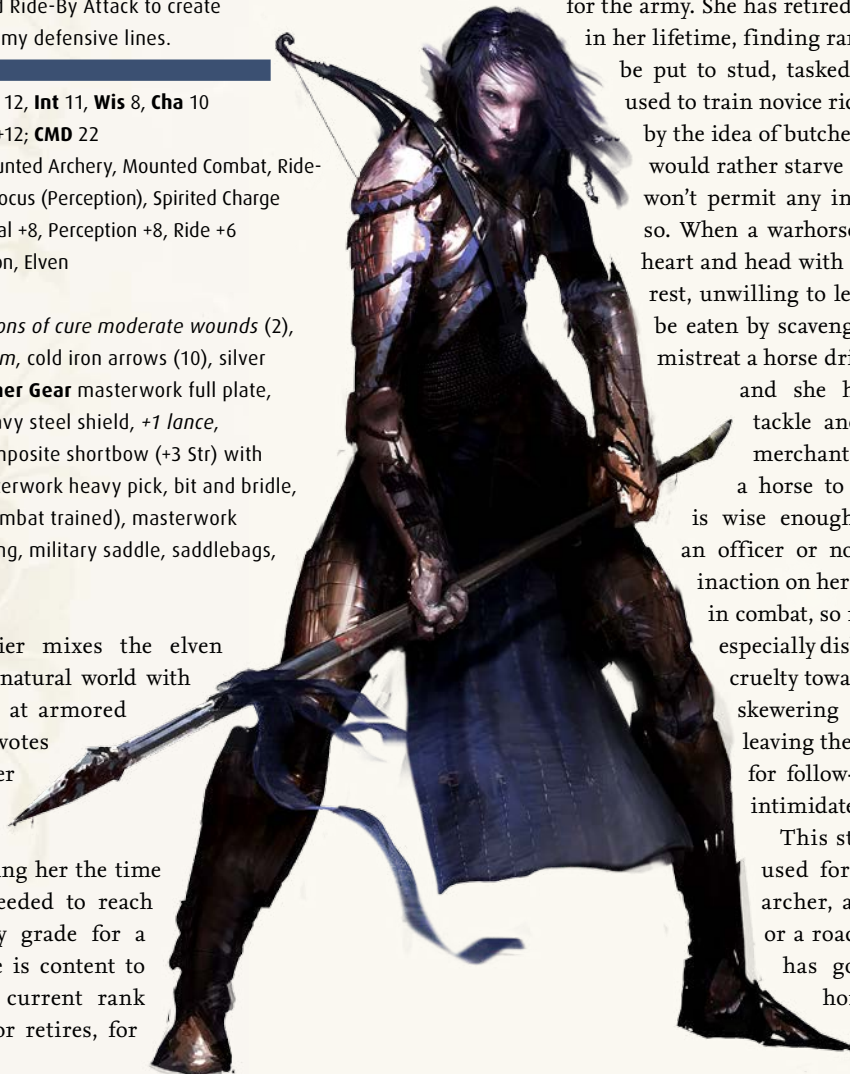
A cavalry soldier mixes the elven devotion to the natural world with a human's skill at armored combat. She devotes herself to a career in the military, the elven blood in her veins giving her the time and patience needed to reach the highest pay grade for a non-officer. She is content to remain at her current rank until she dies or retires, for

she took this job because of her love of horses and battle. She respects discipline, and if she weren't in the army, she probably would form her own mercenary company just so she could train others in horsemanship, battle tactics, and skill-at-arms.

The soldier is blunt and direct but not intentionally rude. She understands and respects that each horse responds differently to verbal and nonverbal cues, and knows that people are the same way, but is easily annoyed by how humans say one thing and do another. She prefers interactions where she can give or take orders with no question as to what is expected of her and her fellows. Flowery words and flattery are tiresome to her, and her closest friends are those who speak to her openly and honestly, as she would to them. She enjoys the company of druids and rangers, appreciating their respect for animals and feeling only slight envy because of her inability to control the magic they wield.

The soldier has a keen eye for fine horses, and in times of peace she breeds and raises them, either on her own or for the army. She has retired many cavalry horses in her lifetime, finding ranches where they can be put to stud, tasked with light work, or used to train novice riders. She is disgusted by the idea of butchering horses for meat, would rather starve than eat a horse, and won't permit any in her company to do so. When a warhorse dies, she buries its heart and head with honor and burns the rest, unwilling to let a noble companion be eaten by scavengers. Seeing someone mistreat a horse drives her into a frenzy, and she has been known to tackle and beat a peasant or merchant she spots whipping a horse to get it to work. (She is wise enough to not do this to an officer or noble, but if by some inaction on her part that person dies in combat, so much the better.) She especially dislikes goblins for their cruelty toward horses, and enjoys skewering them on her lance, leaving the corpses on her lance for follow-up attacks to better intimidate their allies.

This stat block can also be used for an expert military archer, a non-noble general, or a road-weary veteran who has gone to war against hordes of orcs, goblins, or ogres.



<b>GLADIATOR CHAMPION</b>	<b>CR 8</b>
<b>HUMAN WARRIOR 10</b>	<b>XP 4,800</b>
Medium humanoid (human)	<b>NE</b>

**Init** +3; **Senses** Perception +4

**DEFENSE**

**AC** 19, touch 15, flat-footed 15 (+3 armor, +1 deflection, +3 Dex, +1 dodge, +1 shield)

**hp** 75 (10d10+20)

**Fort** +7, **Ref** +6, **Will** +2

**OFFENSE**

**Speed** 30 ft.

**Melee** +1 *short sword* +12/+7 (1d8+3), *mwk light mace* +11 (1d6+1) or trident +12/+7 (1d8+3)

**Ranged** trident +13 (1d8+3) or dart +13 (1d4+2) or net +9 ranged touch (entangle)

**TACTICS**

**During Combat** In a gladiator match, the warrior fights with dramatic showmanship, performing unnecessary acrobatic maneuvers, intimidating foes with flashy weapons displays (using Dazzling Display), and otherwise prolonging the fight. Depending on the style and theme of the match, he may go for blood with his sword and mace, hold the high ground with his trident, or capture and drag his opponent with the net. Outside the arena, he is quick and brutal with his attacks, wasting no time before killing his opponent so he is out of danger as soon as possible.

**STATISTICS**

**Str** 14, **Dex** 16, **Con** 10, **Int** 10, **Wis** 8, **Cha** 11

**Base Atk** +10; **CMB** +12; **CMD** 27

**Feats** Dazzling Display, Dodge, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword)

**Skills** Acrobatics +12, Intimidate +8, Perception +4, Sense Motive +9

**Languages** Common

**Combat Gear** *potion of cure moderate wounds*, *potion of heroism*; **Other Gear** studded leather, +1 *short sword*, darts (10), net, masterwork light mace, trident, *belt of giant strength* +2, *ring of protection* +1, antitoxin, 240 gp

The gladiator champion rose up from hopeless slavery to great fame, winning match after match with luck, skill, and the approval of the crowd. He has defeated

single opponents and dozens of warriors at once, fought tigers and strange beasts, and even battled a minotaur and things that have no name in any human tongue.

Now at the top of his game, the champion fights every public battle as if a grand audience were watching. Though he is still a slave, he is a valued slave with thousands of fans, and his owner is careful to not put him in matches where he will likely be slain. The gladiator lives for the fighting, the glory, the wet heat of his opponent's blood, and the noise of the joyous crowd. Within the halls of the gladiators he lives like a prince, albeit a prince bound with a thin golden chain that he cannot break on his own.

In the arena he has played the role of mighty hero and god of war, but deep in his heart he knows his time of greatness will eventually come to an end. He hopes that someday his owner will grant him his freedom, allowing him to retire to a place of comfort where he can live off a small stipend—an honest reward for a lifetime of dangerous service. He fears that his master will discard him before he gets too old, throwing away his life in some grand spectacle or to win a bet against a rival's champion—a humiliating, pointless death for a seasoned performer.

The longer he remains a gladiator, the more this voice of fear speaks to him. He is a hero to the other slave gladiators, and enough fear may push him to lead them in an armed rebellion against their captors. Depending on the skill of his fellows, use the stat blocks for recruits (warriors 1), brigands (warriors 2), veteran buccaneers (warriors 4), or tavern champions (warriors 5). Having killed hundreds over the years just for the sake of entertainment, he is more than willing to sacrifice his comrades if doing so means he and the survivors have a chance to live out their last years in peace.

Above all, the gladiator wants to survive. If he is losing a fight—even a public one—and has reason to believe his opponent will be merciful, he surrenders rather than fighting to the death.

This stat block can also be used for a retired military hero, tribal champion, or loyal retainer of a noble family. If used for this purpose, change his melee weapon choices and his armor to alternatives that are more suitable for his revised role.

